



# Durability, Flexibility, and Ease of Use: How to Choose the Right Edtech Every Time

A guide for K-12 technology leaders

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## Finding the perfect fit

Choosing the right educational technology for K-12 schools is a critical decision that affects both students and teachers. By 2032, K-12 leaders around the world are expected to spend \$132.4 billion each year on edtech hardware, software, and services. With so many options available and so many resources at stake, it's important to find solutions that maximize budgets, offer daily opportunities for better learning, and fit student and educator needs.

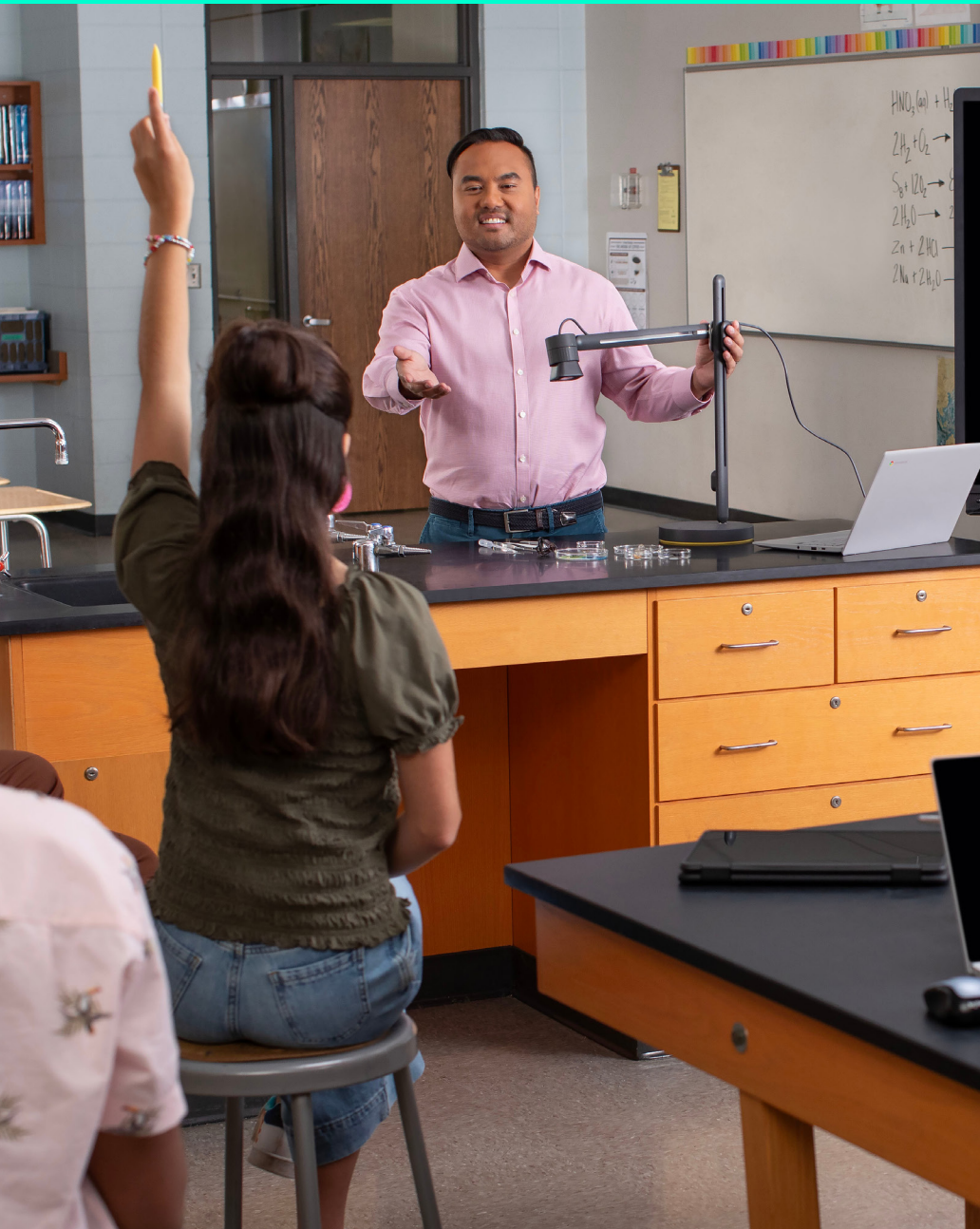
Choosing the right edtech every time involves looking at several factors, such as the budget impact of a solution over time, whether it fits seamlessly into various learning spaces and activities, and whether it can save time and energy for busy teachers. This guide explores the process of evaluating edtech from all angles, so that K-12 technology leaders can make informed choices that benefit the entire school community.

“The ultimate goal is to explore how technology and digitization can add value, not only in terms of learning for students, but also in terms of the relationships between them.”

**Daniel Pretto, CTO, Director, École-Collège Saint-Joseph**

## NAQ (need-to-ask questions)

Making the right K-12 edtech purchases revolves around these need-to-ask questions.



### What kind of learning does the solution support?

Does the solution work for both in-person and remote students? Does it boost collaboration, creativity, or engagement? What activities does it enhance?



### Does the solution require professional development?

Is the solution durable enough that students and educators can use it without intervention? Does the solution have plug-and-play functionality?



### Does the solution hold up to frequent student use?

Is the solution well-built enough to help the school avoid a cycle of buying-breaking-replacing? Does it feature replaceable or swappable parts? Does it come with a warranty? Has it been rigorously tested by students throughout the design process?



### Does the solution integrate with existing software and platforms?

Does the solution fit within a school's current tech infrastructure? Does it require "ripping and replacing," or is it interoperable with the hardware and compatible with the platforms already in use?

# Made for the classroom

From drops to accidental spills, the wear and tear edtech goes through can be extreme. Durable solutions built with active learning environments in mind protect school investments and perform well year after year.

## What to look for



Drop and wipe testing



User-centered design



A strong warranty

## Solution examples



### Logitech Crayon for iPad

Logitech Crayon is a pixel-precise digital stylus made for iPads. It's extensively drop- and wipe-tested to hold up to regular use, with an extended grip for writers at different levels of motor skills development. To prevent it from rolling off desks and getting lost, it has a flat shape, and its palm rejection technology keeps hands in a natural position while writing.



### Logitech Pen USI Stylus for Chromebook™

With 4,096 levels of writing pressure detection, Logitech Pen lets students write on their USI-enabled Chromebook devices as easily as they can with pen and paper. The fidget-proof tip withstands one curious student after another, while the size, shape, and weight are designed to fit and support different hand sizes and levels of motor skills development.



### Logitech Rugged Combo Keyboard Case

Designed to carry an iPad through daily scratches and bumps, the Logitech Rugged Combo Keyboard Case is drop-tested above military standards. The detachable keyboard has comfortable, pry-resistant keys, and the adjustable kickstand allows for multiple viewing angles, making it great for different learning applications. The stylus holder even helps keep students from slamming iPad covers shut with a stylus inside!

## Did you know?

# 31%

of school-purchased headsets end up in landfills each year.<sup>1</sup>

## What to look for



**Versatility**  
across subjects



**Adaptability to different**  
learning needs

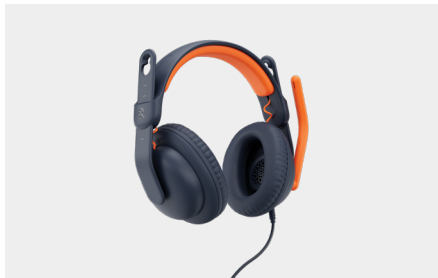


**Suitability for in-person**  
and remote learning

## Made for flexibility

The right edtech should seamlessly fit into various learning environments and activities, supporting diverse teaching methods and learning styles. Whether it's a traditional classroom, a desk at home, a lab setting, or outdoor learning, technology should adapt to any situation.

## Solution examples



### Logitech Zone Learn Wired Headset

Logitech Zone Learn lets students hear and be heard in any learning situation, from solo work on language learning apps to group projects with remote peers. Its audio drivers are tuned for vocal clarity rather than music, so students pick up every important sound, and it has a rigid boom mic for better pickup and vocal clarity. The adjustable headband and micro-articulating earcups fit different head sizes and hairstyles, so everyone gets a snug, comfortable fit. It also features replaceable cords and earcups, so schools don't have to replace entire units if one part wears out.



### Logitech Scribe Whiteboard Camera

Logitech Scribe allows educators to share whiteboard content for any subject at the touch of a button, giving students a front-row seat whether they're at home or just sitting at the back of class. The custom lens offers outstanding clarity, while the built-in AI-powered transparency effect allows viewers to see "through" the presenter for an unobstructed view of content at all times. Scribe also captures sticky notes, and easily integrates with video conferencing solutions like Zoom.



### Logitech MeetUp 2 Video Conference Camera

Logitech MeetUp 2 provides simple, flexible video conferencing to unlock the potential of small rooms. In any grade or subject, the advanced camera system enhanced with AI focuses on the right details, so that students can see clearly no matter where they're sitting. RightSound 2 technology auto-levels loud and soft voices while suppressing noise, bringing remote students' voices into the center of the discussion. Featuring plug-and-play capability with educators' preferred platforms, MeetUp 2 also allows for flexible placements and simple installation to suit different rooms.

Did you know?

**1 in 6**  
teachers

say they won't use technology if they anticipate too much troubleshooting.<sup>2</sup>

## What to look for



Ease of use



Integration with existing tools and platforms



Design that meets educator needs

## Made for educators

The right technology should be effective right out of the box. User-friendly devices and software enable a smooth integration into daily routines, allowing educators to focus on teaching, not on scheduling extra professional development.

### Solution examples



#### Logitech Reach Adjustable Content Camera

Logitech Reach is a flexible, intuitive camera that enables limitless teaching. The pivoting camera head and stand moves in any direction with just one hand, providing brilliant images of models, maps, and other non-digital content without disrupting the flow of learning. Reach is plug-and-play over USB-C, so educators can be confident it "just works."



#### Logitech Mevo Start Video Streaming Camera

Designed to make producing high-quality video content simple and affordable, Logitech Mevo Start is a user-friendly 4K wireless streaming experience. Educators can stream stunning video straight to platforms like YouTube or Facebook, controlling the camera with ease from a smartphone or tablet using Mevo's intuitive app.



#### Logitech Spotlight Presentation Remote

An advanced digital pointer that works for in-person, remote, and hybrid classes, Logitech Spotlight keeps students engaged and allows educators to teach freely. Its three pointing modes — Highlight, Magnify, and Digital Laser — give educators dynamic ways to drive home important concepts. The three-button interface is easy to use right away, and Spotlight is plug-and-play with any compatible computer via USB receiver. Also, the fast recharge capability lets it enhance learning for three hours on just a 60-second charge!



Selecting the right edtech for a school is more than just choosing devices. It's about investing in resources that enhance the educational experience for both teachers and students. By prioritizing durability, flexibility, and ease of use, K-12 tech leaders ensure that schools make investments that can withstand the demands of the school year, adapt to various teaching and learning environments, and be easily integrated into daily activities.

<sup>1</sup> Logitech Ed Council Survey. 18 ITDM and teacher respondents. Weighted for school size.

<sup>2</sup> EdWeek Research Center for Logitech. (2022). "The Ergonomics Equation." <https://www.logitech.com/content/dam/logitech/en/education/pdf/logitech-ergonomics-equation.pdf>

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