Learner Lifecycle & Interoperability
Speakers

Dave Moldoff
PESC

Steve Smith
A4L Community
The learner life cycle is a concept that refers to the different stages of phases that a learner goes through as they acquire knowledge and skills. There are different models of the learner life cycle, but most of them involve several stages, such as:

1. **Awareness**: The learner becomes aware of a need or desire to learn something new.
2. **Interest**: The learner develops an interest in the subject or topic they want to learn about.
3. **Exploration**: The learner explores different learning resources and options to find the best way to learn.
4. **Experimentation**: The learner tries out different learning strategies and methods to see what works best for them.
5. **Application**: The learner applies what they have learned to real-world situations and practice their skills.
6. **Reflection**: The learner reflects on their learning experiences and evaluates their progress.
7. **Mastery**: The learner achieves mastery of the subject or skill they have been learning.
Industry Interoperability

What does it mean?

The sharing of information among digital applications in support of the teaching, learning and the learner life cycle.

The ability of systems to connect and exchange information with each other.
How do standards enable Interoperability?

Working together to foster greater benefits

**Technical interoperability:** At this level of interoperability, data is exchanged across systems using a communication protocol. At the plug-and-play, signal, and protocol levels, technical interoperability establishes harmonization.

**Syntactic interoperability:** Is the capacity of two or more systems to share data and services using a common interoperability protocol.

**Pragmatic interoperability:** When interoperating systems are aware of one other's processes and procedures. This means that the participating systems comprehend the data's use or the context in which it is used.

**Dynamic interoperability:** Two or more systems are considered to have achieved dynamic interoperability when they can understand and take advantage of state changes in the assumptions and limitations they are making over time.

**Conceptual interoperability:** When the assumptions and restrictions of a meaningful abstraction of reality are aligned, conceptual interoperability is achieved.

**Structural interoperability:** Multimedia, hypermedia, object oriented data and other forms of information is recorded.

**Functional interoperability:** Refers to the requirement for functional requirements to be delivered in a consistent, established manner.

**Semantic interoperability:** Semantic interoperability refers to the ability of two or more systems to automatically comprehend meaningful and correct information transferred in order to deliver useful results as defined by the systems’ end users.
Interoperability would save all of us time and money.

The lack of interoperability between systems reinforces information silos, duplication, overlap and higher costs.

Information silos represent functional specialization, concentrating on discrete use cases.

Duplication, reliance on paper, batch processing, delays, higher costs.
Logos, Abstraction representing different vendors

Silos and Specialization

Which providers can plug and play?

Who do we trust?
# PeakSpan's EdTech K-12 Landscape

## Instructional Tools
- Classroom Management / Teacher-Facing
  - Echo360
  - Formative
  - BrainPOP
  - Classcraft
  - GoGuardian
  - ST Math
  - LearnZillion
  - Khan Academy

- Knowledge Reinforcement
  - Game-Based Learning
  - Study Tools
  - Virtual Reality
  - edmentum
  - BbL
  - Study.com

- Learning Environment / Student-Facing
  - Bitmoji
  - Sago Mini
  - Seesaw
  - Edmodo
  - Seesaw
  - Haplotrack
  - @Study.com

## Opt-In Development
- For Students
  - Test Preparation
  - Tutoring
  - Lumos
  - Study.com
  - MyTutor

- For Teachers & Advisors
  - TutorMe
  - MyTutor

## Online Content
- BrainPOP
- CK-12
- Khan Academy
- edmentum

## Infrastructure
- Analytics and ITSM
  - Blackboard
  - Adobe
  - Canvas
  - Coursera

- Digital Security
  - Duolingo
  - Coursera
  - Pluto TV

- ERP Systems
  - Blackboard
  - Workday
  - Oracle

- Single Sign On
  - Keynote
  - Okta

## Performance Management
- Assessments
  - Aardvark
  - Amplify
  - Edmodo

- Progress Measurement
  - MySchool
  - TeachCo

## Student Information Systems (SIS)
- Enrollment and Attendance
  - Prodigy
  - Axcient

- Financial Tasks
  - LINC
  - SPS

## Parent Engagement
- Parently
- K12
- Remind

## Student Support
- College/Career Readiness
  - PrepScholar
  - Khan Academy
  - CollegeBoard

- SEL and Behavior Support
  - Classcraft
  - Classroom
  - Embracing

- Accessibility Tools
  - ThinkerThings
  - ThinkerTools
  - i-Ready

- Student Safety
  - TeachCo
  - Teach21
  - TeachClick

## Learning Management Systems (LMS)
- Emerging Leaders
  - Blackboard

- Incumbents
  - Docebo
  - Merit

## Learner Records & Credentialing
- Badge Alliance
  - Badgr

## Large Market Players
- Age of Learning
- Duolingo

## Student Support
- Supplemental Curriculum
  - Multiple Subjects
  - STEM

## Core Curriculum
- Authoring Tools
  - Discovery Education
  - BrainPOP
  - TabletEd

- Teacher-Led Content
  - PBS Kids
  - Scholastic

## Early Education
- Administration
  - TeachCo

- Foundations of Learning
  - TeachClick
The Education Ecosystem

The movement to the cloud creates the opportunity to work together, improve coordination, logistics and streamline…
Our Challenge:

Breaking down silos to make it all work together seamlessly