



ISTE Seal Review Findings Report

Lumio

2025



TABLE OF CONTENTS

ABOUT	3
About ISTE	3
ISTE Seal	3
RESOURCE DESCRIPTION	4
What is Lumio?	4
How is Lumio Implemented?	4
ISTE SEAL REVIEW	5
Review Methodology	5
Scope of Review	5
Review Findings	6
CONCLUSION	10



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 *Lumio*?

Lumio is an interactive, web-based learning platform designed for teachers to create engaging lessons that students can access both in the classroom and remotely. The platform allows educators to transform static content into interactive lessons with formative assessment tools that provide real-time feedback and insights. Lumio supports multiple learning modalities through individual, small-group, or whole-class activities, including game-based learning. The platform includes features for flexible participation options, scaffolded learning with audio, and tools like Immersive Reader.

HOW IS *Lumio* IMPLEMENTED?

Lumio supports daily classroom instruction across various instructional models, including direct instruction, small group work, and individual learning activities. Teachers can easily integrate existing resources in multiple formats into this platform, streamlining their workflow while facilitating formative and summative assessments and making lessons more interactive.

ISTE SEAL REVIEW

Product: Lumio

Product Type: Platform

Organization: SMART Technologies

Date of Award: March 2025

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

Lumio 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.a & 1.1.c

Students set learning goals, develop strategies leveraging technology to achieve them and reflect on the learning process to improve learning outcomes. Students use technology to seek feedback that informs and improves their practice and to demonstrate their learning in a variety of ways.

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.c

Students use digital tools to visually communicate complex ideas to others.

Global Collaborator 1.7.a


Students use digital tools to connect with peers from a variety of backgrounds recognizing diverse viewpoints and broadening mutual understanding.

FEEDBACK	OUTCOME
<ul style="list-style-type: none"> ● Reflection templates help students monitor and meet their learning goals. ● Tools within the platform help students break down and process problems and activities. ● Editable content like graphic organizers and audio, images, and linked attachments allow students to communicate their thinking in many ways. ● The live lesson feature allows students to connect across the classroom or across the world. 	



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
<ul style="list-style-type: none"> • The platform's device-agnostic format allows teachers and students to access content from home or school on any device, and its features allow for innovative instructional experiences. • Users receive informative pop-ups with explanations upon first encounters, while quick training videos offer focused support for more complex topics. • Educators can locate desired features quickly through intuitive navigation. • Users can easily search through their own content and content in shared libraries, preview new content, copy and modify content, and sort content into folders. • The platform integrates seamlessly with common learning management systems to streamline educator workflow. 	

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
----------	---------



<ul style="list-style-type: none"> ● An extensive library of lessons and templates allows teachers to scaffold the goal-setting and monitoring process for students. ● The platform offers multiple content types, including images, text, video, and interactive elements. ● All content is modular, and teachers can easily customize lessons to meet the needs of diverse learners. ● The platform encourages students to reflect on their learning through strategic prompts and activity templates. 	
--	---

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"> ● Lessons and templates reflecting real-world contexts offer students the opportunity to create original pieces. ● The platform facilitates real-time collaboration among students during learning activities with tools designed for synchronous and asynchronous participation. ● Teachers can model and provide feedback to students in real time, and students can give comments to their peers within activities. 	

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"> Partnerships with external content providers have led to a variety of diverse content available in the library. The platform provides tools for teachers and students to adjust the content as appropriate for their individual needs. The Immersive Reader functionality enhances accessibility for students with reading challenges by building confidence and supporting fluency development. 	
<p>DIMENSION 5: ASSESSMENT AND DATA</p> <p>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.</p>	
FEEDBACK	OUTCOME
<ul style="list-style-type: none"> Teachers can easily embed assessments throughout the activities they create. The platform offers various interactive formative assessment types to gauge understanding, providing teachers with versatile options for different content areas. Teachers can provide immediate, targeted feedback to guide student learning in real time, allowing for on-the-spot instructional adjustments based on student responses. The analytics dashboard is clear and informative, including information about student scores and time spent on activities. 	

CONCLUSION

Lumio delivers an interactive learning platform that supports both in-class and remote instruction. The platform empowers students to set learning goals and reflect on their progress through templates and structured prompts. Its user-friendly interface provides straightforward navigation, informative pop-ups, and training videos supporting implementation. The platform also integrates seamlessly with widely-used learning management systems.

The platform's extensive library of lessons and templates helps teachers scaffold student learning with customizable, modular content across multiple formats. Lumio facilitates real-world application through authentic learning activities where students create original work and collaborate in real time. The platform enables meaningful feedback exchanges, with teachers providing immediate guidance and students commenting on peer contributions. In addition, accessibility features, including Immersive Reader, support diverse learners.

Assessment capabilities are a strength of Lumio, with teachers able to embed formative checks throughout learning activities. The variety of interactive assessment types accommodates different content areas, allowing students to demonstrate understanding through multiple modalities. Real-time feedback capabilities enable immediate instructional adjustments based on student responses, while the analytics dashboard presents student performance and engagement data. These features collectively support data-informed teaching practices that enhance the learning experience.