logitech

### **LOGITECH FOR EDUCATION** At the heart of digital transformation for all

logitech<sup>•</sup> for education





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"We understand that by designing and creating solutions especially for students and teachers, technology adoption in the classroom will be seamless and truly enhance learning experiences. We are committed to innovating current educational frameworks that best serve the sector and directly impact educational outcomes."

### — Michele Hermann

Vice President of Education Solutions at Logitech

# THE CLASSROOM OF THE NOW

Over the last two decades education has been on a digital journey. As technology has improved and become more accessible, education institutions have been adopting solutions that support and enhance learning.



In the past two years, we have seen the speed of digital transformation massively accelerate. The Covid-19 pandemic has had a monumental, and long-lasting impact on the sector. Restrictions put in place in early 2020 meant that, almost overnight, learning for many students across the globe, from pre-school to higher education, was made virtual.

Like many other sectors, education has fast-tracked its digital journey during the pandemic. We witnessed an incredible reaction from institutions, which moved fast to adapt to social distancing restrictions, found new solutions and ensured continuity in classrooms.

Fast forward to today, and we see the sector assessing its ongoing needs. Educators need to consider investing in technology for the classroom of the now. What's clear is that educators need solutions that provide a quality learning experience, that support:

# THE CLASSROOM OF THE NOW



PERSONAL LEARNING

The right solutions support a student's ability to work the way they need to for the best outcome and help them focus on activities like reading, writing, one-on-one instructor time, selfpaced app work, or research.



SMALL GROUP LEARNING

Teachers can help students build critical thinking, teamwork, and social skills with solutions that enable effortless student-tostudent collaboration as well as teacher-to-student collaboration.



WHOLE CLASS LEARNING

Technology can connect students with remote experts or peers in other school locations, enable digital learning, and more. Ensuring every student sees and hears the teacher, and vice versa, makes this possible. It's also easier than ever to share content regardless of where they are located.

### At Logitech, supporting education is central to our mission - as we know that today's students are tomorrow's innovators. What's more, we understand the support needed by educators, as they play an important role in guiding the next generation.

Educational institutions are increasingly required to adapt to the world around them refining curriculums, teaching new skills, adopting new styles and methods. Technology is a solution to these changes - with new innovations opening the door to enhanced teaching and transforming learning experiences for students. As we live in an increasingly intertwined world with the internet and social media, technology will continue to play an even greater role in education.

### SUPPORTING THE AMBITIONS OF EDUCATION POLICY MAKING

In addition to supporting educators on their digital journey, Logitech aligns its design and product development closely with initiatives from educational policy makers and industry bodies.



The pandemic has understandably challenged the sector, with the transition to remote or hybrid learning being easier for some institutions than others. This is something The Digital Education Action Plan<sup>1</sup>, a renewed European Union (EU) policy initiative, recognises. The plan, which is focused on helping education systems get 'future fit' when it comes to digital skills and literacy, aims to combat inequalities in digital accessibility and digital literacy. Its aim is for every teacher and student to have enhanced educational experiences.

In response to the Plan, policy makers have created a European framework (DigCompEdu<sup>2</sup>) which defines and describes the digital competences of educators. It details 22 competences, organised in six areas: Professional Engagement, Digital Resources, Teaching and Learning, Empowering Learners, Assessment, and Facilitating Learners' Digital Competence. As such, the focus is not on technical skills. Rather, it is about how digital technologies can be used to enhance and innovate education and training at all levels, from early childhood to higher and adult education, and to shape smart societies.

We know that teachers and students benefit from the use of innovative solutions and vital digital skills training, which is why Logitech proactively supports and aligns its product innovation roadmap with such strategic agendas and initiatives striving to improve this.

<sup>&</sup>lt;sup>1</sup> https://education.ec.europa.eu/focus-topics/digital/education-action-plan

<sup>&</sup>lt;sup>2</sup> https://joint-research-centre.ec.europa.eu/digcompedu\_en

## LEADING INNOVATION IN EDTECH FOR SCHOOLS AND HIGHER EDUCATION

Logitech is committed to igniting the full potential of students of all learning styles, and we aim to inspire a love of learning with our innovative solutions. To achieve this, we design our products both for and with students and teachers - making sure that they spark focus and stamina and infuse magic into education.

Of course, the requirements of the education sector have shifted, naturally which has called for a new breed of education technology. Students need technology that supports hybrid learning, enhances digital blended learning, is easy to use and and ultimately durable, provides a quality learning experience.

In our relentless pursuit of developing tools that make an impact, we uphold three key values that sit at the core of our product innovation. These are:



#### **SIMPLICITY & FLEXIBILITY**

We design beautiful, intuitive, ready-to-connect solutions for the classroom or wherever learning is happening.

#### INNOVATION & IMPACT

We innovate with the intent to make a positive, measurable impact on the student experience, and to enhance learning outcomes.

#### **ACCESS & INCLUSION**

We are focused on serving every learner - considering the whole student across varying stages of their development and learning styles.

Together, with education institutions, we support the development of vibrant educational environments, while meeting the practical needs of curriculums and budgets.

Below are four key products from our education portfolio that truly embody Logitech product values and innovation, and which have a perfect place in the classroom of the now:

# LEADING INNOVATION IN EDTECH FOR SCHOOLS AND HIGHER EDUCATION



#### **Rugged Combo 3**

A slim, protective iPad keyboard case that lets students type, create, and thrive. Sealed, pry-resistant keys and a case that exceeds military drop standards help make this the perfect tool for learning - in class, at home, or wherever students may roam.



#### **Rugged Combo 3 Touch**

A protective keyboard case with an integrated Multi-Touch trackpad that effectively turns an iPad into a mini laptop - a cost effective way of promoting in-class collaboration and learning from anywhere.

#### Logitech Crayon

Designed for iPad, Apple Crayon puts choice in the palm of students' hands, letting them take handwritten notes, draw, work out maths problems and more - with no pairing needed.

#### **Logitech Pen**

Designed for the ever prevalent Chromebook, Logitech Pen is a pixel-precise USIenabled stylus that lets students write as easily as with pen and paper. Logitech Pen provides the control needed for students to express, engage and connect - on their own or in collaboration with their peers and teachers.

#### Logitech Scribe

An AI-powered whiteboard camera, Logitech Scribe broadcasts whiteboard content into video meetings.

Whilst equipping every student with the right technology is of paramount importance, it's natural that it simultaneously brings up questions around the potential impact that producing additional technology may have on the environment. This is a question that Logitech keeps front of mind and at the centre of all product design. "With a robust innovative portfolio of products fit for the classroom of the now, Logitech is supporting digital acceleration initiatives in education. The addition of the Logitech Pen, which launched in January this year (2022) to our portfolio of purpose built products for Education, will enable our partners to improve the learning experience of more students globally."

#### - Crystal Ferreira

Global Head of Business to Business, Commercial Organisation at Logitech

### DESIGNING WITH SUSTAINABILITY IN MIND

In addition to equipping students with solutions that will better prepare them for the future - be that in the workplace or hard and soft skills for personal life - Logitech is committed to ensuring this next generation inherits a planet and environment that will allow them to live their fullest lives.



Logitech is committed to designing for sustainability in mind - from the moment the raw materials are sourced right through to its potential end-of-life. We realise that the biggest opportunities in reducing environmental impact arise early in the design process when key decisions about a product are made.

### DESIGNING WITH SUSTAINABILITY IN MIND

Logitech champions the highest global sustainability frameworks and credentials in the industry.<sup>3</sup> Including:





#### **RECYCLED PLASTIC PROGRAM**

65% mice and keyboards made with post-consumer recycled (PCR) plastic, +15% ahead of original target



#### **PACKAGING REDUCTION**

Up to 71% packaging size, weight and material usage reduction depending on the product line

**EDUCATION PACKAGING** Designed for fast unboxing and quick scanning

Logitech's ambition is to empower end-users with simple and convenient opportunities to reduce waste and extend the life of devices, components and materials.

We understand that education technology is likely to receive significant wear and tear, as it's passed from student to student and classroom to classroom. We therefore ensure that our

products are hardwearing, but are also easily repairable, so they can continue inspiring generations of students, regardless of how they were treated by their previous users.

"Logitech is a signatory of the UN Global Compact. We align our sustainability programs with the UN Sustainable Development Goals, including SDG4 Quality Education. Our goal is to design experiences where appropriate to facilitate access to inclusive and equitable quality education and that means designing the tools for everyone to thrive."

- Robert O'Mahony Head of Sustainability at Logitech

<sup>&</sup>lt;sup>3</sup> https://www.logitech.com/en-gb/sustainability.html

### LONG-LASTING PARTNERSHIPS AT THE CENTRE OF EDTECH

While technology has the ability to enhance learning and inclusivity for all students, the solutions alone will not transform the sector. They require teachers and educators who are digitally literate, and are equipped with the skills and training to craft innovative ways of teaching and learning. This understanding is why Logitech is committed to partnering with education institutions in order to show how technology can enhance the teaching and learning experience across Europe.

As of the start of 2022, Logitech is proudly working with the European Schoolnet<sup>4</sup>, a network of 33 European Ministries of Education, to support Future Classroom Lab<sup>5</sup>, an inspirational learning environment in Brussels which invites visitors to rethink the role of technology and design in their classrooms.

The European Schoolnet's mission is to support education stakeholders in Europe in the transformation of education processes for 21st century digitalised societies.

It has a focus on the skills and roles of teachers, different learning styles, environmental design, IT solutions and societal trends that impact education. Logitech will provide quality video conferencing systems and tools designed specially for use in education to the Future Classroom Lab, to showcase what educational spaces can look like when they incorporate technology that is designed specially for their needs.



"Since 2012, European Schoolnet has been enabling educational technology providers to showcase their ideas for new learning environments and to explain how their technology can support innovative pedagogical approaches in the 21st century. It is, therefore, with great pleasure that we welcome Logitech to our Future Classroom Lab community. We are looking forward to working together towards a more innovative and inclusive education in Europe and beyond."

- Marc Durando

Executive Director at European Schoolnet

<sup>&</sup>lt;sup>4</sup> https://www.eun.org

<sup>&</sup>lt;sup>5</sup> https://fcl.eun.org/logitechdigcompedu\_en

### COLLABORATING AND LEARNING WITH INDUSTRY PEERS

Logitechis proud to exhibit at industry-leading events - showcasing its full portfolio of innovative solutions and collaborating with peers across different sectors.



For example, by attending Bett 2022, Europe's biggest event in education technology, Logitech places itself at the heart of the most important conversations happening in education today. It gives us a platform to display the solutions making an impact in the

classroom of the now, whilst also showcasing innovations from across the entire Logitech portfolio which can spark alternative thinking and teaching methods. From solutions in video conferencing for streamers, specialist tools for content creators and high performance peripherals for esports, teachers can gain inspiration for creating next-level digital learning techniques for personal, small group and whole class learning for lower and higher education.

"Bett, and other key events, provide a great opportunity for those in the sector to come together. Meeting face-to-face we can share experiences, and showcase the latest innovations in education - from online safety to preparing for the future of learning. We are proud to support our customers from all areas of education, and present our full suite of solutions."

Yalcin Yilmaz
Vice President Europe Region at Logitech

### LOGITECH'S CONTINUED MISSION

Teachers, students, parents and guardians, industry bodies, decision makers, channel partners, technology providers and more, have all played a key role in helping shape the recent, fastpaced digital transformation of the education sector.

The changes that have spun out of the pandemic will understandably have an everlasting effect on the sector, and we know the channel is continuing to work hard to help schools digitally transform.

While the task in hand for Logitech to support educators on their current digital journey is large, we are looking to what the future holds for the sector. As educational institutions increasingly look to match pace with the digitally



transforming world around them, it's understandable that new and exciting innovations like virtual reality (VR) and augmented reality (AR) will impact the sector in the years to come. In addition to this, innovations like artificial intelligence (AI) education, which can provide a personalised learning experience for each student, is set to further transform the classroom in just a matter of years.

With the continued adoption of quality digital solutions, we will see the sector become increasingly inclusive of all learning styles. And Logitech, with the help of its partners, will sit at the heart of this digital transformation.

"With the Logitech channel, we seek to be the new face to our customers via our dense network of Education resellers and SME specialised partners in Europe, in order to better serve the schools, students and teachers in their digital transition."

- Sandro Fulgheri Head of Education Europe

### **ABOUT LOGITECH**

Logitech helps all people pursue their passions by designing experiences so everyone can create, achieve, and enjoy more. Logitech designs and creates products that bring people together through computing, gaming, video, streaming and creating, and music. Brands of Logitech include Logitech, Logitech G, ASTRO Gaming, Streamlabs, Blue Microphones and Ultimate Ears. Founded in 1981, and headquartered in Lausanne, Switzerland, Logitech International is a Swiss public company listed on the SIX Swiss Exchange (LOGN) and on the Nasdaq Global Select Market (LOGI). Find Logitech at <u>www.logitech.com</u>, the company blog or @Logitech

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