ISTE LIVE 24 DENVER

JUNE 23-26

PREVIEW Guide

Year-Round Mission Sponsors

Microsoft

Google for Education

Welcome to ISTELive 24!

At ISTELive 24, you'll scale to new learning heights during 1,000+ strategy-packed sessions that will help you meet the needs of all students! Become more confident with the latest tech for learning as you explore tools during hands-on sessions, live demos and how-to presentations.

Venture Into the Future of Learning With Us

We're thrilled to introduce you to ISTELive 24 – one of the world's most comprehensive and influential edtech events! This conference offers you an unparalleled learning experience, no matter where you are on your journey to leverage technology to transform teaching and learning.

ISTELive is your opportunity to connect with some of the brightest minds in education, explore how technology can spark curiosity and return to your school with practical strategies you can implement right away. It's also your chance to go on a quest to learn more about AI and generative tech so you can guide students into the future of learning.

In addition to participating in 1,000+ learning opportunities, be sure to visit the ISTELive Solutions Hub Expo to touch, test and tinker with the latest edtech – and meet the people behind the products. Hundreds of vendors are eager to answer your questions and provide demos!

Plus, get ready to make valuable connections with innovative educators and leaders that will continue year-round, helping you grow your network and address common challenges.

Here's to embarking on a journey of discovery at ISTELive 24!

Jennifer Ragan-Fore

ISTE + ASCD Chief Experience Officer

ISTE LIVE 24 DENVER JUNE 23-26

Table of Contents

WHAT TO EXPECT + PRO TIPS 3

SESSION FORMATS 7

EXPERIENCES 8

SPOTLIGHT ON SOLUTIONS + MEET OUR SPONSORS 10

SOLUTIONS HUB HIGHLIGHTS AND HOW-TO'S 11

CONFERENCE MAPS 14

EXHIBITOR LIST 20

What to Expect + Pro Tips

What? ISTELive 24

When? June 23-26, 2024

Where? Colorado Convention Center
700 14th St. Denver, CO 80202

EXTEND YOUR LEARNING

Did you know that your registration includes hundreds of recorded sessions and virtual content? And all of it is available for a full six months after the event. See the program search for a full list of included sessions, and if you have colleagues who are unable to join us in Denver, let them know they can join us virtually!

ISTELIVE 24 MOBILE APP

The ISTELive 24 app will be available in mid-June in Google Play and the Apple Store. Use it to customize your experience by: saving your favorite conference sessions, presenters and exhibitors; connecting directly with other attendees; and saving session resources in a digital tote.

ON-SITE DINING

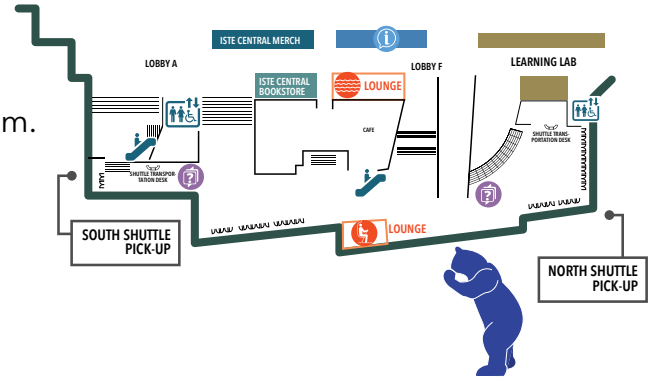
A wide variety of food concessions will be available in the dining hall located inside the Solutions Hub Expo.

SHUTTLE SERVICE

Shuttle service to and from many official conference hotels and the Colorado Convention Center is provided. Shuttle buses run approximately every 20-30 minutes, Sunday-Wednesday, during conference hours.

SHUTTLE SCHEDULE:

Sunday	June 23	6:30 a.m.-7 p.m.
Monday	June 24	6:30 a.m.-6:30 p.m.
Tuesday	June 25	7 a.m.-6:30 p.m.
Wednesday	June 26	7 a.m.-5 p.m.



What to Expect + Pro Tips

ON-SITE ATTENDEE SERVICES

Have a question or need help navigating the conference program or using the conference app, stop by the attendee service area or the Ask Me desks located throughout the conference.

ISTE CENTRAL AND BOOKSTORE

Visit ISTE Central to purchase conference T-shirts, hats, water bottles and other ISTE swag. Save 30% on ISTE + ASCD titles in the bookstore.

LEARNING LAB

Discover your next learning journey in the Learning Lab. Discuss your professional goals with our experts and get help creating a customized pathway to reach them. Plus, participate in dozens of fast-paced learning sessions.

PRO TIPS TO HELP YOU MAKE THE MOST OF ISTELive!

1. Wear comfortable shoes, stay hydrated and remember, Denver is called the "Mile High City" – you may need to adjust to the altitude.

2. Be part of the conversation on social media using **#ISTELive.**

3. Sign up to earn continuing education credits. ISTELive works with several higher education providers to offer credit hours for attending the conference.

Microsoft

Empower every student to achieve more with Microsoft Education

Microsoft Education recognizes that every school's most precious resource is its students. Visit us in **booth 1300**, join a deep-dive session in our **Learn Live Classroom (room 301)**, or attend one of our sessions in our **Learn Live Theater (booth 1300)** and discover ways we're providing teachers with AI-powered, one-on-one coaching tools to engage individuals with tailored lessons and create more time for class instruction.

Our AI-powered solutions help make learning more equitable by putting every student at the center of the equation, so educators in every school have easy access to the tools they need to empower every student to achieve more.

We look forward to seeing you!

Check out the full Microsoft at ISTELive program here: aka.ms/MicrosoftatISTE

Don’t miss the latest on AI in our Learn Live Classroom!

Attend a Microsoft-led deep-dive session to discover new tools and strategies to explore AI in education, improve efficiency and cybersecurity, and prepare students for the future with the power of Microsoft’s Learning Accelerators, Copilot, Minecraft, and more.

Room 301

Start your AI learning journey with Microsoft: aka.ms/AIforEduISTE

Session Formats

FORMATS THAT FIT THE WAY YOU LIKE TO LEARN

Search the full program or use the ISTELive 24 app to find and "favorite" the sessions you want to attend!

LISTEN AND LEARN: HEAR FROM THE EXPERTS

- **Edtalks -** Topic-based presentations, usually 60 minutes.
- **Panels -** Moderator and two or more panelists, usually 60 minutes.
- **Research papers -** Roundtable discussions or poster presentations on original edtech research, 30 minutes.
- **Snapshots -** 20- to 30-minute micro-presentations on a specific solution, tool or content provider resource.

PARTICIPATE AND SHARE: BLEND OF PRESENTATIONS AND INTERACTIVITY

- **Interactive lectures -** Topic-based presentations with audience participation activities.
- **Posters -** Demonstration-style visual presentations in a multi-booth environment.
- **Forums -** Thematic longer format learning for a specific audience or curriculum focus.
- **Trips/Tours -** Off-site excursions with a cultural, educational or historical focus.

EXPLORE AND CREATE: EXTENSIVE AUDIENCE INTERACTION

- **Creation Labs -** Hands-on sessions focused on creating resources or projects.
- **Playgrounds -** Large-scale, hands-on learning with multiple demonstration stations.

ENGAGE AND CONNECT: OPPORTUNITIES TO NETWORK

- **Hosted activities -** Sessions hosted by conference sponsors.
- **Social events -** Gatherings for connecting with other attendees.

Experiences

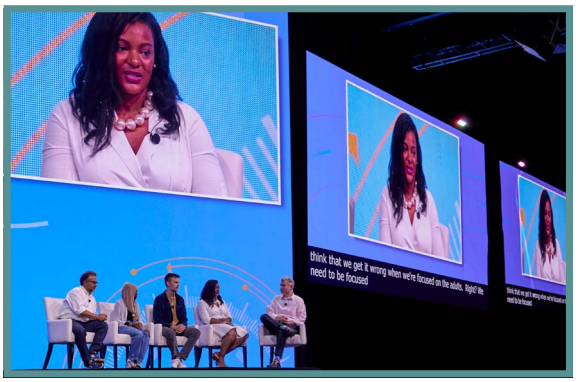
Program Highlights:

LEARNING JOURNEY DESIGN DESK

Stop by one of the Learning Journey Design Desks to meet with a designer who will help you create a personalized learning path and provide tips and tricks for navigating the conference.

FEATURED VOICES ON THE MAINSTAGE

ISTELive Mainstage sessions feature visionary speakers from education and beyond. Learn from innovators in AI and other edtech topics, including Mo Gawdat, Sinead Bovell, Ethan Mollick, Ramesh Srinivasan, Ph.D., Danni Washington, Merritt Moore, Ph.D., and other featured educator voices!



NEW! INNOVATION ARCADE

The all-new Innovation Arcade includes dedicated spaces for you to explore the many ways artificial intelligence (AI), augmented reality (AR) and virtual reality (VR) are revolutionizing how we teach and learn.

NEW! CAMP CREATIVITY

Set your course for inspiration and navigate to Camp Creativity – a destination for creative inspiration and hands-on making. While there, you can create in the Creative Constructor Studio, explore the Creators Gallery and participate in various camper activities!

Experiences

CAMPFIRES

Campfires are unconference-style gatherings that allow educators to connect in conversations around their shared interests. Participants create their own session topic based on their interests and needs, and discuss best practices, share their own experiences, ask questions and learn from each other in a collaborative environment.

ESPORTS EXPERIENCE

Visit the Esports Experience to discover what and how students learn from academic esports programs.

K-12 ESPORTS LIVE BATTLE

Experience competitive esports as student teams from around the country engage in a Minecraft head-to-head building challenge. Witness the students' creativity and ingenuity as the teams simultaneously tackle the challenge.

AFFINITY SPACES

Connect with other attendees from your community through our Affinity Groups. Share lived experiences, network, build relationships and share your unique perspectives.

Spotlight on Solutions + Meet Our Sponsors

SPOTLIGHT ON SOLUTIONS

Spotlight On Solutions sessions, held in Rooms 501-503, let you:

- Hear from edtech thought leaders.
- Connect with other educators and edtech leaders.
- Learn about the latest edtech products.

Don't miss informative Spotlight On Solutions sessions from our conference sponsors:

Microsoft
Google for Education
Goodnotes
PowerSchool

Thank You, ISTELive Sponsors!

MISSION

Microsoft
Google for Education

GOLD

Goodnotes
PowerSchool

SILVER

CDW
aerdf
DELL Technologies
cisco

BRONZE

EPSON
Sora
Promethean
Secure Schools
intel
gm
aws
Pear Deck Learning
TinyTap
Praxis

ESPORTS

CDW

SCHOLARSHIP

foundry10

Solutions Hub Highlights + How-To's

ISTELIVE 24 SOLUTIONS HUB EXPO

The expansive ISTELive Solutions Hub Expo lets you test and tinker with the latest edtech, participate in hands-on learning sessions and provide feedback to product developers. The expo hall is located in Halls A-F at the Colorado Convention Center.

Expo hall hours:

Monday June 24 | 9:30 a.m.-5:30 p.m.
Tuesday June 25 | 9:30 a.m.-5 p.m.
Wednesday June 26 | 9:30 a.m.-2:30 p.m.

NEW! TRAILBLAZER STAGE

This dynamic space on the expo hall floor is where artificial intelligence (AI) thought leaders will demystify the use of AI in education and demonstrate how to thoughtfully bring it to the classroom.

Get Help With Edtech Selection

Evaluating and choosing edtech products can be intimidating. Teacher usability, student data privacy, interoperability, accessibility and other factors must be considered. The resources below can guide your decision-making in the expo hall and when you return home.

EdSurge PRODUCT INDEX

EdSurge Product Index:

The EdSurge Product Index lets you compare learning technology products to find the perfect fit. Plus, the index now includes validated information from trusted third-party sources to illuminate key areas to consider when exploring and vetting new tools.

Use the index to find your next effective tool in three easy steps:

1. Search the index for reliable, up-to-date information on the type of learning technology you need.
2. Build your short list and compare products using the criteria that matter most to you and your team.
3. Use our evaluation tools to answer questions about your pedagogical and educational context to narrow your list to the products that best fit your needs.

Scan to learn more about how EdSurge Product Index validations can help you find the best tools for learners or visit https://index.edsurge.com/validations/.

Get Help With Edtech Selection

Look for the logos below on vendors' booth signs that say, "Ask us about our Product Validations" while visiting the Solutions Hub Expo to help guide conversations and your evaluation of edtech products, and see why they are critical to helping you determine if a product or tool will meet your needs. The badges on these booths highlight these trusted validations, which you can discuss with exhibitors to understand their value and alignment to the ISTE Standards.

INTEROPERABILITY

DIGITAL PEDAGOGY

PRIVACY

common sense

RESEARCH AND EVIDENCE

USABILITY

ACCESSIBILITY

ISTE Seal: The ISTE Seal evaluates edtech products against the Teacher Ready Framework and the ISTE Standards. When you see the ISTE Seal, you can trust that the product is classroom-ready. In the expo hall, look for vendors' booth signs that say, "Ask me about my validators" to help guide conversations and your evaluation of edtech products.

ISTE

Teacher Ready
Evaluation Tool

Teacher Ready Evaluation Tool: No teacher wants to use a product that makes their job more complicated or detracts from the learning experience. The Teacher Ready Evaluation Tool, grounded in learning sciences and user experience, helps you determine which products are thoughtfully designed and meet learning goals.

Solutions Hub Highlights + How-To's

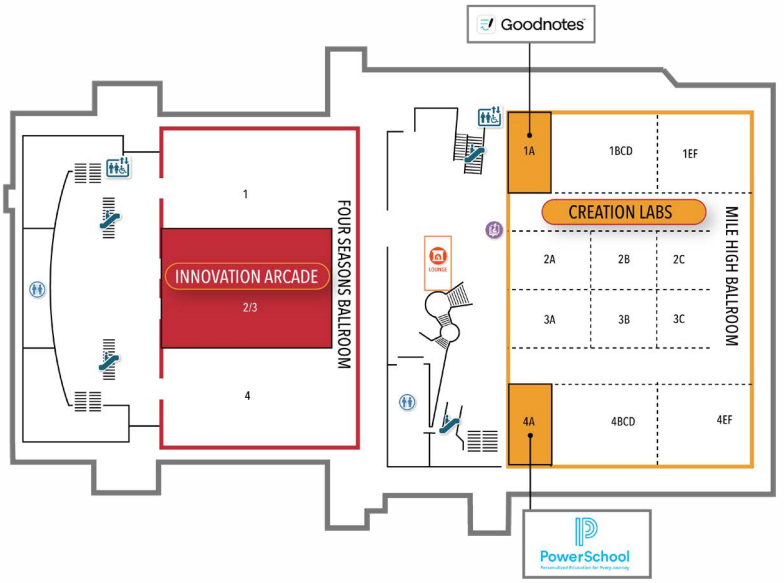
MEET THESE CONFERENCE SPONSORS IN THE EXPO HALL AND CONTENT ROOMS

SPONSOR	BOOTH #	SPONSOR ROOM #
*Microsoft	#1300	301/302
*Google	#1424	401/402
Goodnotes	NA	Mile High Ballroom, 1A
*PowerSchool	#1112	Mile High Ballroom, 4A
CDW	#1224	Bluebird Ballroom, 3C
AERDF	NA	Bluebird Ballroom, 2E
Dell	#6507	Bluebird Ballroom, 2F
Cisco	NA	Bluebird Ballroom, 3F
Epson	#1124	NA
Sora	#1524	NA
Promethean	#1212	NA
Secure Schools	#1230	NA
*GoGuardian + Pear Deck Learning	#738	NA
ETS (Praxis)	#2228	NA

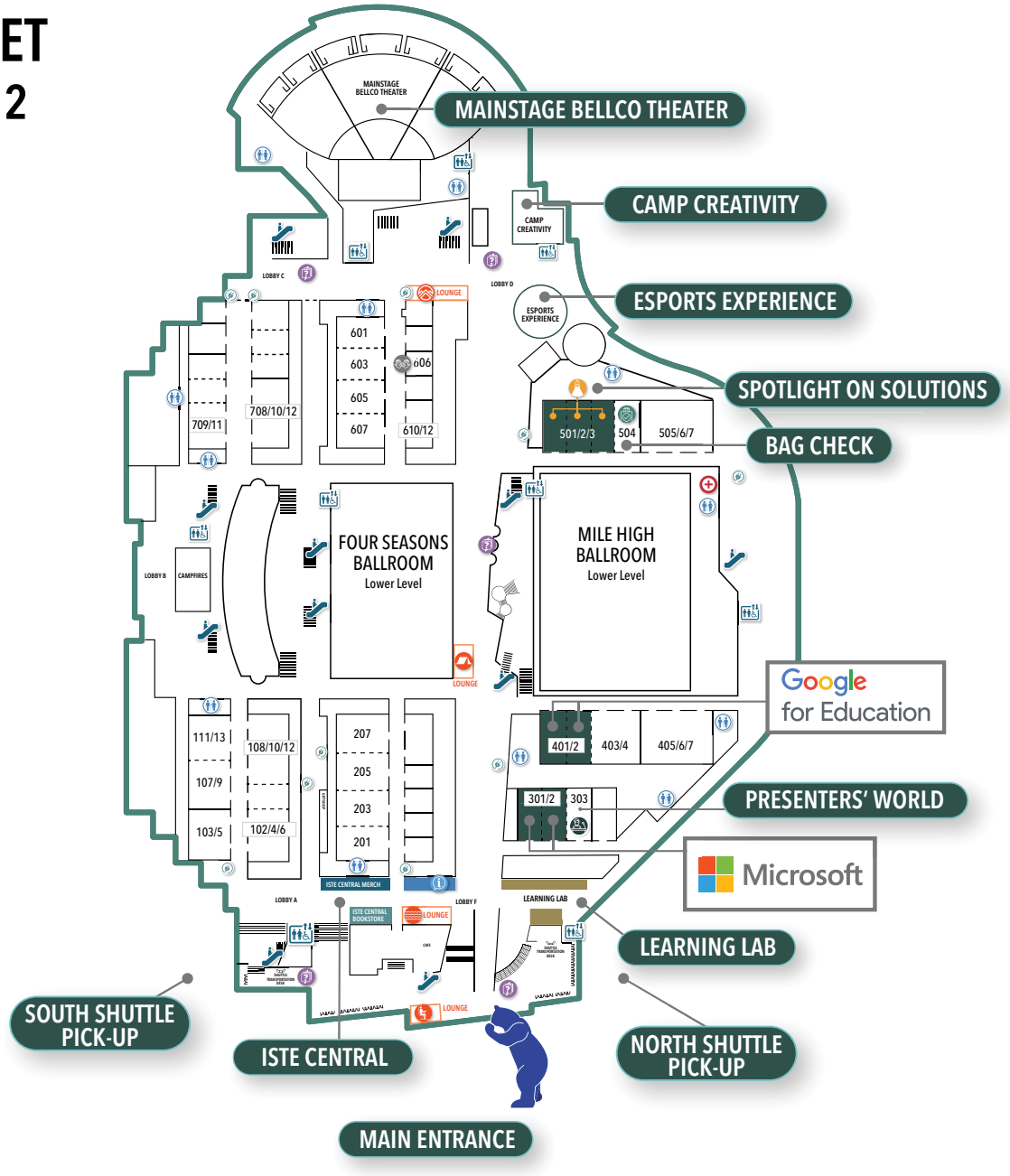
* These conference sponsors have earned the ISTE Seal for one or more products.

Conference Maps

LOWER
LEVEL 1

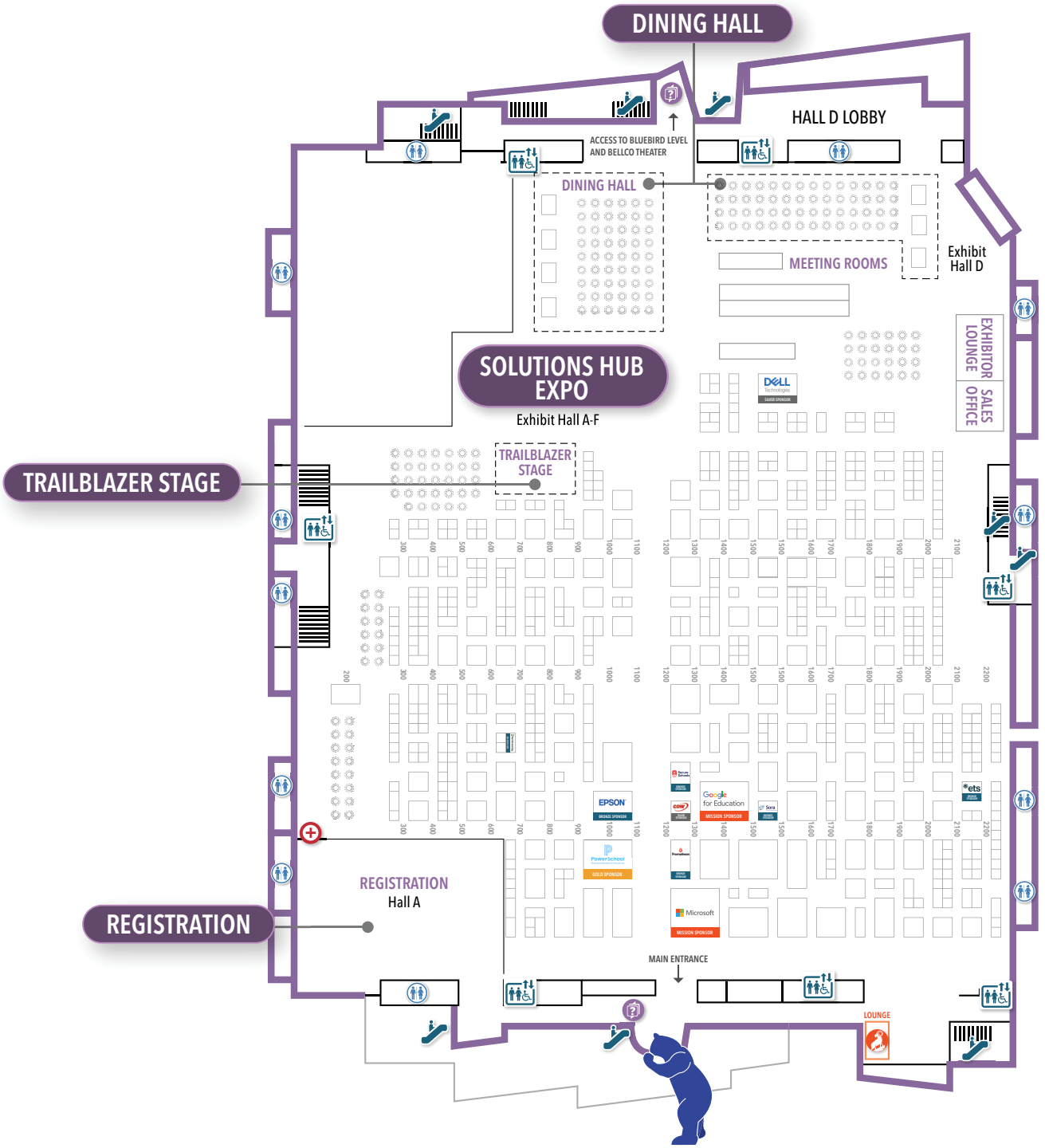


STREET
LEVEL 2



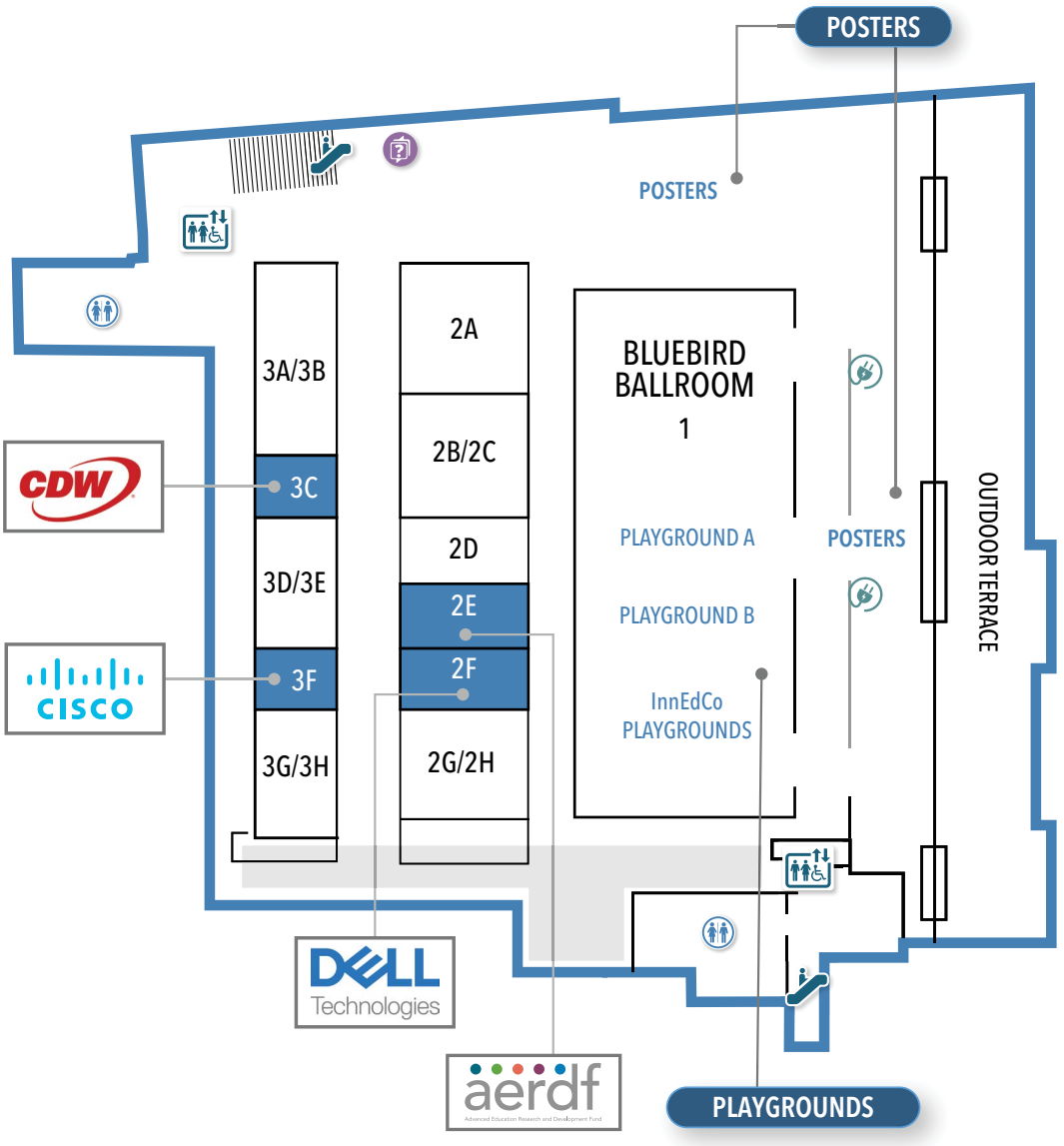
Conference Maps

EXPO HALL
LEVEL 3



Scan the QR code or visit https://conference.iste.org/2024/exhibitors/floorplan.php to access the interactive expo hall map.

TERRACE
LEVEL 4



Editor's Choice App Store

2022 iPad App of the Year App Store

App of the Day App Store

Understanding AI in Schools With Goodnotes™

Join Us in **Room 1A, Mile High Ballroom,** for **Debates** on Equitable Use of Technology, Digital Note-Taking **Workshops,** & **Seminars** on Our GenAI Research

Explore Our Events & Register Today!

A Few Key Examples of What's on Offer:

Sunday June 23, 11:00 Workshop: 'GenAI in Schools - Research Update for 2024'

Monday June 24, 13:30 Live Debate: 'Will Technology Make Education More Equitable?'

Tuesday June 25, 15:30 Roundtable Discussion: 'Can Technology Really Save Teachers' Time in the Classroom?'

Wednesday June 26, 10:00 Panel Discussion: 'Technology as a Facilitator of Global Citizenship in Schools'

...and much more!

Goodnotes™

www.goodnotes.com/iste

PowerSchool

SOLUTION SPOTLIGHT
Monday, June 24
Room 503/504
9:00 AM

PowerSchool at ISTELive 24

We're Delighted to See You Soon!

Visit us at booth #1112 to:

- Meet PowerBuddy, our AI conversational assistant
- Learn about all our K-12 software solutions
- Share what delights you and enter our prize drawing

PowerSchool
PowerBuddy™

CONNECT WITH US AT POWERSCHOOL.COM/ISTE-2024

CDW Education

Something amazing is happening in the classroom.

CDW Education is doing amazing things at ISTE 2024. See the newest and greatest technology innovations in Booth 1224 on the show floor. Visit the Esports Experience to discover what an academic Esports program could do for your students.

Curious to learn more? Join us in room 3C in the Bluebird Ballroom for educational sessions on topics like Esports, AI, school safety, and more!

Make amazing happen.

CDW®

Exhibitor List

COMPANY NAME	BOOTH #
3Doodler	1936
3P Learning (Home of Reading Eggs, Mathseeds and Mathletics)	1800
3PI Tech Solutions Inc	885
Absolute Software	1736
Accelerate ASU (Arizona State University)	889
Acer America Corporation	1436
Activefloor	1349
Adaptive Reader & Thinkverse	1751
Adobe	1600
AED Log	1395
Agile Education Marketing	6403
AGiRepair	737
AGParts Education	439
Airtame Inc	1443
ALEE	457
AllCourse	437
Allied Powers LLC	1777
Amazon Business	1998
American College of Education	636
Anatomage, Inc.	2205
ANTON	1188
Anywhere Cart by Power Technologies	1840
Apptegy	704
ArborXR	1397
Archangel Education + Technology	1646
Arckit	540
AristotleK12	2118
ARRL Teachers Institute on Wireless Technology/Amateur Radio on the ISS	1895
ASUS	1900
Autodesk	748
AVer Information, Inc.	2117
AVID Products	2007
AViPAS, INC.	1789
B&H B2B	716
Babylon Micro-Farms	1445
BALANCEBOX / e-BOX	756
Banzai	1867
Barracuda Networks, Inc.	1391
Beanstack	1782
Belkin International, Inc.	1567
BenQ Education	1246
BERPL Distribution	1864
Best Buy Education	1697
Bini Games/MaPanda	1669
BirdBrain Technologies	564
Blocksi	856
Bloomz	2201
Bolton Install Pros	1361
Book Creator	936
Boxie	1851
Boxlight	1256
BPLAB Steam Education	471
Brainfuse	2231
Brainly, Inc.	1689
BrainPOP	1282
Brainstorm US, Inc	1896
Breakout, Inc.	2057
Bretford	1163
Bright Thinker, Inc.	1357
Bright White Paper Co	701
Brisk Teaching	451
Britannica Education	1767
Brown Dog Gadgets	6300
Bump Armor	582
Camcor	882
CamNet, Inc.	1775
Canva for Education	808
Capstone	724
Carahsoft Technology Corp.	432
Carnegie Hall	429
Case Logic	1876
CDW-G	1224
Cell Mechanic	2218
Centric Learning	1394
Certify-Ed, LLC	1571
ChessUp	324
ChromeBookParts.com	1688
Cidi Labs	844
Class Creator LLC	1691
Class Technologies	1441
ClassBank (Formerly ClassEquity)	745
ClassDojo	1956
ClassLink	1362
Classter	684
ClassVR	1700
Clear Touch	1074, 1068, 974
Clever	824
ClickView	1268
Clixo by Toyish Labs	577
Code.org	2124
CodeCombat	336
CodeMonkey Studios	6209
CoderZ	331
CODi Worldwide	1744
Common Sense Education	343
CommonLit	767
Compass Partners in Learning	483
Compro Technologies	1540
Conen Mounts	2148
Connection, Public Sector Solutions	1641
Converge Technology Solutions	445
Copernicus Educational Products	1263
Copyleaks	1662
Copyright Clearance Center	641

Exhibitor List

Corsair for Business	1262
CounterTrade Products, Inc.	1092
Creacube Co., Ltd.	961
Cricut	1556
CTL Corporation	1774
Curipod Inc	1538
Curriculum Associates	1856
Cyber Acoustics	776
CYBER.ORG	342
D2EMOTION Co.,Ltd	867
D2L Ltd	524
Datamation Systems Inc.	846
Datavideo	639
DaySmart Appointments	1874
Decept10	1935
Dell Technologies	6507
Destination Knowledge	789
DHE Computer Systems LLC	1382
Diffit for Teachers	2056
Dr. Marion's Learning Lab	840
Drone Sports Inc	1843
Dynamoid	1086
EBSCO Information Services	548
EdBrix	833
EDINT	765
Edmentum	1162
Edpuzzle	941
Edshed	571
Edsoma	1963
Educaplay	983
eGlass I HoverCam	1530
Elenco Electronics	1497
Elephant Robotics	866
Elice Inc.	1668
Encore Data Products	2006
Epson America, Inc	1124
Esri - Environmental Systems Research Institute, Inc.	640
ETS	2228
EVERFI	732
ExploreLearning	1563
Extreme Networks	804
Extron	830
FACTS	937
Figma for Education	1312
FileWave Endpoint Management	749
Flat for Education (Tutteo Inc.)	813
FlexPoint Education Cloud	964
Flinn Scientific	436
Flipnode	1888
Focus School Software	663
Fort Hays State University	556
Forward Edge: Edge-U Badges	933
Forward Education	949

Framework Development Group	2219
Genially	916
Geyer Instructional Products	1570
Gimkit	763
Girls Who Code	430
Global Cellutions Distributors Corp.	667
GoGuardian + Pear Deck Learning	738
GoNoodle	1748
Google, Inc.	1424
Gumdrop	1783
Hackersjack, Inc.	2106
HamiltonBuhl	646
Hapara, Inc.	1724
Happy Numbers inc	838
Higher Ground Gear	1716
Howard Technology Solutions	900
I Hate Flying Bugs Inc.	1664
iBenzer Inc	2138
iBoard	782
ideamapper	2206
IDLS Group Ltd	1798
IF Interactive Limited	448
IMAGO Technologies	6600
Immersive Reality	1740
Impero and ContentKeeper	1808
Incident IQ	1832
Infinite Campus	1682
InnovateEDU	1766
Inspirit Learning Inc	1388
Instructure	1610
intelino	1456
Interplay Learning	1585
Intrado	842
iPearl Inc.	809
IPEVO, Inc.	1910
IRIS, Inc.	2045
itopia	1596
ITsavvy	1674
IXL Learning	1172
j5create	1309
Jamf	1930
JAR Systems	482
JoVE	442
Jupiter	708
Kahoot! EDU, Inc.	924
Kai's Education	1474
Kajeet, Inc.	1334
Kami	1624
Kaplan Early Learning Company	1892
Kensington	1544
KinderLab Robotics, Inc.	912
Kira Learning	985
Kitaboo	427

Exhibitor List

Kyron Learning	1907
Learn to Solder Kits	348
Learn with Mochi	1458
Learnetic	537
Learning.com	816
Lectec	714
LEGO Education	1401
Lenovo	874
LG Electronics	1356
Lightspeed Systems	2000
Lightspeed Technologies	1062
Linewize	1548
LINQ	449
LiteTouch	424
LocknCharge	1442
Logitech Inc.	1396
LU - Interactive Playground	1000
Lucid for Education	1564
Lumens Integration, Inc.	2017
Lumu Technologies	431
M & A Technology, Inc	2040
M&G ENT.Co.,Ltd	1370
Machan International Co., Ltd.	382
Mackin Educational Resources	1824
MagicSchool AI	869
Makeblock	1924
Makedo	462
Maker and Coder	2036
Marshall Cavendish Education	464
Mastery Coding	1069
MATATALAB CO.,LTD.	656
MatterHackers	1714
MAXCases	1728
MEandMine	675
MERGE	1948
Merlyn Mind Inc	1656
Microsoft Corporation	1300
Ministry of Education (Republic of Korea)	1666
Mote	538
Moxie AI Robot	573
MSI Computer Corp.	662
myShakespeare	766
Nagarro, Inc.	1692
National Assessment of Educational Progress	665
National PTA	1899
National Training Network	1496
NatureEye, Inc.	1942
Nearpod/Renaissance	1272
Neptune Navigate	888
NetSupport	1613
Netsweeper Inc.	772
Newline Interactive	1914
Nightlock Lockdown	1966

Ningbo Hi-Tech Zone WebiT Telecommunication Equipments Co.,Ltd	446
Niryo	1747
NoRedInk	541
NutKase Accessories USA	1389
OneScreen	1482
Optima Independent	444
Optoma Technology	326
OTRS Inc.	747
OtterBusiness	2135
Otus	583
Ozobot	956
Padlet	2014
Panasonic LUMIX	669
Panorama Education	673
Parallax Inc	340
Parchment, An Instructure Company	2221
Peace Corps	1790
PEPPM	957
PhET Interactive Simulations	1494
PikMyKid	1371
Pilot Corporation of America	1082
Piper	800
Pitsco Education	547
PN California Inc	566
Pocketalk	1297
PowerGistics	982
PowerSchool Group LLC	1112
Pragmatic Works	1670
Printed Solid	1933
PrinterLogic	532
Prodigy Education	544
Project Lead The Way (PLTW)	984
Promethean Inc.	1212
Propello	459
Proschool.ai	1850
Proteus VR	568
Qball	1409
Qubits Learning LLC	1267
Quizizz Inc.	948, 849
Radix	1883
Rapidmooc Inc	1712
Read Naturally	2125
Read Theory	751
Respondus	2011
Rhombus	2223
Rise Gardens	330
Rise Vision	1372
Riverside Technologies, Inc.	682
Robolink	2130
Robotical	1295
Rosen Classroom	862
Samsung Electronics	1632

Exhibitor List

Savvas Learning Company	1290
Schneider Electric	458
School Device Coverage	1863
SchoolAI	528
SchoolPHONES.com div of Connections Unlimited, Inc.	870
ScreenPal	945
Second Avenue Learning	1898
Second Life Mac	689
Secure Schools	1230
SecureW2	551
Securly, Inc.	743
Seesaw Learning	1490
Shape Robotics	456
Sharp Electronics Corporation	1498
Shenzhen Eloam Technology Co., Ltd	349
Shenzhen Huikeyuan Co., Ltd.	1684
Shenzhen Jimuyida Technology Co., Limited	991
Shenzhen Kitten Technology Co., Ltd	425
Shenzhen LVSUN Electronics Technology Co., LTD.	741
Shenzhen Zoweetek Electronics Limited	347
SHI International Corp.	1814
Simple Solutions Learning	1399
SketchUp	630
Skill Struck	712
Slidesgo by Freepik	963
SMART	1132
Smart Tech Insurance	2100
SmartPass	762
Smith System	1909
Softdocs	1583
Solution Tree	6500
Sora	1524
Soundking Electronics & Sound Co., LTD	149
Soundtrap for Education	2013
Spectrum Enterprise	6601
Spectrum Industries, Inc.	1182
Sphero	2024
ST Math, Created by MIND Education	1866
StarLab	374
STEM Education Works	1944
STEMfinity	6900
STEMI	1657
STM	1374
Storyboard That	474
Strawbees AB	470
Stryker	1865
Swank K-12	1967
Switch Vehicles Inc	6800
Swivl, Inc.	1464
SXSW EDU	676
SymbalooEDU	2046
Targus	1882
Teaching Channel	2041
TeachLogic	569
Tech to School	560
TechNType - Typesy	1168
TechProtectus Inc	1886
Teq	1973
TEQlease Education Finance	788
The Coding School	6203
The Juice Learning	536
The Princeton Review/ Tutor.com	959
The Social Institute	771
Third Iron	1693
Third Space Learning	1962
ThreatDown	2107
TimelyCare	1797
TORBU	672
Trafera	1582
Transfr, Inc.	1591
Traxart Toys	2037
Twotrees Technologies	1696
TWT Audio / ThinkWrite Technologies	744
Typing.com	1090
UBTECH Education	1875
Umety Solutions Inc.	624
United Robotics Group, Inc.	1590
Urban Armor Gear, LLC	570
US CENSUS BUREAU	1746
USAC	1846
V7 Ingram Micro Products	574
VariQuest Visual Learning Tools	1269
Veracity Verification Solutions	836
Verkada	700
VEX Robotics, Inc.	1100
ViewSonic Corporation	1338, 1238
Visible Body	2116
VitalSource	1393
Vivacity Tech PBC	1512
Vivi	1845
VS America, Inc.	1574
Wakelet	942
WeAreTeachers	1359
WeVideo, Inc.	2200
Win Elements LLC	865
WIRIS	2144
Wonder Workshop	1661
Worth Ave. Group	1460
Writable	703
Wyebot, Inc.	674
ZAGG Inc	1937
ZEZEDU Corp.	1439
zSpace, Inc.	1640
ZUGU	1671

Save THE DATE

Two Great Events *Coming Together* in 2025!

ascd annual conference | ISTE Live annual conference

Co-located events powered by ISTE + ASCD

JUNE 29–JULY 2 • SAN ANTONIO, TEXAS