ISTE Seal Review Findings Report

myViewBoard

2025

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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 *myViewBoard*?

myViewBoard is a comprehensive digital whiteboarding ecosystem designed to enhance interactive learning and collaboration in educational settings. The platform features AI-assisted tools for lesson creation, real-time student engagement capabilities, and integration with cloud storage and popular learning management systems. Built with security and accessibility as core principles, myViewBoard provides teachers with a toolkit to create engaging lessons for in-person and remote learning environments.

HOW IS *myViewBoard* IMPLEMENTED?

Educators implement myViewBoard as a central instructional tool in classrooms equipped with interactive displays or as a collaborative platform for remote and hybrid learning. Teachers access the ecosystem through multiple login options, including email, single sign-on, or QR code, from various devices. The platform's Magic Box feature provides centralized access to multimedia content, allowing educators to incorporate videos, images, and interactive elements into lessons. Students participate through the Throw feature to submit work and engage in real-time collaboration using Participate Mode, which enables simultaneous annotation and interaction on shared digital canvases. myViewBoard integrates with existing school technology infrastructures.

ISTE SEAL REVIEW

Product: myViewBoard
Product Type: Creativity Tool
Organization: ViewSonic
Date of Award: April 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

myViewBoard 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 Students set learning goals, develop strategies leveraging technology to achieve them and reflect on the learning process to improve learning outcomes.
Digital Citizen 1.2.b Students demonstrate empathetic, inclusive interactions online and use technology to responsibly contribute to their communities.
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.a Students formulate problem definitions suited for technology-assisted methods such as data analysis, abstract models and algorithmic thinking in exploring and finding solutions.
Creative Communicator 1.6.a & 1.6.c Students choose the appropriate platforms and digital tools for meeting the desired objectives of their creation or communication. 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.
Exemplar Summary As part of their ISTE Seal submission, MyViewBoard provided two exemplar artifacts to demonstrate authentic uses for the product aligned to the ISTE Standards for Students. The first exemplar demonstrated how students can utilize the tools to understand themes in literature, and the second explored computational thinking through dance. View the full projects at this link.

FEEDBACK	**OUTCOME**

• Students used the whiteboard and collaboration tools to reflect on their learning progress by creating goal-setting boards and tracking milestones with visual markers. • Students engaged in class discussions using Polls, Live Annotations, and Color-Coded Highlighting to express and categorize their ideas about a topic. The activity reinforces students' ability to choose appropriate digital tools for effectively expressing their understanding. • Students participated in live streaming with a partner classroom and reflected on their experience by updating their Throw Tool document. This activity encouraged exposure to diverse perspectives and peer-to-peer learning across classrooms. • These projects exemplify many of the ISTE Standards for Students and demonstrate how myViewBoard can foster creativity, communication, and collaboration for students of all ages and abilities.	

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
• Multiple streamlined login options include email, single sign on (SSO), and QR codes accessed directly from the app or website. • The navigation menu displays intuitive icons with hover text, while the Magic Box centralizes tool access. The undo button is clearly displayed for easy error recovery. • The main toolbar prominently features essential functions, such as Pen, Eraser, and Magic Box, with uniformly sized,	

clearly labeled buttons that contribute to a consistent and intuitive user experience. • Teachers can customize the interface by resizing and moving objects, zooming on an infinite canvas, and configuring their toolbar to match instructional needs. • Clear data privacy policies outline compliance with FERPA, COPPA, and GDPR in user-friendly language on the company website.	
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**
• Goal-setting templates provide structured opportunities for students to define, annotate, and reflect on their learning. • Modular resources enable teachers to select specific content that aligns with their instructional goals and provides appropriate segmentation for students' abilities. • Educators can seamlessly import various content types, including images, videos, and documents, directly onto the canvas using the Magic Box feature. • Content is fully editable with drag-and-drop functionality, enabling teachers to mix and match media, templates, and instructional elements.	
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
• Students can engage with real-world resources in various ways, such as YouTube and internet image search available through Magic Box. • Students interact with content and create presentations through the platform's creative tools. • Structured mind mapping and interactive tools support students in collaboratively defining and breaking down problems. • Participate Mode allows students to collaborate in real-time, where multiple users can simultaneously annotate and engage with the same board.	

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 product features accessibility options, including closed captions and playback speed controls, which support diverse learner 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
• Assessment formats include multiple choice, polls, open-ended responses, and multimedia submissions through the Throw feature and Participate Mode. • Students submit work using "Throw" to send various file types directly to the teacher's myViewBoard session for real-time display and discussion. • The product supports a wide range of file types for submission, including images, audio, video, and documents. • Teachers can provide timely, personalized feedback by annotating student work, adding sticky notes, and offering real-time comments during interactive activities.	

CONCLUSION

myViewBoard delivers a compelling digital whiteboarding platform that transforms how educators create interactive learning experiences. The platform excels with its intuitive interface, offering streamlined login options, straightforward navigation with the centralized Magic Box tool hub, and customizable workspaces that adapt to diverse instructional needs. These thoughtful design elements help teachers quickly master the platform and focus on teaching rather than managing technology.

The platform shines in supporting collaborative, student-centered learning. The modular content, goal-setting tools, and customization features promote student agency and differentiation, while its collaborative whiteboard encourages peer interaction and creativity. Students can engage with authentic problems, use design thinking strategies, and submit work in diverse formats, supporting multiple assessment types and learning needs. Participate Mode enables real-time group annotation and problem-solving, while the Throw feature facilitates varied work submissions that teachers can display and discuss immediately. This immediate feedback loop, combined with flexible assessment options, creates dynamic opportunities for formative assessment and personalized instruction.

myViewBoard effectively integrates key ISTE Standards by enabling students to set learning goals, model algorithmic thinking, and visually communicate complex ideas. The accessibility features, including closed captioning and playback controls, demonstrate a commitment to inclusive design. The platform demonstrates exceptional potential for fostering engaging, technology-enhanced learning environments that tap into creativity while supporting the diverse needs of learners.

Exemplars: ISTE Standards in Action

See the full projects [at this link](#).