ISTE Seal Review Findings Report

Inanimate Alice

2023

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ABOUT

ABOUT ISTE

The International Society for Technology in Education (ISTE) is home to a community of global educators and solution providers who are passionate about using technology to revolutionize learning. Our vision is to create a bold community where education innovators are supported in reimagining and redesigning learning with a focus on using technology to create transformational and equitable experiences for learners. We're making this vision a reality by delivering practical guidance, evidence-based professional learning, virtual networks, thought-provoking events and the ISTE Standards.

ISTE SEAL

The ISTE Seal serves as a mark of high-quality product design for solutions that enable and guide high-quality learning. By choosing to demonstrate their commitment to supporting best practices for teaching and learning, these products show a purposeful and meaningful dedication to practical usability, digital pedagogical implementation, and the ISTE Standards. With a focus on user experience, product usability, and the most essential elements of instructional technology today, the ISTE Seal provides a set of criteria and simple indicators to guide educators, students, and technology directors toward the very best products on the market.

ISTE awards a seal only after an extensive analysis conducted by trained ISTE reviewers that ensures a product meets all critical elements under specific review criteria.

By earning an ISTE Seal, ISTE verifies that this product:
- Promotes critical technology skills.
- Supports the use of technology in appropriate ways.
- Incorporates digital pedagogy and the learning sciences.
- Addresses key elements of tech usability, user experience and user interface.
- Aligns to ISTE Standards in specific ways.

RESOURCE DESCRIPTION

WHAT IS *Inanimate Alice*?

Inanimate Alice is an interactive, multimodal, episodic tale for the born-digital generation. Written by the award-winning novelist and professor of digital media Kate Pullinger, the story is available in eight languages. Inanimate Alice relates the world-traveling adventures of a girl growing up to become a game designer. The story uses images, an original soundtrack, gaming elements, and other multimodal features to provide a backdrop to the aligned companion curriculum. The episodes, journals, student materials, and professional development repositories are bundled and hosted in a platform available from a single website. The Inanimate Alice suite is a comprehensive instructional product flexible enough to adapt to any district-mandated curriculum. A modern-day story that centers on embedded problems and challenges presented as mini-games, this digital text builds on evidence that middle school students, in particular, are drawn into the digital reading and creativity gameplay and are eager to craft multimodal responses.

HOW IS *Inanimate Alice* IMPLEMENTED?

The product has an array of possible uses for educational delivery, both in traditional K-12 settings, in after-school and extended-day settings, in summer programs, and in homeschool and nontraditional settings. Teachers have the flexibility to create learning pathways with a 'mix-and-match' assembly or follow the story from beginning to end. While the series was originally intended for an audience of readers from ages 10-14, teachers can implement it with students as young as eight years old to introduce multimodal reading through high school to teach complex digital text, STEM, linguistics, semiotics, and discourse analysis. Inanimate Alice is a single narrative series that spans the developmental curriculum. Alice sets the scene and invites students to play along.

ISTE SEAL REVIEW

Product: Inanimate Alice
Product Type: Curriculum
Organization: Bradfield Narrative Designs
Date of Award: November 2023

REVIEW METHODOLOGY

ISTE Seal reviews are conducted by a distinguished panel of experts in education, instruction, and technology. These experts utilize the most up-to-date data provided by the organization to conduct thorough evaluations of each solution. The evaluations focus on assessing the solution's performance in addressing specific elements outlined in the technical and pedagogical usability framework and the ISTE Standards.

To complete their rigorous evaluations, the reviewers utilize a comprehensive rating system, categorizing each solution as either "meets expectations" or "does not meet expectations." This assessment covers both the required and optional "Look Fors" outlined in the application. To ensure the validity and reliability of their results, the reviewers regularly engage in calibrations. Final review findings are then analyzed and combined, providing an overall score for alignment with each indicator.

At ISTE, we take great pride in our unwavering commitment to delivering results that schools and districts can have full confidence in. To be deemed education-ready learning solutions, products must meet the high standards in learning sciences, user experience and interface, accessibility, and content quality.

SCOPE OF REVIEW

Inanimate Alice was reviewed against the technical, pedagogical usability framework and the ISTE Standards to determine whether **the solution is education-ready**. ISTE reviewers examined all evidence provided by the organization and interacted directly with the product.

REVIEW FINDINGS

ISTE Standards: The ISTE Standards provide the competencies for learning, teaching, and leading in the digital age, providing a comprehensive roadmap for the effective use of technology in schools worldwide. Grounded in learning science research and based on practitioner experience, the ISTE Standards ensure that using technology for learning can create high-impact, sustainable, scalable, and equitable learning experiences for all learners.

Knowledge Constructor 1.3.a
Students plan and employ effective research strategies to locate information and other resources for their intellectual or creative pursuits.

Innovative Designer 1.4.b
Select and use digital tools to plan and manage a design process that considers design constraints and calculated risks.

Creative Communicator 1.6.b
Create original works or responsibly repurpose or remix digital resources into new creations.

Global Collaborator 1.7.a
Use digital tools to connect with learners from a variety of backgrounds and cultures, engaging with them in ways that broaden mutual understanding and learning.

FEEDBACK	OUTCOME
- Teaching strategies embedded in the curriculum allow educators to create a learning environment where students extend learning through finding information online. - The storytelling allows readers to interact, curate, design, create, and share their experiences using mapping templates. - Students are provided with opportunities to remix in each lesson using assets and templates from the curriculum. - Students connect to the experiences and thoughts of the main character, gaining new understanding and insight/perspective	✓

with other cultures and interacting in new environments different from their own.	

DIMENSION 1: USER INTERFACE AND AGENCY

Definition: The design of the product interface and user experience helps teachers quickly and reliably achieve instructional goals. This dimension includes features related to interface design, learnability, navigation, maximizing time on task, control over actions, and general usability.

FEEDBACK	OUTCOME
- Online and offline interaction with the content is possible on the platform or after downloading. - Students can move freely between "pages" of the episode, and the icons clearly link to associated pages. - The interface design provides consistency for user actions throughout the experience.	✓

DIMENSION 2: LEARNING DESIGN

Definition: The product has features that exhibit and promote design and customization of learning episodes in ways that align with research-based best practices, including those rooted in the learning sciences.

FEEDBACK	OUTCOME
- The engaging multimedia content, including prompts and challenges, is exceptional. - Journals and graphic templates help students keep track of the details, facts, events, and actions happening throughout the story.	✓

• The episodes may be read in any order and through multiple pathways for deeper exploration. • Alice's first-person storytelling allows learners to engage in her world and various cultures and environments they may not have experienced.	

DIMENSION 3: DIGITAL PEDAGOGY

Definition: The product is designed to support the development of digital age learning skills, capacities and knowledge. This dimension focuses on how technology can help students and teachers experience the best possible learning experiences, including the social and learning affordances that digital educational products uniquely offer.

FEEDBACK	OUTCOME
• Authentic explicit and implicit problem-solving is at the heart of Inanimate Alice's curriculum. • Multiple options and resources are presented to students to respond to content, brainstorm ideas, and construct learning. • The content is open to collaborative or individualized engagement strategies. • Mapping, storyboards, and game-building assets are a few resources available for students to engage in design thinking.	✓

DIMENSION 4: INCLUSIVITY

Definition: The product helps teachers provide learning experiences that are relevant to students of many cultures, backgrounds, and abilities, and support learner motivation and agency in the learning process. The product meets current guidelines around accessibility, and supports a positive classroom culture.

FEEDBACK	OUTCOME

- The narrative, images, and characters reflect culturally responsive themes and concepts.

- The first-person perspective creates a story that requires learners to imagine the world as Alice does, including prompts that help uncover deeper aspects related to bias, injustice, and inequity.

- Each episode is offered in several formats, including interactive multimedia, PDF, slides, and plain text, allowing users to read the story at the speed, volume, or visual presentation best suited to their learning needs.

DIMENSION 5: ASSESSMENT AND DATA

Definition: The product uses formative assessments – learning experiences that help make visible what students know and don't yet know – to generate data that inform teachers about student knowledge and skill gaps, and provide students assessment feedback that is specific, actionable, and constructive. As such, it guides teachers' instructional decisions and students' learning journeys.

FEEDBACK	OUTCOME
- Open-ended literacy tasks combined with technology/coding challenges give a unique and non-traditional approach to assessment, allowing students to connect and apply new knowledge. - Solving gaming challenges allows students to continue to move through the episodes. - Teacher Resources provide open-ended questions that facilitate peer-to-peer and teacher-to-student feedback.	✓

CONCLUSION

Inanimate Alice offers a unique, immersive literary experience guiding students through Alice's perspective as they delve into technology, diverse cultures, and cross-curricular subjects. Despite its seemingly otherworldly context, the story intertwines familiar locations and events, inviting students to interpret and relate to the narrative and fostering an open-ended and personally resonant learning journey.

This curriculum integrates effective teaching strategies, empowering educators to create a dynamic learning environment where students utilize online research tools. Images, sounds, interactivity, and words are woven together to create a cohesive story that encourages active reader engagement, enabling interaction, curation, and creation. Each lesson provides opportunities for students to connect personally with content, establishing connections with the main character's experiences and cultivating diverse perspectives on cultures and environments, vividly depicted through immersive first-person narrative and rich graphics. The interface's clean design enhances user experience, complemented by exceptional multimedia content featuring stimulating prompts and challenges. Furthermore, the story's modular structure enables exploration along various pathways, aiding in deeper comprehension through Alice's captivating storytelling.