ISTE Seal Review Findings Report

Kami

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 *Kami*?

Kami is a versatile digital document annotator and interactive teaching platform that engages students with accessible tools and saves teachers time through streamlined instruction and assessment. It works with any existing document, whether it be a PDF, slideshow, or word-processing file. Its integration with widely-used learning management systems helps simplify workflows, assign relevant and content-driven lessons, and monitor students' progress.

HOW IS *Kami* IMPLEMENTED?

When Kami is implemented, teachers create positive educational experiences that enhance and differentiate content-driven lessons and encourage students to evaluate, think critically, collaborate, and problem-solve within Kami assignments. Kami empowers students to access instructional materials and break down and annotate text regardless of their learning level. With tools like read-aloud, speech-to-text, dyslexic fonts, and language options, by using Kami teachers enact UDL practices to increase student accessibility within Kami assignments.

Educators save time by managing instructional materials, while also being able to grade and provide applicable and appropriate feedback to students. Students can also interact with teachers to ask follow-up questions on learning, providing students and teachers the opportunity to communicate with each other in and out of the classroom directly on the work or text.

ISTE SEAL REVIEW

Product: Kami
Product Type: Platform
Organization: Kami
Date of Award: April 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

Kami 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.
Innovative Designer 1.4.b Students select and use digital tools to plan and manage a design process that considers design constraints and calculated risks.
Computational Thinker 1.5.c Students break problems into component parts, extract key information and develop descriptive models to understand complex systems or facilitate problem-solving.
Creative Communicator 1.6.a & 1.6.d

<table>
<tr><td colspan="2">Students choose the appropriate platforms and tools for meeting the desired objectives of their creation or communication. Students publish or present content that customizes the message and medium for their intended audiences.</td></tr>
<tr><th>FEEDBACK</th><th>OUTCOME</th></tr>
<tr><td>Students create digital portfolios, which teach them how to incorporate feedback on their own and in group work by sharing their portfolios with classmates.
Students can use templates such as graphic organizers and tools like annotation to support brainstorming, examination of problems to be solved, and collaboration.
Resources like concept maps and flowcharts allow the breakdown of problems, and the ability to record audio for discussions encourages facilitated conversations.
Kami provides the flexibility and functionality to create artifacts that effectively convey information to specific audiences, fostering effective communication and engagement.</td><td>  </td></tr>
<tr><td colspan="2">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.</td></tr>
<tr><th>FEEDBACK</th><th>OUTCOME</th></tr>
</table>

• Login is a simple process with many options, including Single Sign On (SSO) and an extension for Chrome and Edge integrations. • Icons on the sidebar provide intuitive visual identification of tools. • The toolbar uses universal symbols, and the most essential tools are prominent at the top of the bar, making the interface design clear and easy to use. • Hierarchical search and sub-filtering within various functions are well-marked and include various filtering options.	
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**
• Platform tools provide opportunities for teachers to create and customize content for student reflection, enhancing it with textual extensions such as comments, audio, and video features. • Features for trimming videos, screen capturing small videos to enhance text documents, and splitting large documents allow teachers to chunk content appropriately.	

• Embedding comments, annotations, and multi-media content in different formats facilitates customized learning experiences to accommodate diverse needs. • Reflection can occur in many ways, such as within templates and through easily recorded oral and written comments allowing for opportunities for educators to provide immediate and personalized feedback.	
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**
• Annotation features allow students to break down problems and explain solutions, promoting engagement and metacognition, deepening understanding, and supporting differentiation. • Platform tools incorporate a structured process of the Design Engineering method for students to solve problems by defining, brainstorming, creating a solution, and gaining feedback.	

• Features such as teacher comment stickers encourage communication and collaboration, providing a feedback loop.	
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**
• Reading aloud, dark mode, closed captioning, dyslexic fonts, and voice typing are integral accessibility features of the platform. Kami is currently WCAG 2.1 compliant. • Many platform tools for teachers, like voice recording, encourage flexibility and adaptability to create accessible materials.	
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**

• Assessment types include multiple choice, checkboxes, dropdowns, and educator-created questions, which teachers can preview and select for content fit. • The platform enables educators to add text comments directly into student documents or provide instant feedback within classview. • Real-time analytics update educators on student interaction with documents and provide progress monitoring. • The dashboard shows usage over any chosen time period—daily, weekly, or monthly—with further filters for sign-ups, document loads, annotations created, and page count, all viewable in an easy-to-use graph.	

CONCLUSION

Kami is a versatile application that provides a robust set of tools to help educators create and enhance existing learning materials to make them more interactive and engaging to students. The annotation features deepen understanding, create active engagement, aids in review and study, and promotes active writing projects. It also offers teachers a unified development and learning environment that simplifies the curating workflow and offers a wide range of learning materials. By integrating easily with widely-used learning management systems, Kami enables all users to incorporate the Kami tool set into existing learning environments with minimal effort.

The Kami toolset includes interactive applications such as digital document annotation and other commenting tools. Multi-media responses can be created, edited, and embedded into documents by both educators and students. Students can interact with peers and teachers in and out of the classroom for collaborative learning experiences. Read-aloud, speech-to-text, and language options add to other strategies for addressing the diverse needs of students. Tools for creating, administering, and analyzing student assessments are also included.

The Kami interface follows Universal Design for Learning practices and is visually and technically appropriate for various grade levels. Navigation tools are organized, and orientation is readily available from self-help videos and real-time access to online support.

Kami offers some preexisting learning materials in the form of document

templates. Still, its main purpose and primary strength is managing, customizing, and enhancing materials created and curated by the teachers who use it. In that respect, it offers teachers an environment in which they can develop learning experiences intended to provide students with the opportunity to meet selected learning standards, including ISTE Student Standards.