



June 29 - July 2  
San Antonio, Texas

# Submission Guide

## Call for Participation

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# Seeking GREAT PRESENTATIONS

ISTE helps educators around the world use technology to revolutionize learning. Follow these tips to make your proposal stand out.

## SUBMISSION TIPS:

- **Share boldly.** Don't just present, share innovation and pedagogical knowledge from your own experience.
- **Be future focused.** Choose a trending topic and push the boundaries of current knowledge.
- **Inspire.** Empower educators and students to explore and learn new strategies.
- **Engage.** Encourage active participation and model best practices. Be so captivating that your audience will leave energized.
- **Show, don't tell.** Demonstrate creative applications of technology and invite the audience to join.
- **Advocate for equity.** Share the importance of application and access to meet the needs of all learners.
- **Be inclusive.** Choose co-presenters who represent diverse backgrounds, perspectives, and experiences.
- **Be objective.** Sell an idea, not a product or brand.
- **Innovate.** Share your instructional ideas and model innovation across education.

## WHAT IS YOUR BIG IDEA?

Sometimes, revolutionary ideas don't fit into a specific category. Don't let that stop you from sharing yours, even if it doesn't match one of these hot topics.



ISTE is committed to providing a friendly, safe, supportive, and harassment-free environment for all conference attendees and participants. Please review the [ISTE Event Code of Conduct](#).

## STEP 1: PICK YOUR FORMAT

Choose a session format that best fits your presentation style and content.

### LISTEN AND LEARN

One-way interaction between presenters and audience.

#### INNOVATOR TALK

Traditional topic presentation.

#### RESEARCH PAPER

A traditional session, roundtable discussion (in person only), or poster presentation on original edtech research.

#### PANEL

Moderator and two or more panelists selected collaboratively with ISTE.

#### TURBO TALK

A quick, energizing session that provides bite-sized and actionable ideas.

### PARTICIPATE AND SHARE

Moderate interaction between presenters and audience, or among participants.



#### INTERACTIVE SESSION

Topic presentation with activities for audience participation.

#### FORUM

Thematic learning for a specific audience or curriculum focus.

#### POSTER

Demonstration-style visual presentation in a multibooth environment.

#### MODEL LESSON

Immersive classroom experience that models the integrated use of highly effective instructional practices and strategies aligned with proven technologies.

#### TRIP/TOUR

Off-site excursion with a cultural, educational, or historical focus.

### EXPLORE AND CREATE

Extensive interaction between presenters and audience, focusing on creation and collaboration.

#### CREATION LAB

Hands-on session focused on creating resources or projects.

#### PLAYGROUND

Large-scale, hands-on learning with multiple demonstration stations.

#### LEARNING LAB

Collaborative, interactive session focused on solving an educational challenge.



## STEP 2: KNOW YOUR AUDIENCE

### 10 MOST COMMON ATTENDEE JOB ROLES

Teacher/Faculty (PK-12)

Technology Director/Coordinator/Specialist

Instructional Technology Coach/Director

Principal/Headmaster/Asst. or Vice Principal

C-Level Executive/Senior District Leadership (Asst./Superintendent)

Curriculum Developer/Designer/Director

Consultant/Trainer

Librarian/Media Specialist

Teacher/Faculty (Higher Ed)

Nonprofit/NGO/Government Staff



## STEP 3: CHOOSE A TOPIC

Select the topic that best fits your proposal.

## STEP 4: ADD PRESENTERS

The most interesting sessions are ones that offer different perspectives. Please consider how your presenters will contribute to the diversity of experience, opinion, and representation in your session.

## STEP 5: COMPLETE YOUR PROPOSAL

### BE SURE TO:

- Indicate what participants will learn.
- Be detailed on the purpose and objectives of the session.
- Outline the content covered and the process for engaging participants fully.
- Provide research supporting your session.
- Know and understand your session format structure to meet participant expectations.

## STEP 6: HIT SUBMIT!

Submit online: [conference.iste.org/present](https://conference.iste.org/present)

Submission deadline is September 27, 2024.

# Frequently ASKED QUESTIONS

**CALL FOR PARTICIPATION**

**OPENS:** Aug. 29, 2024 • **CLOSES:** Sept. 27, 2024



## How do I submit my presentation proposal?

All proposals must be submitted via our online submission form. You can create a partial submission and return to it later by clicking the “Save and Continue” button.

## Do I have to be an ISTE member to present?

You do not have to be an ISTE member to submit a proposal. However, we’d love to have you join our global educator community!

## Is there a fee to submit?

There is no fee to submit. However, if accepted, you must register to attend the conference.

## Do I have to register for the conference if my proposal is accepted?

Yes, you must register for the conference to present. However, all presenters receive a discounted registration fee, regardless of when they register.

## Can I submit more than one proposal?

You may submit a maximum of five proposals for either ISTE Live 25, ASCD Annual Conference 25, or a combination of both events, but we typically accept only one per person. Submitting multiple proposals under different formats does not increase the chances of being accepted. You will have the option to indicate your interest in being considered for another session format.

## When do I need to complete my submission?

We must receive your submission before midnight (11:59 p.m. PT) Sept. 27, 2024.

## Can I present both in person and virtually?

Yes, this year there are in-person and virtual presentation options. You may indicate your interest in presenting virtually when submitting a session proposal (when applicable session format is selected).

## When will I find out if my proposal has been accepted?

We will send an email notification telling you that decisions have been posted on presenter menus by the end of December 2024.

## How will my research paper be evaluated?

Research Paper submissions are double-blind peer reviewed. Evaluations are based primarily on:

- Clearly stated and well-conceived research objectives.
- Current and well-articulated perspectives or theoretical framework.
- Appropriate and well-executed research methods (design, data sources, data analysis) that are sufficiently detailed to evaluate the quality of the proposal.
- Well-grounded results (or expectations).
- Quality of writing (clear writing style, organization, clarity of ideas, and expression).
- Importance of study (timeliness, advances the field).

## What is the likelihood my proposal will be accepted?

Likelihood of acceptance depends on the quality of the proposal and how many proposals are received for the session format you choose. Last year, 41% of proposals were accepted. Our review process is rigorous. We select the best sessions according to the criteria listed on Page 1 of this guide. Be sure to begin crafting your proposal early enough to allow time for your own review and adjustments.

## Do I need to include all presenters at the time of proposal submission?

Yes, the name, email, and employer of each adult presenter must be listed on the proposal. Student presenters can be added to sessions by the submitter at any point. Panels are the one exception. See below for more information about how panelist selection works this year.

## How should I deliver my presentation?

The method you use to deliver your presentation must align with one of the following session formats:

### INNOVATOR TALK\*

(60 minutes.) One or more presenters addressing an audience.

### PANEL\*

(60 minutes.) Designated moderator facilitating a discussion among two or more panelists on a particular topic. See more information about our panel process at the bottom of this page.

### RESEARCH PAPER\*

(30 or 90 minutes.) A traditional session, roundtable discussion, or poster presentation on original research on the general theme of using technology to enhance education.

### TURBO TALK\*

(30 minutes.) Energizing session that provides bite-sized and actionable ideas.

### INTERACTIVE SESSION\*

(60 minutes.) Audience participation and presenter interaction are ingrained in a session.

### FORUM\*

(2-3 hours.) In-depth, thematic learning experiences curated for a specific audience or around a curriculum focus. May include structured networking opportunities.

### MODEL LESSON\*

(60 minutes.) Immersive classroom experience that models the integrated use of highly effective instructional practices and strategies aligned with proven technologies.

### CREATION LAB\*

(60 or 90 minutes.) Explores new resources, developing new skills, or creating through extensive hands-on activities. Attendees walk away with an artifact, project, or resource they have created. The length of the lab should be determined by needs of the activity and intended learning outcomes.

### LEARNING LAB\*

(60 or 90 minutes.) Focuses on collaboration to solve a classroom or schoolwide challenge. Working with a facilitator and colleagues, attendees will participate in interactive activities and discussions.

### POSTER

(90 minutes.) A demonstration-style presentation in a multistation environment that involves interacting one on one or with small groups.

### PLAYGROUND

(90 minutes.) Large-scale, multipresenter learning experiences with demonstration stations that allow for experiential, playful discovery of new technologies and practices.

### TRIP/TOUR

(1-2 hours.) Off-site excursion with a cultural, educational, or historical focus that allows attendees to experience San Antonio.

*\*In-person session format takes place in rooms equipped with presenter wired internet connection, LCD projection with screen, lavalier mics, cast/airplay mirroring service, and sound system to connect to presenter's own device. Participants will have wireless internet connectivity.*

### PANEL PROPOSAL INFO:

Proposers will submit an idea for a great panel topic, including potential panelists. If selected, they will work collaboratively with the conference program team to develop their idea and build out a diverse slate of panelists.

We want to ensure our panels have great representation from a variety of perspectives and demographics. In the interest of identifying and elevating new voices to our community, we can support proposers with panelist recommendations as needed. New voices can bring fresh perspectives and innovative examples to the program, and we want to create opportunities to intermingle ISTE Live veterans with newer educators (or educators newer to our community). We think this blend makes for the most vibrant program offerings.

More questions? Contact [conf-program@iste.org](mailto:conf-program@iste.org).

# Sample SUBMISSION FORM

## THINGS TO CONSIDER AS YOU BEGIN YOUR SUBMISSION:

- An **\*** indicates that a value is required before submitting this form.
- Unless otherwise noted, questions apply to all session formats.
- You may start a submission and complete it at a later time.
- The information on each page will not be saved until you click the "Save and Continue" button at the bottom of the page.
- Submit **one proposal per topic**. If your proposal is not selected for the format you submitted, we may consider it for other formats. A maximum of five proposals may be submitted for either ISTE Live, ASCD Annual, or a combination of both events.
- We encourage K-12 students to present as a part of a session. To be considered for the program, proposals should be submitted by an adult presenter or chaperone, with student presenters listed on the "Additional Presenters" page of the submission form. **There is a limit of five student presenters per proposal.**
- All adult presenters are **required to register** for the conference and are given the best registration rate possible. There is a limit of four presenters for all formats except Panels and Playgrounds. Panel submitters will work with the conference program team to select co-presenters. There is a limit of 25 presenters on Playgrounds.
- Keep in mind that any field may be made publicly viewable, so respond accordingly. Session titles and descriptions are edited for grammar, spelling, brevity, clarity, and tone.

## FORMATS

### SESSION FORMAT\*

**Listen and Learn:** Primarily one-way interaction between presenters and audience.

#### INNOVATOR TALK

- **In person:** 60-minute focused, diverse, and dynamic exploration of a particular topic.
- **Virtual:** 50-minute focused, diverse, and dynamic exploration of a particular topic in a webinar virtual experience.

#### PANEL

- **In person:** 60-minute conversation with a designated moderator facilitating a discussion focusing on an issue facing the field, with two to five panelists with diverse perspectives.
- **Virtual:** 50-minute conversation with a designated moderator facilitating a discussion focusing on an issue facing the field, with two to five panelists with diverse perspectives.

Proposers will submit an idea for a great panel topic, including potential panelists. If selected, they will work collaboratively with the conference program team to develop their idea and build out a diverse slate of panelists.

ISTE wants to ensure our panels have great representation from a variety of perspectives and demographics. In the interest of identifying and elevating new voices to our community, we can

support proposers with panelist recommendations as needed. New voices can bring fresh perspectives and innovative examples to the program, and we want to create opportunities to intermingle ISTE Live veterans with newer educators (or educators newer to our community). We think this blend makes for the most vibrant program offerings.

#### RESEARCH PAPER

- **In person:** 20- to 30-minute lecture presentation, 60-minute roundtable presentation, or 90-minute poster presentation featuring original research on the general theme of using technology to enhance education.
- **Virtual:** 25-minute lecture or poster presentation featuring original research on the general theme of using technology to enhance education.

#### TURBO TALK

- **In person:** 30-minute, fast paced, energizing session that provides attendees with bite-sized and actionable ideas. *Some Turbo Talks will be presented in an open, public space.*
- **Virtual:** 25-minute, fast paced, energizing live webinar experience that provides attendees with bite-sized, actionable ideas.

**Participate and Share:** Moderate interaction between presenters and audience, or among participants.

○ **FORUM**

- **In person:** 2-3 hours. Forums provide an in-depth, thematic, community-focused learning experience curated for a specific audience, or designed around a specific curriculum focus. Forums include structured conversation and networking opportunities, and may include hands-on learning experiences. May or may not require preregistration and/or additional fees.
- **Virtual:** No virtual offering in this format.

○ **INTERACTIVE SESSION**

- **In person:** 60-minute lecture featuring audience participation and interaction with the presenter(s) during the session, including hands-on interaction, discussion, or creation of a collaborative resource.
- **Virtual:** 50-minute session featuring audience participation with the presenter(s) during the session via chat, with hands-on interaction such as creating a collaborative resource, participating in a presenter-led poll, or other activity. Held in webinar format with breakouts and the ability to allow attendees to share video and microphone.

○ **POSTER**

- **In person:** A-90 minute, demonstration-style presentation delivered in an open, multistation environment that enables presenters to engage their audience in more intimate one-on-one and small-group conversations. A visual poster display will be included in each station setup.
- **Virtual:** A 50-minute live webinar virtual experience with visual elements and resources that are available to attendees.

*Recommended for **student presentations** featuring K-12 students presenting their own work and **global projects** involving collaborations across borders.*

○ **MODEL LESSON**

- **In person:** 60-minute immersive classroom experience that models the integrated use of highly effective instructional practices and strategies aligned with proven technologies. This session format aims to recreate a real classroom experience where the presenter is the teacher and the attendees experience the lesson from the student perspective. Model lessons showcase how educators can create and implement their own lessons for their students.
- **Virtual:** No virtual offering in this format.

○ **TRIP/TOUR**

- **In person:** 1- to 2-hour, off-site excursion\*, organized and led by the presenter, with a cultural, educational, or historical focus that allows attendees to experience San Antonio and mingle with locals.

- **Virtual:** No virtual offering in this format.

*\*Transportation is not provided to off-site experiences, so please keep in mind location in relation to the convention center. Walking tours depart from the convention center. If you hope to visit a location with an entrance fee during your trip/tour, that entrance fee should be noted as part of your submission.*

**Explore and Create:** Extensive interaction between presenters and audience, focusing on creation and collaboration.

○ **CREATION LAB:**

- **In person:** 60- or 90-minute session focused on exploring new resources, developing new skills, or creating through extensive hands-on activities using participant's own device. Attendees walk away with an artifact, project, or resource they have created. Attendees are required to preregister.
- **Virtual:** 50-minute session focused on exploring new resources, developing new skills, or creating through extensive hands-on activities using participant's own device.

○ **LEARNING LAB**

- **In person:** 60- or 90-minute session focused on solving a classroom or schoolwide challenge. Working with a facilitator and colleagues, attendees will participate in interactive activities and discussions. Attendees are required to preregister.
- **Virtual:** 50-minute session focused on solving a classroom or schoolwide challenge. Working collaboratively, attendees will participate in interactive activities and discussions.

○ **PLAYGROUND**

- **In person:** Playgrounds are large-scale, multi-presenter, hands-on learning experiences with a variety of learning and demonstration stations based around one theme. Playgrounds allow for experiential, playful discovery of new technologies and practices in a hands-on learning environment, and include six hands-on learning stations and two small demonstration stages. Playgrounds showcase new pedagogical implementations and multiple sandbox experiences for attendees. Led by educators for educators, playgrounds focus on play, discovery, and experimentation as part of the learning process.

Playground coordinators propose an overarching theme, and if selected, will work with the conference program team to further develop and build out the playground experience, including the recruitment and coordination of their playground presenters.

- **Virtual:** No virtual offering in this format.

## CONVERTED FORMAT (All formats except Trips/Tours)

If your proposal is not accepted in the format you have chosen, would you like it to be considered for any other formats? Check all that apply.

- LEARNING LAB**
- CREATION LAB**
- INNOVATOR TALK**
- INTERACTIVE SESSION**
- POSTER**
- TURBO TALK**
- PLAYGROUND STATION PRESENTATION**
- MODEL LESSON**

## PRESENTATION FORMAT\*

We're planning for the co-located events to be a hybrid, with the in-person conference being held in San Antonio, along with a virtual component. Please indicate your presentation preference:

- I AM ONLY ABLE TO PRESENT IN PERSON IN SAN ANTONIO.**
- I AM ABLE TO PRESENT EITHER IN PERSON OR VIRTUALLY.**
- I AM ONLY ABLE TO PRESENT VIRTUALLY.**

## RESEARCH PAPER FORMAT\* (Research Papers only)

Select your preferred Research Paper format.

- LECTURE PRESENTATION:** Two to three papers presented consecutively within 60 minutes in a lecture setting.
- ROUNDTABLE PRESENTATION:** Papers discussed for 60 minutes in a roundtable set for 10-15 attendees.
- POSTER PRESENTATION:** 90-minute, demonstration-style presentation delivered in an open, multistation environment that enables presenters to engage their audience in more intimate one-on-one and small-group conversation.

### Research Paper Converted Format

If your proposal is not accepted in the format you have chosen, would you like it to be considered for any other formats? Check all that apply.

- LECTURE PRESENTATION**
- ROUNDTABLE PRESENTATION**
- POSTER PRESENTATION**



# TOPIC AND AUDIENCE

## SESSION TOPIC\* Select up to two.

- Academic and Behavioral Interventions
- Accessibility and Inclusion
- Artificial Intelligence
- Assessment and Data-Driven Practices
- Assistive and Adaptive Technologies
- Classroom Culture and Management
- Coaching and Mentoring
- Cognitive Development and the Science of Learning
- Collaboration and Communication
- CTE, College and Career Readiness
- Computer Science and Computational Thinking
- Creativity and Storytelling
- Curriculum Design
- Digital Citizenship
- Diversity, Equity, Inclusion, and Cultural Competency
- Early Childhood/Elementary
- Educational Policy
- Educator Recruitment and Retention
- ELL/Emergent Multilingual Students
- Emergent Technologies, AR, VR, and XR
- Family and Community Engagement
- Games for Learning, Gamification, and Esports
- Global Education, Collaboration, and Perspectives
- Higher Education
- Innovative Learning Environments
- Innovative Learning, Making, and Fabrication
- Instructional Design and Strategies
- Instructional Leadership
- Leadership
- Library/Media
- Mental Health and Well-Being
- Online Tools, Apps, and Resources
- Personalized Learning
- Poverty, Community, and Societal Challenges
- Principal Effectiveness
- Professional Learning and Development
- Project-, Problem-, and Challenge-Based Learning
- Safety, Security, and Student Data Privacy
- School and District Management
- School Culture and Climate
- School Improvement and Reform
- Social-Emotional Learning (SEL)
- Student Engagement and Agency
- Teacher Leadership
- Technology Infrastructure and Connectivity
- Universal Design for Learning
- Using the ISTE Standards
- Virtual and Blended Learning
- Whole Child

## SUBJECT AREA\* Select up to two.

- Arts - Performing
- Arts - Visual
- Business/Economics
- Computer Science
- Elementary/Multiple Subjects
- Engineering
- Health/Physical Education
- Interdisciplinary (STEM/STEAM)
- Language Arts
- Mathematics
- Multi-Language Learners
- Music
- Science
- Social Studies or History
- Special Education
- Teacher Education
- Technology Education
- Vocational
- World Languages
- Not Applicable
- Other: Please specify

## AUDIENCE ROLE\*

Select up to three.

- Corporate
- Counselor
- Curriculum Designer/Director
- District-Level Leadership
- Government/Nonprofit
- Higher Ed
- Librarian
- School-Level Leadership
- Teacher
- Teacher Development
- Technology Coach/Trainer

## GRADE LEVEL\* (All formats except Trips/Tours.)

- PK-2
- 3-5
- PK-5
- 6-8
- 6-12
- 9-12
- PK-12
- Community College/University
- N/A

## SKILL LEVEL\* (All formats except Trips/Tours.)

- BEGINNER:** Limited or no experience or prior topic knowledge; no prerequisite skills required.
- INTERMEDIATE:** Basic core competency or knowledge of the topic; some prerequisite skills or knowledge required.
- ADVANCED:** Considerable experience or advanced knowledge of the topic; significant prerequisite skills or knowledge required.

**If Intermediate or Advanced:**

### SKILL PREREQUISITES

Describe any specific knowledge or skills attendees should have.

# GENERAL INFORMATION

## TITLE\*

Your title should clearly describe the session and provoke interest in attending, with the first few words aiming to attract your session's primary audience. Please use title case. Please do not include emojis.

*Example:* Hugging Porcupines: Build Relationships with Students Who Have Challenging Behaviors

*Example:* Empowering Student Voice with UDL and Tech Tools

(Limit 12 words.)

## DESCRIPTION\*

Write a brief but detailed description of your session. Be as specific as possible, avoiding clichés and buzzwords. Describe what information you will offer and what attendees can expect to learn from your session. Hyperlinks and emojis cannot be included in your description.

(Limit 50 words.)

## DIVERSITY, EQUITY, AND INCLUSION\*

ASCD+ISTE believes that by cultivating a community of educators with a wide range of experiences, and diverse backgrounds and perspectives, we enhance the practice of all educators. We are working to improve our proposal intake and selection process to engage more diverse speakers, identify and remove barriers, and create an inclusive opportunity for all. To that end, please describe how you have considered inclusivity and/or incorporated diversity in your proposal content focus and presenter selection.

For research papers, please respond without naming specific presenters or their organizations.

(Limit 50 words.)

## WILL THIS SESSION BE PRESENTED BY K-12 STUDENTS?\*

Yes

No

### There is a limit of five student presenters per session, with one adult chaperone.

Students must be with an adult at all times. Student presenter names must be added or updated by May 31 to ensure their badges are ready when they arrive. Nonpresenting students or children under the age of 16 (including infants) are not permitted in sessions, events, or the expo hall. Badged student presenters are permitted to attend their sessions only, and the expo hall with a chaperone.

A chaperone badge allows a nonpresenting chaperone to accompany students at all times. The chaperone badge does not permit attendance at any conference events independent of student participation. A chaperone who is not presenting does not need to be named on the session record; a chaperone badge can be picked up on-site at the conference.

As the submitter/lead adult presenter for a student presentation, you're eligible to receive a nontransferable complimentary registration as long as you bring a K-12 student.

Due to space restrictions, **additional students and additional chaperones are not permitted.** ISTE Live is a professional event for educators to share insights with each other to move educational practice forward. Part of making this a successful event is that presenters engage with attendees, regardless of the format of their presentation. This is particularly true for poster presentations, with the students presenting and engaging with fellow attendees. We ask that any chaperones/chaperoning parents supervising the students not congregate around the poster as we want the students to share their work and learning with attendees.

## ADDITIONAL DETAILS

Enter a URL that exemplifies your presentation style or supports your session proposal topic. This URL will only be viewed by proposal reviewers. If you are sharing links, be sure your links are accessible/public.

http://

## ATTENDEE RESOURCE

Enter a URL that could be used as a resource by attendees of your session, if applicable. This URL will be part of your public session proposal on the conference website and mobile app. Please consider resources that are accessible on screen readers.

http://

Attendee resource description\*

## BLENDED ISTE Live AND ASCD ANNUAL SESSION CONTENT

Does your session include a significant focus on instruction or instructional leadership? Is your session focused on either subject-specific curriculum or curricular leadership?

- Yes
- No

Please be aware that answering yes or no will not increase or decrease your chances of acceptance. Your answers simply make it easier for our review teams to evaluate how content should be reviewed and categorized.

## ISTE STANDARDS\* (Only for blended content.)

Select up to three ISTE Standards indicators that will be addressed in your presentation.

- ISTE Standards for Students +
- ISTE Standards for Educators +
- ISTE Standards for Education Leaders +
- ISTE Standards for Coaches +

## ISTE STANDARDS ADDRESSED\* (Only for blended content.)

Explain briefly, but in detail, how your session will address the ISTE Standards indicators selected. Reviewers will be evaluating proposals based on the depth of use and thoughtfulness in implementation of the selected ISTE Standards.

## TRANSFORMATIVE LEARNING PRINCIPLES (TLPS) (All formats except Trips/Tours.)

Is your session specifically focused on student outcomes and/or the student learning experience?

- Yes
- No

If yes, which of the following eight principles does your content most align with?

Select up to two TLPs that will be addressed in your presentation.

- Nurture +
  - Cultivate Belonging
  - Connect Learning to Learner
  - Ensure Equity
- Guide +
  - Spark Curiosity
  - Develop Expertise
  - Elevate Expertise
- Empower +
  - Prioritize Authentic Experiences
  - Ignite Agency

If yes, explain briefly, but in detail, how your session will address the Transformative Learning Principles indicators selected. Reviewers will be evaluating proposals based on the depth of use and thoughtfulness in implementation of the selected TLPs.

## COMMERCIAL PRESENTATION

ASCD+ISTE welcomes submissions from solution providers that focus on the broader impact of technology on education (rather than specific product promotion). While we do offer opportunities for product demonstrations and commercial content at the event, we encourage program proposals that align with our mission of transforming education. We may contact submitters to offer alternative presentation opportunities if their content is better suited for other event components.

If one or more of your listed presenters represents, or was recruited to present by, a for-profit company whose products or services are being discussed, check the box below.

Commercial presentation

If box checked above, list what products/services:\*

### Corporate Support Disclosure

- I have been supported financially by a company whose product is being included in my presentation.
- Travel support (flights, hotel, etc.)
- Stipend or honoraria
- Material support (products or services)
- Registration

*NOTE: The purpose of this question is to disclose this information to attendees. It will not impact session selection.*

Which company or companies? List here:

### Disclosure Statement

Do you have any affiliation with, or work for, any for-profit companies that are related to the content of your proposal?

- Yes
- No

If yes, describe:

### Influencer Disclosure\*

A recent Federal Trade Commission (FTC) ruling requires that anyone who endorses a product through social media or presentations should make their relationship with the brand (“material connection”) obvious. A “material connection” to the brand includes a personal, family, or employment relationship, or a financial relationship, such as the brand directly paying fees, covering travel, or providing free or discounted products or services.

Disclosure of these kinds of relationships at ISTE Live 25 and ASCD Annual Conference 25 is important because it helps keep recommendations honest and truthful, and it allows people to weigh the value of presenter endorsements.

As an influencer, it’s your responsibility to make these disclosures, to be familiar with the Endorsement Guides, and to comply with laws against deceptive ads.

All presenters will be asked to disclose relevant details by May 31, 2025, including the company/ companies and relationship(s)/compensation, or indicate that they do not have a material connection to disclose. Please be sure that any presenters in your session are aware of this reporting. If accepted, the disclosure form will be located on the sidebar of your presenter menu.

I agree to complete this form and encourage any other presenters to complete their form.

## MODEL RELEASE\*

All presenters will be required to sign model releases by January 31, 2025, in order to present. Please be sure that any presenters in your session are aware of this requirement. If accepted, the model release will be located on the sidebar of your presenter menu.

I agree to complete this form and encourage any other presenters to complete their form.

## RESEARCH PAPER REVIEWER INTEREST (Research Papers only.)

Are you are interested in volunteering to be a research paper reviewer?

I would like to be a research paper reviewer.

## PRESENTER CONSTRAINTS\*

Core conference dates are Sunday, June 29 through Wednesday, July 2, 2025. *Virtual content may take place on Saturday, June 28.*

**Please check the date(s) below that you are NOT able to present.**

*NOTE: Primary presenters must be physically present to moderate their in-person sessions and must provide presentation laptop/tablet, including connection, for any remote co-presenters, if applicable.*

Available all dates

Saturday, June 28

Monday, June 30

Wednesday, July 2

Sunday, June 29

Tuesday, July 1

Please note other scheduling or capacity constraints:

## WAITLIST NOTICE\*

Every year, more proposals are received than can be included in the program. If your session is not selected in the first round and is waitlisted, how far in advance do you need to know you were accepted to present in order to attend the conference?

3 months

2 months

1 month

2 weeks

## ARE THERE ANY ACCOMMODATIONS THAT YOU NEED TO BE SUCCESSFUL AS A PRESENTER?

Describe needs here:

## PANEL MODERATOR EXPERTISE AND INTEREST STATEMENT (Panels only.)

Please share your personal expertise on the panel topic and describe your interest in sharing instructional practice for these particular topics or curriculum areas.

## WHAT IS THE CRITERIA FOR ASSEMBLING PANELISTS FOR THIS SESSION?

### (Panels only.)

ISTELive believes that by cultivating a community of educators with a wide range of experiences, and diverse backgrounds and perspectives, we enhance the practice of all educators. For each proposed speaker, please consider how they contribute to the diversity of experience, opinion, and representation in the panel.

Please add any proposed panelists and their contribution to diverse perspectives for the panel.

## PLAYGROUND COORDINATOR EXPERTISE AND INTEREST STATEMENT

### (Playgrounds only.)

Please share your personal expertise on the topic of this playground and describe your interest in building a playground learning environment on this particular topic or curriculum area.

Playground coordinators propose an overarching theme, and if selected, work with the conference program team to further develop and build out the playground experience, including recruitment of playground presenters.



# ADDITIONAL PRESENTERS (All formats except Panels.)

## Required\*

You may start a submission and complete it at a later time. The information on this page will not be saved until you click the "Save and Continue" button at the bottom of the page.

*NOTE: Presenters added to sessions after February will require additional review.*

## CURRENT PRESENTERS

This is the list of people currently associated with this proposal. As the proposal submitter, you have been designated as a presenter and have exclusive access to edit this submission. You may change your role and/or add presenters below. Anyone you add to this proposal with an email address will be notified upon submission and required to create their own presenter menu to view, but not edit, this proposal.

ASCD+ISTE believes that by cultivating a community of educators with a wide range of experiences, and diverse backgrounds and perspectives, we enhance the practice of all educators. For each proposed speaker, please consider how they contribute to the diversity of experience, opinion, and representation in the session. **Co-presenters are required to update their presenter profile before the session proposal will be considered for inclusion in the program. Co-presenters need to update their presenter profile by October 10, 2024.**

Presenters are listed in alphabetical order by last name.

**Research papers:** Presenters are typically listed in alphabetical order by last name, but research submitters can specify the order of presenters or co-authors as you prefer to have them displayed in the conference program and conference app. They will be listed in the order of the Presenters page, though your summary may show in alphabetical order.

### Roles:

- NONPRESENTING SUBMITTER:** Select this role for yourself if you do not wish to be listed as a presenter.
- PRESENTER:** Select this role for anyone you wish to be listed as a presenter, including yourself. Maximum of four presenters for all formats except panels.
- STUDENT PRESENTER:** Select this role for any presenters who are K-12 students. Email address is not required for student presenters. Maximum of five student presenters.
- FOR RESEARCH PAPERS:** Nonpresenting co-author: Select this role for anyone you wish to be listed as a co-author but who will not be presenting on-site.

*NOTE: Primary presenters must be physically present to moderate their in-person sessions and must provide presentation laptop/tablet, including connection, for any remote co-presenters, if applicable.*

NAME	COMPANY	EMAIL	ROLE
Smith, Joe	Workplace Name	email@email.com	Presenter

- ISTE Certified Educator
- ASCD Emerging Leader
- ASCD Faculty
- Is an undergraduate student (research papers)
- Is a graduate student (research papers)

## ADD PRESENTERS

Please enter the name and email address for any additional presenters. If we do not have a record of this individual in our database, we will ask you to provide an organization and state.

Repeat the process as many times as needed for all presenters.

First name:

Last name:

Email:

Student Presenter?

*NOTE: If the presenter is a K-12 student, an email address is not required. Student presenter names must be added or updated by May 31, 2025, to ensure their badges are ready when they arrive.*

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## SUMMARY

### Required\*

You may start a submission and complete it at a later time. The information on this page will not be saved until you click the "Save and Continue" or "Update" button at the bottom of the page.

## PROPOSAL SUMMARY TIPS

Your answers to the following questions will be combined to create your proposal summary. If your proposal is accepted, this summary information will be viewable on the conference website and app. Make sure that all content (including spelling and grammar) is suitable for public reference.

Keep in mind that the proposal reviewers may not know you or your reputation, or be familiar with the specific technologies, models, or instructional strategies you are addressing. Be sure to provide sufficient detail, including full names (not acronyms) and brief descriptions of all such elements in your proposal summary so reviewers can evaluate the relevance and usefulness of the information to attendees.

Specifically, reviewers will evaluate your proposal for its:

- Relevance of the topic to the educational field.
- Educational significance and contribution to the respective topic.
- Ease of replication.
- Value to participants.
- Presenter knowledge and experience.

*NOTE: To expedite the online submission process, we recommend that you first draft your proposal summary responses in another application, then copy and paste them here.*

## OUTCOMES\* (All formats except Research Papers.)

What will attendees learn and what will they take away from attending your session? Describe your objectives as participant outcomes (i.e., what will participants know and be able to do as a result of their participation, or what specific skills will be introduced and practiced, or what products will attendees create in your session). We recommend you start with a measurable verb, completing this sentence: "After this session, participants will be able to ..."

For Research Papers: What are the objectives or purposes of your research? How is your topic relevant to the education technology field and conference audience?

## OUTLINE\* (All formats except Research Papers.)

Provide a detailed specific outline of your presentation, including:

- **CONTENT AND ENGAGEMENT:** What content will be presented? How will you connect and engage the audience? What activities will the audience participate in?
- **TIME:** How much time will be spent on each content component?
- **PROCESS:** Include specifics on the frequency and tactics you plan to use to engage the audience (e.g., peer-to-peer interaction, device-based activities, games or contests, etc.).

## SUPPORTING RESEARCH\* (All formats except Research Papers, Trips/Tours.)

List any articles, books, websites, recognized experts, or other documentation that supports the importance of the session topic and/or the practices/information you will present. If you are sharing links, be sure your links are accessible/public.

## PRESENTER BACKGROUND\* (All formats except Research Papers.)

List each presenter's qualifications and experience with the session topic. Be sure to include any previous presentations on this or similar topics.

## PERSPECTIVE OR THEORETICAL FRAMEWORK\* (Research Papers only.)

What perspective(s) or theoretical framework does your research follow or embody?

## RESEARCH METHODS\* (Research Papers only.)

Describe your research, including a detailed description of design, data sources, and methods of analysis, such as how you selected participants and the types of questions you asked. Provide enough details to make it easy to replicate your study.

## RESULTS OR EXPECTATIONS\* (Research Papers only.)

Describe your results or your expectations in cases where the results are not complete.

*NOTE: For proposals without finalized data, please note this clearly in your proposal. However, you should be sure to provide evidence that the research is well-conceived, underway, and likely to be fully implemented and completed. You can still be considered for a research session if this is the case.*

## EDUCATIONAL OR SCIENTIFIC IMPORTANCE\* (Research Papers only.)

Describe the educational or scientific importance of your study.  
How is this study valuable to ISTE attendees?

## WHEN DO YOU EXPECT TO HAVE YOUR DATA COLLECTED?\* (Research Papers only.)

## REFERENCES\* (Research Papers only.)

List your references.

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## LOGISTICS

### Required\*

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## IN-PERSON PRESENTER STATION (All formats except Trips/Tours, Playgrounds, Posters.)

The standard front-of-room equipment set includes a combination of wired and wireless presenter internet connectivity, LCD projection with screen, 1 wireless lavalier mic, 1 podium mic, 2 wireless hand-held mics, cast/airplay mirroring service, and a sound system to connect to the presenter's laptop. Attendees will have wireless internet connectivity.

Please note for Research Paper Roundtables: No technology or power is provided at the tables; a charging station will be at the back of the room.

The breakout room presenter station is available for Research Paper Lecture sessions.

## ATTENDEE DEVICES\*

Will participants of your session need to bring any devices to participate successfully?

- Devices are not needed/used in this session.
- Devices may be useful, but they are not required for this session.
- Devices are required to effectively participate in this session.

\*If devices are needed, check any of the following that apply:

### Laptop

- Chromebook
- Mac
- PC

### Tablet

- Android
- iOS
- Windows

### Smartphone

- Android
- iOS
- Windows

## ATTENDEE ACCOUNTS, SOFTWARE, AND OTHER MATERIALS

List any software, apps, or accounts attendees should have loaded on their devices (including download URLs, if applicable) to best participate in your session. Also include other equipment/materials to bring.

### In-Person Alternative Room Setting\* (Only Interactive Sessions and Forums.)

Most of our session rooms have traditional lecture-style seating. We do have a limited number of session rooms with round tables for audience seating, or a combination of rounds and lecture seating.

Does your presentation need audience seating in rounds or an alternative set?

- No
- Rounds
- Another set

If "Another set:" Describe what you are planning and/or what activities require an alternative set.

### In-Person Alternative Room Setting\* (Only Creation Labs and Learning Labs.)

Most of our lab/workshop rooms have classroom seating, or a combination of classroom and lecture-style seating. We do have a **limited number of session rooms** with round tables for audience seating, or a combination of rounds and classroom seating.

Does your presentation need audience seating in rounds or an alternative set?

- No
- Rounds
- Another set

If "Another set:" Describe what you are planning and/or what activities require an alternative set.

### In-Person Flexible Learning Environment\* (All formats except Forum, Posters, Playgrounds, Research Papers, Panels, Trips/Tours, Turbo Talks.)

Does your content focus on or highlight teaching within a flexible learning environment?

- Yes
- No

If "Yes:" Describe how you would use a flexible learning environment.