



# ISTE Seal Review Findings Report

**Microsoft Flip**

2024



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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 *Flip*?

Flip (formerly Flipgrid) is a free app from Microsoft. It allows educators to create secure online groups where students can share their thoughts through short videos, text, or audio messages at their own pace. Once students join the group, they use the Flip camera to respond to topics using various creative and expressive features like lenses, stickers, and images. This creative and fun process helps students engage more deeply in the classroom, collaborate, and learn from their peers.

### HOW IS *Flip* IMPLEMENTED?

As a hub for asynchronous communication, educators across the globe use Flip for a wide range of needs. Flip can be used in many ways in the classroom, including responding to a topic, goal setting/tracking, peer-to-peer interaction, explanation of thinking, community building, and skills practice.

Educators create groups, and students can join them using a unique code or link. Once they have joined, students can begin by adding their own video to a posted “topic.” A library of videos is available, organized by topics, which teachers can either choose from or create a topic.



## ISTE SEAL REVIEW

**Product:** Microsoft Flip  
**Product Type:** Platform  
**Organization:** Microsoft  
**Date of Award:** January 2024

### 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

Microsoft Flip 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.

**Empowered Learner 1.1.b & 1.1.c**

Students build networks and customize their learning environments in ways that support the learning process. Students use technology to seek feedback that informs and improves their practice and to demonstrate their learning in a variety of ways.

**Digital Citizen 1.2.c**


Students demonstrate an understanding of and respect for the rights and obligations of using and sharing intellectual property.

**Creative Communicator 1.6.b**


Students create original works or responsibly repurpose or remix digital resources into new creations.

**Global Collaborator 1.7.a**


Students 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
<ul style="list-style-type: none"> <li>● Flip empowers classroom users to customize their learning experience through features like connecting with peers through learning groups.</li> <li>● Communication features enable educators to view student responses and set up assignments tailored to individuals or groups, and students have the ability to post content and seek feedback from their teacher and peers.</li> <li>● Students can easily remix their videos and share creative additions like text, audio, video, emojis, and gifs before posting.</li> </ul>	




<ul style="list-style-type: none"> <li>• Opportunities exist for hosting global cultural exchanges, global celebrations, and connections where users can interact in multiple languages and work collaboratively outside of the limits of their physical classroom space.</li> </ul>	
<p><b>DIMENSION 1: USER INTERFACE AND AGENCY</b></p> <p><b>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.</b></p>	
<p style="text-align: center;"><b>FEEDBACK</b></p>	<p style="text-align: center;"><b>OUTCOME</b></p>
<ul style="list-style-type: none"> <li>• Onboarding experience allows first-time users to be walked through the platform, and the professional development hub offers videos for additional support.</li> <li>• Single Sign-on options and direct links to posted assignments make the login process seamless.</li> <li>• Consistent, easy-to-navigate interface with a variety of sorting and customizing options to assist with accessing topics and viewing student assignments.</li> <li>• A student view button and pinning allows educators to view what students see.</li> </ul>	
<p><b>DIMENSION 2: LEARNING DESIGN</b></p> <p><b>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.</b></p>	
<p style="text-align: center;"><b>FEEDBACK</b></p>	<p style="text-align: center;"><b>OUTCOME</b></p>



<ul style="list-style-type: none"> <li>• Topics can be shared to individuals or groups, and inside each assignment or topic, educators can choose how much content is displayed at a time.</li> <li>• Users can create video content and communicate asynchronously within the platform using text, pictures, videos, and links, all embedded within the assignment/topic.</li> <li>• Students have options when recording to have the content displayed on their screen or within the assignment.</li> <li>• A built-in note catcher and options for educators to assign structured prompts and activities provide opportunities for elaborative reflection.</li> </ul>	
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### 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
<ul style="list-style-type: none"> <li>• Educators can create content or select from the Discovery Library, which features a variety of external content partners.</li> <li>• Students can view, comment, react, and ask questions about their peers' videos, creating opportunities for collaborative interaction.</li> <li>• A student pledge, platform autodetecting to flag misuse and student-controlled permission settings for video content demonstrate ethical online behavior as a priority.</li> </ul>	


### 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
<ul style="list-style-type: none"> <li>• The Flip Discovery Library has "featured collections" such as Women's History and Indigenous Heritage, and each week, students can join live events focused on diversity topics.</li> <li>• The Discovery Library also contains an array of topics and assignments focused on social-emotional learning.</li> <li>• Flip excels in accessibility features through customized video submissions, viewable dark/light mode, immersive reader, and speed controls. Closed captions can be automatically viewed in any language with an editing option.</li> </ul>	

**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
<ul style="list-style-type: none"> <li>• Students can demonstrate learning in many ways within their video recordings, including text, pictures, video, links, or using the screen share feature.</li> <li>• Dashboard includes options for educators to view individual student submissions and search for individual students.</li> <li>• Integrates with Learning Management Systems to grade assignments and immediately view any assessments assigned through Flip.</li> </ul>	

## CONCLUSION

Microsoft Flip (formerly FlipGrid) is a collaborative platform that provides diverse opportunities for educators and students to connect asynchronously by sharing thoughts, ideas, opinions, or explanations through video interactions. Students can view and engage with each other's videos, offering comments and reactions, while the educators have the capability to review submissions and provide personalized feedback. The platform offers a user-friendly interface with seamless login options, allowing classroom users to easily locate assignments and resources.

The platform's minimalist design allows educators to focus on implementation right away and for students to enjoy sharing their ideas. With features like flexible content control, customizable video submissions, and accessibility features, the platform fosters the development of students' digital identities, personalized learning experiences, and collaborative interaction. Overall, Flip provides a fun and easy-to-use platform for students and educators to share their learning and their voices with their peers and the world.