# Identifying and Assessing Emerging Tools and Technologies

## **Factors That Impact Technology Selection**



## INSTRUCTIONAL GOALS

Promote student academic growth through tools that visually enrich lessons and provide immediate feedback. For example, digital tools can be utilized in math and science to help students effectively solve challenging problems.

#### **Considerations:**

Will the potential tool encourage advanced and in-depth thinking for all students?

) Will the potential tool provide empowerment and support autonomy in learning?



## **FINANCIAL EXPENSE**

Maximize trials and discounts when possible prior to spending personal funds to purchase a long-term tool commitment. If available, seek additional funding sources.

#### **Considerations:**



Does the potential tool provide a free trial and/or a discount for educators?

Are there features that you and your students can do without to save funds?



## ACCESSIBILITY & EQUITY

Equitable access must be a priority when selecting tools and technologies. Universal access and design should be achievable through selected tool and technologies features.

#### **Considerations:**



Does the potential tool support accessibility for *all* (provide subtitles, alt text, screen readers, adjustable fonts and text sizes, etc.)?

Does the potential tool benefit the learning needs of all students?



### **TECHNOLOGY CAPACITY**

New tools and technologies should fit within the technology capacity of classrooms, face-to-face or online. This includes sufficient space and features with the environment, face-to-face or online, to connect and collaborate on their electronic devices.

#### **Considerations:**

What access do students have to school-issued devices and internet?

S the potential tool or technology compatible with current tools and technologies?



### SUSTAINABILITY

Sustainable technology is foundational for student learning, professional development, and parent/family connections. It is important to determine if the potential tool will be supported and reused in future years.

#### **Considerations:**



Is the potential tool easy to integrate into learning experiences with minimal training? Are there plans to use the potential tool beyond the immediate or pressing need?

#### References

- Tschirgi, D. (2009, April 13). 5 factors to consider when selecting classroom technology. EdTech Magazine. https://edtechmagazine.com/k12/article/2009/04/5-factors-consider-when-selecting-classroom-technology
- Digital Promise. (n.d.). Equity and accessibility considerations for digital learning. Digital Promise. https://digitalpromise.org/online-learning/digital-learning-playbook/equity-and-accessibility-considerations-for-digital-learning/



**College of Education** 



Teaching Innovations in Multimodal Education, a GEER grant initiative of Learning Design & Technology