

ISTE Seal Review Findings Report

uReport

2026

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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 *uReport*?

uReport is an AI-assisted storytelling and publishing platform that empowers students and educators to create and share authentic school stories with their communities. Designed for real-world learning, it helps users build journalism, communication, and digital citizenship skills while learning the responsible and ethical use of AI to create professional-quality content that showcases community voices and achievements.

HOW IS *uReport* IMPLEMENTED?

uReport is most effective when implemented as part of classroom or program workflows where learners create content for authentic audiences over time rather than as a one-time activity. Schools typically introduce the platform through ELA, journalism, CTE, or interdisciplinary projects in which educators guide students through researching, drafting, revising, and publishing stories connected to real school or community experiences. Teachers model responsible AI use, establish editorial expectations, and use collaborative review and reflection cycles to support skill development and quality publishing.

ISTE SEAL REVIEW

Product: uReport
Product Type: Creativity Tool
Organization: DistrictWON
Date of Award: October 2026

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

uReport 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.
Knowledge Constructor 1.3.d Students build knowledge by exploring real-world issues and gain experience in applying their learning in authentic settings.
Innovative Designer 1.4.a Students know and use a deliberate design process for generating ideas, testing theories, creating innovative artifacts or solving authentic problems.
Creative Communicator 1.6.b- 1.6.d Students communicate clearly and express themselves creatively for a variety of purposes using the platforms, tools, styles, formats and digital media appropriate to their goals.

Exemplar Summary

As part of their ISTE Seal submission, uReport provided exemplar artifacts to demonstrate authentic uses for the tool aligned to the ISTE Standards for Students. The exemplar showed authentic sports media journalism at Cascade High School. Through this project, students created articles for authentic audiences. View the full project at this link.

FEEDBACK	OUTCOME
• Students seek authentic editorial feedback and apply it through a clear revision cycle to improve their original multimedia work. • Students gather firsthand evidence about real community events and synthesize quotes, data, and media into stories that show knowledge being built. • A clear path from communication need to final artifact guides students through a deliberate design process. • Students shape tone, story type, and sharing options to fit their message to a real audience. • The exemplar project illustrates many of the ISTE Standards for Students and demonstrates how uReport can foster creativity, communication, and collaboration for students of varying 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**
• Login is easy to find on the website and via a direct link, with Google, Microsoft, and email sign-in options. • A persistent left-hand menu with plain, understandable titles keeps navigation consistent, and Cancel, Unpublish, and Update Published actions help users recover from mistakes. • Important actions sit at the top of each page, buttons look consistent across screens, and Quick Actions surface common tasks while less frequent ones stay in a menu. • Searchable story and public libraries with filtering make content easy to find from multiple places. • Support is easy to locate in the product and on the website, with labeled and searchable Help Center content plus tickets and a booking link for personalized help. • An in-product social media panel and embed options show integrations working in practice and extend student work to real-world channels.	

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**
• Breaking each story into guided questions and presenting one step per screen keeps the task manageable and avoids long, run-on activities. • Photos, video, and data each serve a clear purpose in a clean story layout that keeps attention on the content. • Required fields keep students on track by preventing them from skipping essential information. • Teachers can assign specific story types to individual users, which gives them control over learning activities. • A good range of real published stories across activities shows how data and quotes become an objective story.	
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 report on real events for a real audience and publish bylined stories built from their own reporting. • A clear step-by-step process leads students from an authentic communication need to a finished story. • Teachers and contributors can comment on drafts and respond to one another, and inviting collaborators and setting roles is simple. • Visible bylines make students' public identity part of the workflow, while approval settings and school-controlled publishing give strong control over sharing.	
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**
• A WCAG 2.2 Level AA conformance statement provides strong evidence of accessibility. • Playback speed controls and high-contrast buttons with hover feedback support a range of users.	

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**
• The path from creating to submitting work is clear, and students can combine many formats in one story, then view and share the finished piece with a real audience. • Specific written feedback goes well beyond right or wrong, sits directly on the draft, and reaches students quickly through email notifications and status labels.	

CONCLUSION

uReport gives students a real purpose and a real audience for their work, and it gives educators a clear structure for guiding that work from first idea to published story. Throughout the review, authentic communication, meaningful feedback, and student ownership of the final result stood out as the foundation of the student experience.

uReport brings these ideas together in a platform that is easy to learn and navigate, with dependable support and thorough privacy documentation that give schools confidence. A step-by-step story workflow keeps writing tasks manageable while students choose their own topic, tone, and format. Teachers keep meaningful control over assignments and publishing, and the review and approval process keeps educator guidance close to student work. Students publish bylined stories for real readers, collaborate with peers and teachers, and receive specific written feedback to guide revision. Accessibility commitments, including WCAG 2.2 Level AA conformance, help a wide range of learners participate. Together, these strengths connect directly to the ISTE Standards, as students seek feedback, explore real community issues, follow a deliberate design process, and communicate with a clear purpose and audience.

Reviewers concluded that uReport is a strong, well-evidenced platform for authentic student journalism, pairing a clear review and approval workflow, strong usability, and great human feedback functionality with published stories that reach real audiences.

Exemplars: ISTE Standards in Action

See the full scope of the project at this link and the final product at this link.

Exemplar: Authentic Sports Media Journalism at Cascade High School

Artifact 1: Classroom Implementation

KOIN 6 News in Portland OR partnered with uReport to provide uReport to all schools in the Portland market.

Sports Media Class teacher, Justin Lowder, implemented uReport into his class – assigning students specific teams and topics to cover.

Video: uReport becomes key part of curriculum in classroom at Cascade High School

Article: KOIN 6 Article

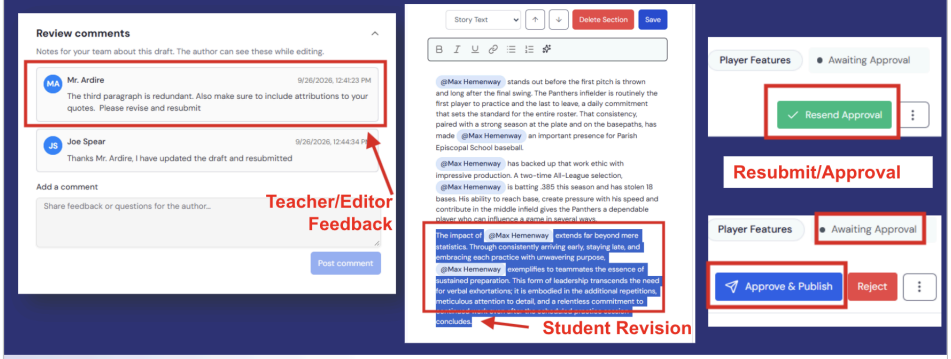
"I think one of the things also that might be helpful is that because this is published to the public, the kids might look a little bit harder at the article and just make sure everything makes sense and what they need to add and what they need to take away or replace is looking a little sharper than maybe just submitting it to me alone," Lowder said.

Classroom Instruction → Student Reporting → AI-Assisted Drafting → Teacher Feedback → Student Revision → Authentic Publication → Community Audience.

uReport

Exemplar: Authentic Sports Media Journalism at Cascade High School

Artifact 3: Editorial Feedback & Revision Workflow (Product Demonstration)



uReport **Feedback → Revision → Improvement → Resubmission → Approval**