

## **Executive Summary**

As schools and districts look ahead to the 2025-2026 school year, the focus is sharp: invest in technology that elevates student engagement and drives long-term success. These priorities outweighed traditional measures of edtech investment success such as teacher satisfaction and test performance. Tools like flat panels and classroom camera technologies are seen as especially effective in meeting these goals.

At the same time, budget realities remain top of mind, prompting a thoughtful approach centered on upgrading existing tools to meet real classroom needs, right now.



### **KEY SURVEY TAKEAWAYS**



Flat panels and classroom camera technologies stand out in advancing student engagement and success.

91%

#### OF SURVEYED EDUCATORS

expect that investments in interactive tools will boost student participation and engagement in the upcoming school year.

Interactive white boards and flat panels topped the list of hardware categories with the most potential for innovation and impact in teaching and learning (70%), followed by a near three-way tie between classroom camera technologies, including wireless cameras (37%), whole classroom video cameras (33%) and content/document cameras (33%).

Even in districts where edtech budgets will be limited for the 2025–2026 school year, flat panels and classroom camera technologies are seen as most critical to long-term student success.





# Of Student engagement is the leading measurement for edtech investment.

81%

### OF SURVEYED EDUCATORS

reported that their school or district measures the success of edtech investments primarily through student engagement levels.

## STUDENT ENGAGEMENT LEVELS

81%

### **TEACHER FEEDBACK AND SATISFACTION**

64%

"Student engagement levels" was the clear winner, far outpacing the second most popular measure of success being "teacher feedback and satisfaction," coming in at 64% of respondents.



## Budget constraints are shaping long-term edtech investments.

#### OF SURVEYED EDUCATORS

say that while student engagement and student success are core measurements for edtech investment, budget is also a factor influencing purchasing decisions.

When looking at the long-term view of supporting student success over the next three years, emerging technologies like Al are generating interest, but the current focus is more practical: 35% of educators say upgrading outdated classroom technology is their top priority. In contrast, only 11% prioritize introducing innovative experiences or experimenting with new technologies like AI tools.



## What is 'Student Engagement?'

When educators refer to "student engagement," that vague or sometimes lofty term may mean different things in different districts. By and large, student engagement should be understood to entail active and attentive learning, demonstrated when students:



Participate in classroom discussions or online polls



Collaborate in small groups using shared digital tools



Present projects, using classroom tools such as content/document cameras or web cameras



Ask questions or otherwise show curiosity and interest in the subject or discussion



Volunteer to share work or observations and thoughts aloud, or via digital tools



# **Top Edtech Goal:** Improve student engagement and participation

Schools and districts expect to gain a great deal by deploying video-based solutions and interactive white boards or flat panels to advance innovation in the classroom.

91% of respondents said they expect their edtech purchases will increase student engagement and participation.

Respondents also expect those technologies will enhance teacher efficiency and lesson delivery (63%), and improve accessibility and inclusion (56%). The ability to offer more personalized learning experiences (45%) and improve collaboration in hybrid or remote learning environments are also expected gains.

Educators increasingly rely on video-based tools to enhance engagement by connecting students to a wide variety of resources and learning activities, including global cultural exchanges with classrooms in other countries, virtual tours of museums and unique locations, or sharing experiments that may otherwise prove too costly to replicate in a classroom—the potential to connect students through wireless and whole classroom cameras to the broader world is nearly limitless.



"We live streamed an incubator so that from home, students could watch the chicks hatch. We made it work and it was a big hit."

-K-12 IT DECISION MAKER



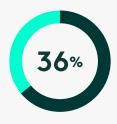
"We leveraged networked classroom tools to help at-risk or low-income students maintain access to essential technology at home."

-K-12 IT DECISION MAKER

# Which three hardware categories have the most potential for innovation and impact in teaching and learning?



Interactive white boards/flat panels



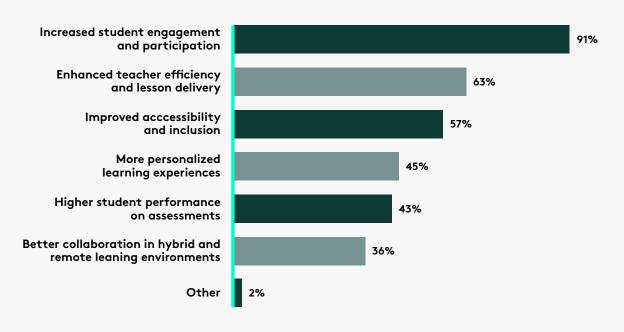
Wireless cameras for recording and streaming



Content or document cameras

Other responses included: whole classroom video camera(s) (33%), whole classroom speakers (22%), headsets (21%), presenter remotes (17%), gaming and eSports hardware (15%), webcams for computers (12%), styluses (12%), dedicated microphones (9%), tablet cases (7%), keyboards (4%), and mice (1%).

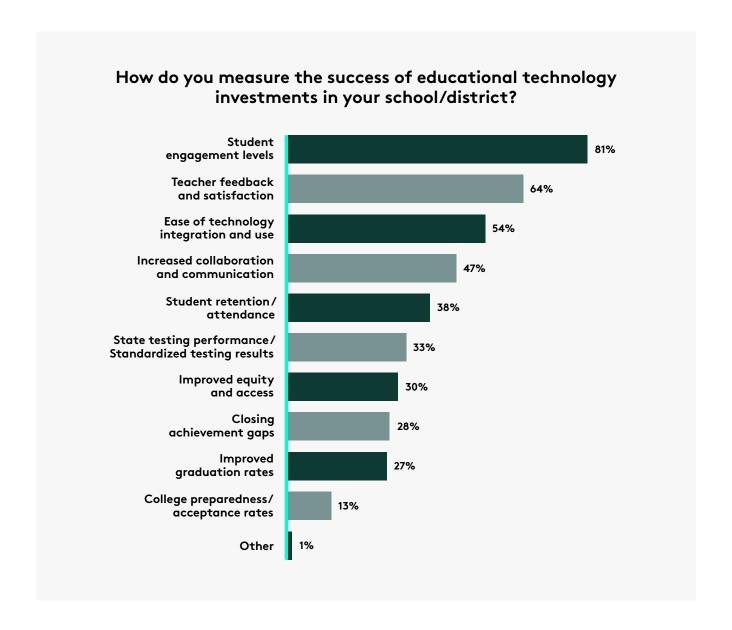
# What specific benefits do you expect from innovation in utilizing hardware in these categories?





## Tech tools that improve engagement

How do IT teams and district leaders know whether the tech tools they've deployed are successful? Most respondents said their schools or districts gauge investment success by measuring student engagement (81%) or teacher feedback and satisfaction (64%). Increased collaboration and communication (47%) are also important and meaningful markers of successful technology investments.





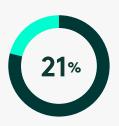




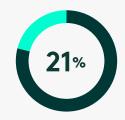
Interactive white boards/flat panels



Content or document cameras



Headsets



Whole classroom video camera(s)

Other responses included: wireless cameras for recording and streaming (19%), other (18%), whole classroom speakers (16%), tablet cases (12%), gaming and eSports hardware (10%), webcams for computers (8%), dedicated microphones (7%), keyboards (6%), mice (3%), and styluses (2%).

The classroom edtech essentials schools and districts will prioritize include interactive whiteboards and flat panels (55%), content/document cameras (26%), headsets (21%) and whole-classroom video cameras (21%). Those tools increasingly function together to help educators improve and enhance lesson delivery, and more seamlessly connect learners to each other and the broader world.

## Edtech tools deliver long-term value

K-12 edtech budget complexity has grown as many pandemic-related funding programs come to an end and new funding sources remain uncertain to varying degrees. Budgets represent the most important factor educators and administrators will weigh as they make classroom technology purchase decisions (83%), according to the survey. Costeffectiveness and value over time (40%), alongside ease of integration with existing systems (26%) are also important attributes of the technologies schools and districts look to deploy.

# What factors influence your school/district's hardware purchasing decisions?



**Budget constraints** 



Cost-effectiveness and value over time



Ease of integration with existing systems

Other responses included: proven impact on student engagement and learning outcomes (24%), durability and longevity of devices (24%), teacher and staff training requirements (20%), flexibility for meeting hybrid, remote and in-person learning needs (11%), accessibility and inclusivity for all learners (9%), manufacturer reputation and support (4%), and other (3%).

As K–12 leaders make strategic decisions on how to spend the limited funds available to them, most often they choose the tools they view as most critical or essential to long-term student success. Interactive white boards/flat panels (71%) topped that list, followed by content or document cameras (43%) and wireless cameras for recording or streaming (32%). Many surveyed educators said that whole classroom video cameras (29%) and headsets (20%) are also essential.

If your edtech budget is limited or reduced in the 2025-26 school year, which technology investments are most critical for long-term student success?



Interactive white boards/flat panels



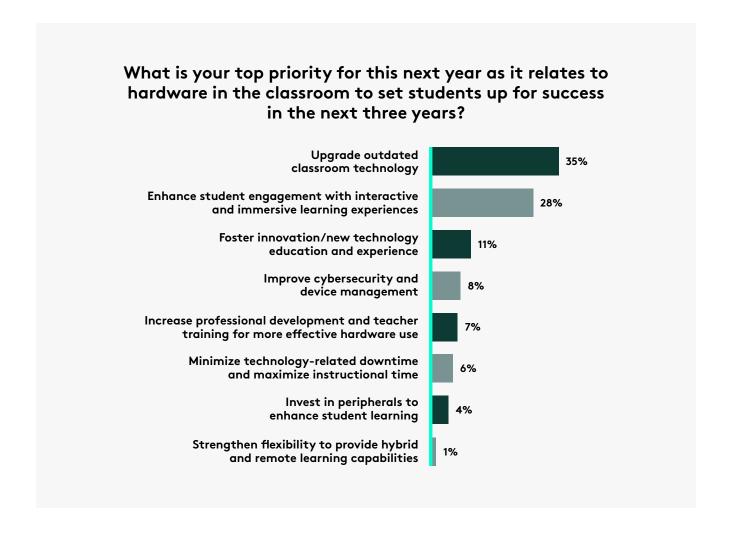
Content or document cameras



Wireless cameras for recording and streaming

Other responses included: whole classroom video camera(s) (28%), headsets (19%), whole classroom speakers (18%), presenter remotes (16%), other (16%), tablet cases (13%), webcams for computers (10%), keyboards (10%), dedicated microphones (9%), gaming and eSports hardware (8%), styluses (5%), and mice (2%).

While headlines may call out the opportunities and potential for artificial intelligence and machine learning innovations as they make their way into K-12 classrooms, necessary upgrades to classroom hardware (35%) are the top priority as districts look to set students up for success over the next three years.



28%

of survey respondents marked enhancing student engagement with interactive and immersive learning experiences as a top priority.

## Conclusion

K-12 schools and districts are doubling down on interactive and video-based classroom technology that make learning more engaging and effective. These technologies are now essential for delivering instruction that reaches every student, whether in the classroom or at home. Even with tighter budgets, the focus is clear: invest in tools that work.

By prioritizing edtech that boosts engagement, simplifies teaching, and extends what's possible in the classroom, educators are building learning environments for long-term student success.

## Methodology

THE Journal surveyed 101 readers, comprised primarily of educators, administrators and K-12 IT decision-makers. The Logitech-sponsored survey was conducted in Spring 2025.

## Educator-tested classroom solutions

For over 40 years, Logitech has been a global leader in connecting people through innovative computer peripherals. Now we're a multi-brand company designing products that bring people together through video, audio, gaming, creating and more. We believe in the power of bringing best-in-class design to classroom tools to help both students and teachers achieve their very best. We do that by designing products for students and educators, with students and educators. We work with hundreds of students and teachers throughout our design process—from earliest concepts to prototype testing and final product input. Their feedback and insights unlock meaningful product choices.

logitech for education



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