



ISTE Seal Review Findings Report

Otus

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 *Otus*?

Otus is a leading educational technology company known for its suite of tools designed to elevate the learning experience for K-12 students, educators, parents, and administrators. Its all-in-one platform is central to Otus's mission, offering seamless integration of learning management, data analysis, and classroom management tools. By streamlining processes and providing intuitive features like integrated assessment and customizable reporting, Otus empowers educators to focus on student growth while saving valuable time.

With a commitment to fostering inclusive learning environments where every student can flourish, Otus harnesses the power of data to personalize instruction and track progress. In doing so, Otus embodies positivity and progress in education, paving the way for a brighter future.

HOW IS *Otus* IMPLEMENTED?

Otus is designed to be implemented at the K-12 level by individual schools or an entire district. Four main areas of Otus work together seamlessly to provide K-12 schools with an all-in-one, integrated platform. They include assessments, grading, progress monitoring, and data and analytics. Schools work with a dedicated Otus partner who helps them create a personalized implementation roadmap to ensure success with their adoption of Otus. The Otus support team ensures that needs are met and provides virtual and on-site training that aligns with a school's implementation plan. In addition to personalized training, all Otus educators (including teachers and administrators) have access to regularly scheduled live and on-demand professional development options to continue learning at their own pace.



ISTE SEAL REVIEW

Product: Otus

Product Type: Platform

Organization: Otus

Date of Award: May 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

Otus 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.c

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.d


Students manage their personal data to maintain digital privacy and security, and are aware of data-collection technology used to track their navigation online.

Computational Thinker 1.5.b

Students collect data or identify relevant data sets, use digital tools to analyze them and represent data in various ways to facilitate problem-solving and decision-making.

Creative Communicator 1.6.a


Understand how automation works and use algorithmic thinking to develop a sequence of steps to create and test automated solutions.

FEEDBACK	OUTCOME
<ul style="list-style-type: none"> • The rubric assessment system is ideally suited for empowering students to utilize feedback to significantly improve their work. Students can comment back and ask for clarification or adjust their work as needed. • Teachers may create rubrics to assign to students to track their digital citizenship, including topics such as online behavior, personal data, and privacy settings. Students are kept in the loop regarding how their data will be used upon signing in. • Educators can create spreadsheets that students can use as a template for tracking data they collect from experiments, surveys, or other sources. 	




<ul style="list-style-type: none"> • Students can explain and demonstrate their thinking or learning using audio and video, as well as attach files. 	
<p>DIMENSION 1: USER INTERFACE AND AGENCY</p> <p>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.</p>	
<p style="text-align: center;">FEEDBACK</p>	<p style="text-align: center;">OUTCOME</p>
<ul style="list-style-type: none"> • The platform is intuitive and provides a personalized first-time onboarding experience that is dependent on the user type. • The interface maintains consistent buttons and elements across menus and screens and employs appropriate iconography with text labels for actions. • Educators have a preview option to simulate the student experience and a back button to go to the teacher view when finished. • Teachers can rearrange windows/activities to replace or reorder based on how they want students to engage in the content. 	<div style="text-align: center;">  </div>
<p>DIMENSION 2: LEARNING DESIGN</p> <p>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.</p>	
<p style="text-align: center;">FEEDBACK</p>	<p style="text-align: center;">OUTCOME</p>



<ul style="list-style-type: none"> • The student grade book clearly displays learning standards, current student mastery level, and how often students worked on the standard. • When utilizing multimedia, teachers can display the content alongside the question for improved visibility. Students can scroll through lengthy reading passages while keeping the question fixed on the right side for continuous visibility. • Lessons are fully customizable, allowing for secure and personalized scaffolding/differentiation depending on students' needs 	
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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"> • The platform supports nine options for artifact submission, including links, files, videos, and audio. • Platform-provided rubric assessments and grading enable a launching pad for educators to create a variety of learning experiences that encourage student choice in how they demonstrate learning. • Teachers have the ability to create assignments that offer students the option of repurposing resources. 	

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"> • Videos include closed captioning and speed control that students can adjust. • Advanced assessments include additional accessibility settings through a WCAG-aligned third-party product. 	
<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"> • Assessment types include four categories: simple (including multiple choice, true/false, and fill-in-the-blank questions), rubric assessments (suitable for projects or presentations), advanced (replicating activities typically found on worksheets), and assessments (enabling teachers to quickly enter data for assessments conducted outside of the platform, such as observations or exit slips. • Feedback options include auto-scoring, educator-provided comments, and video feedback. • An assessment dashboard displays results in different formats, such as class-wide graphs and group or subgroup graphs. 	

CONCLUSION

Otus offers educators a learning management platform for gathering, visualizing, and acting on student data, streamlining tasks like assessments, grading, progress monitoring, and analytics into one efficient hub, saving educators valuable time. The platform's strength lies in its diverse assessment options, from simple multiple-choice quizzes to advanced graphing exercises, while allowing teachers to input external data sources like observations or exit slips. With rubric assessments, students can submit original works in various formats, empowering them to revise submissions based on teacher feedback or add additional responses to showcase newfound knowledge.

In addition, the student grade book in Otus showcases learning standards, current student mastery levels, and engagement frequency with each standard. Students can set personal learning goals, while teachers can establish and track learning outcomes. Otus ensures clarity and fosters student engagement by integrating multimedia content alongside questions. Its customizable lesson feature allows teachers to effortlessly assign and rearrange content for classes or individuals, with the added benefit of the "Clone" option for tailoring activities to meet diverse learner needs.

Furthermore, Otus delivers comprehensive performance insights in various formats, empowering educators and administrators to make informed decisions and drive meaningful instruction. With its specialized focus on measuring student learning and progress, Otus provides precise assessment results that can be easily accessed and configured by class, student, standards, and more, enhancing understanding of overall student performance.