

The SIIA and its [member companies](#) support the efforts of today's educators to equip their students and classrooms with the digital learning tools needed for success in the 21st century. As the voice of the ed tech industry, we provide resources to help you navigate this dynamic field and more effectively implement the vast array of educational content, services, and software this industry has to offer.

[Vision K-20](#) | [Personalized Learning](#) | [Software and Technology Guidance](#)  
[Educational Games and Simulations](#) | [Education Policy](#) | [Copyright & Piracy](#)  
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[Vision K-20](#) / [Vision K-20 brochure](#) / [2012 Survey Results](#)

SIIA's Vision K-20 lays out how we can utilize modern technologies to create a world-class teaching and learning environment that prepares all students as global citizens capable of leading the world in innovation. Educators can review the means, take a benchmarking survey, and review examples and evidence.

Questions? Contact [Lindsay Harman](#) for more information.

### ***Personalized Learning***

[Innovate to Educate: System \[Re\]Design for Personalized Learning](#) provides more detail on certain elements of the Vision K-20 by providing a roadmap for education leaders to restructure our education system around the unique needs of each student. Developed in collaboration with state (CCSSO) and local (ASCD) education leaders,  
[the report](#)

,  
[resource page](#)

, and  
[symposium archive](#)

provide descriptions, practices, policies and examples for personalizing learning.

### ***Software and Technology Guidance***

The resources below are intended to help educators and technology administrators to successfully plan and implement technology in the classroom. They will help you find the best software for your needs, build the necessary infrastructure, and support educators in incorporating technology in the classroom.

- [Primer on K-20 Education Interoperability Standards](#)

This report provides education leaders with the information needed to understand and embrace interoperability standards that facilitate the exchange of information among educational systems, and support the integration of content, data, and components from different technology applications. Appendices describe organizations and initiatives that create and promote standards, and define relevant concepts and terms.

- [Guidelines for Improving the RFP and Competitive Bidding Process](#)

This guide explains the RFP process from the perspectives of educational agencies and vendors with the goal of clarifying key challenges and improving the process for all. With these tips, educators will be more likely to obtain the solutions they need at competitive prices.

- Software Implementation [Toolkit](#) | [Checklist](#)

The Toolkit and abbreviated checklist outline the key steps K-12 educational institutions can take to effectively implement educational software. It highlights the important steps needed to deploy new technologies, and includes tools to enable a continuous improvement process.

- [SIIA CODiE Award Finalists](#)

Each year, the SIIA accepts nominations for the best products and companies in the ed tech industry. Celebrating achievement and vision, these awards represent the only peer-reviewed honors in the industry. [Here is the finalist showcase](#) for the 2012 CODiE Awards education categories, so you can see who shines. There are also opportunities for educators to [judge](#) the products.

- [Innovation Incubator](#)

SIIA's Innovation Incubator program identifies and supports entrepreneurs in their development and distribution of innovative learning technologies. Educators can submit their new technologies for peer review and support, or see what the industry has identified as the most innovative or most likely to succeed new products.

Questions? Contact [Karen Billings](#) for more information.

### ***Educational Games and Simulations***

SIIA's [Best Practices for Using Games and Simulations in the Classroom](#) provides practical hands-on tips and insights for successfully integrating games into classroom practice in grades 5-12 from those schools and companies that have pioneered this space. Educators can also [join the Game-Based Learning Community](#) on edWeb.net for further peer support on how to integrate games into the learning process to provide higher engagement and achievement for students.

### ***[Education Policy](#)***

SIIA has long worked with educators and public officials to advocate for policies that support education technology and digital learning. Review [SIIA's education advocacy initiatives](#) .

Questions? Contact [Mark Schneiderman](#) for more information.

### ***Copyright & Piracy Educational Resources***

SIIA works with educators to provide information on intellectual property protection, while advocating for policies that appropriately balances the legitimate interests of copyright owners and users. [SIIA provides various tools and resources](#) to help you and your students learn about copyright, intellectual property protection, and anti-piracy issues.

Questions? Contact [Keith Kupferschmid](#) for more information.