



The Learning Impact Awards (LIAs): An Introduction

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Are the LIAs Just Another *Beauty Pageant*?



No!!!





The IMS Collaboration

*Ed Tech
Interoperability
Standards*

*Technical
Foundation for
Distributed
Innovation*

*Large-Scale
Adoption
Projects*

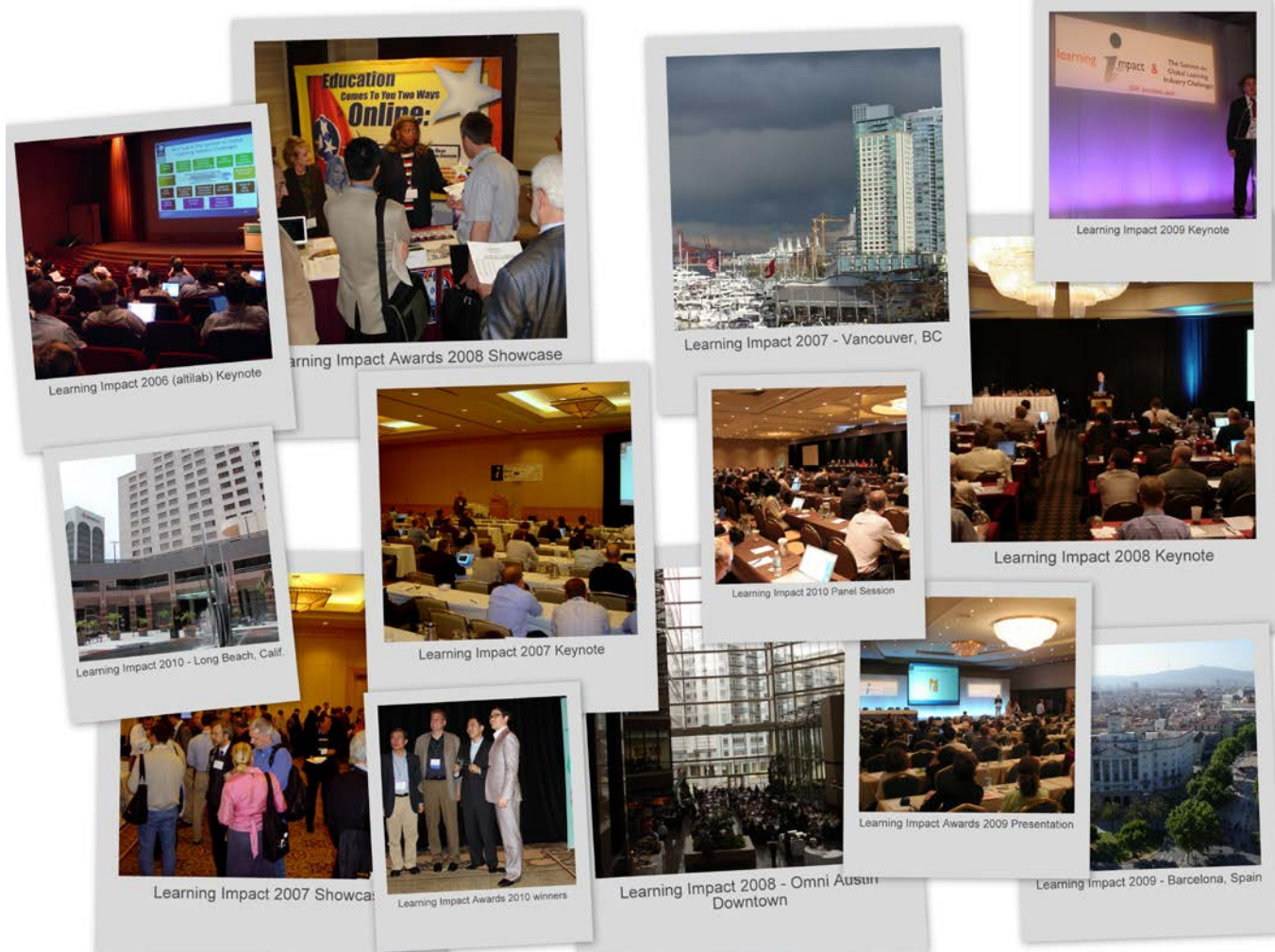
*Adoption of
Innovation at Scale
Toward Strategic
Goals*

*Annual Learning
Impact Conference
& LIA Awards*

*Recognizing Impact on
Access, Affordability,
Quality of Education*

Purposeful Technology Innovation Applied to Improve Education

Annual Learning Impact Conference & Awards Program



Learning Impact

- **Quality:** How do we improve educational experiences so that we are better prepared for the challenges of today's world?
- **Access:** How do we evolve and alter the delivery of education so that more can partake in ways that help them succeed?
- **Affordability:** How do we achieve the above within the constraints of limited resources?

How to Overcome What Has Historically Been a Tradeoff Among These Variables?



Our Mission

The IMS mission is to advance technology that can affordably scale and improve educational participation and attainment

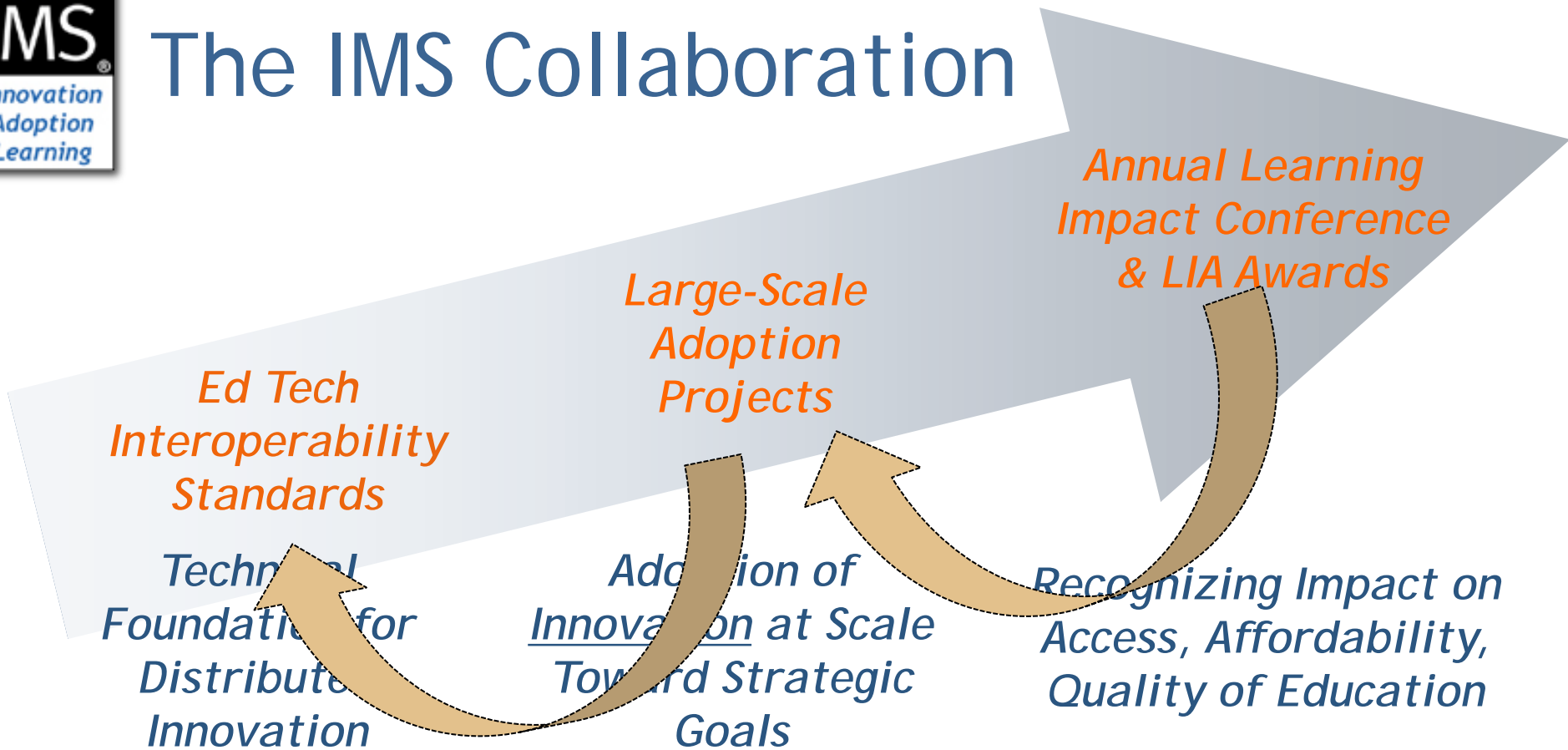
LIA Evaluation Framework



- Access
- Affordability
- Quality
- Adoption (for Established programs)
- Accountability
- Organizational Learning
- Interoperability
- Innovation (For Research & New Projects)

<http://www.imsglobal.org/learningimpact/index.html>

The IMS Collaboration



Purposeful Technology Innovation Applied to Improve Education



Learning
Impact
Gain
Potential



Gain vs.
Implementation
(All 14 project
categories)

Clearly superior

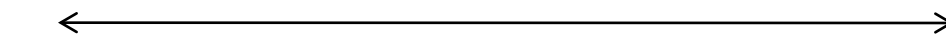
Good, but evolving

R&D

Significant

Manageable
w/resources

Straight-
forward



Implementation Challenges

Outcomes-
focused
learning

Digital learning
networks

Online homework &
assessment

Personalization
& inclusion

Learning
content
management

Scaling pedagogy

e-learning e-classroom

Good, but evolving

Lesson e-planning

Edu resource
sharing

e-collaborative
learning

Networked
learning
environments

Cooperative
development

Gaming,
simulation

Mobile
learning
resources



LIA Medal Count to Date

	Platinum	Gold	Silver	Bronze	Total
USA	6	5	2	7	20
UK	6	2	2	3	13
Australia	2	3	2	4	11
European Union	1	4	4	1	10
Korea	2	0	3	1	6
Canada	0	1	2	0	3
Brazil	0	2	0	0	2
Singapore	0	0	1	1	2
New Zealand	0	0	1	0	1





Good Luck!

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