

# Proposed Device Study Options

**NO CHANGE**—Continue Using iPad as Primary Device

**OPTION 1**—Research Only (No Hands-On Device Tests)

**OPTION 2**—Research with Limited Hands-On Device Tests

**OPTION 3**—Research with Full Hands-On Device Tests

# NO CHANGE

Continue Using iPad (Primary) & MacBook Air (Secondary)

## Pros

- No time or dollars spent on testing.

## Cons

- Answers to specific future device questions will be based upon information gained through informal means.

## Potential Costs

- None.

# OPTION 1

## Research Only (No Hands-On Device Tests)

### Pros

- Current data and reports are already available (D211 study).
- No time costs of training, implementing, troubleshooting, tech support, etc. for hands-on device-testing.
- No monetary costs for device purchases.

### Cons

- Second-hand information.
- Time cost for site visits.

### Potential Costs

- Monetary costs relatively low.
- Staff time is primary cost.

# OPTIONS 2a & 2b

## Research with Limited Hands-On Device Tests

### Pros

- First-hand information on devices, apps, and systems on our network with our learning programs.
- Students, teachers, administrators, and staff will experience testing devices first-hand.

### Cons

- Limited number of students, teachers, subject areas, and grade levels will participate.
- Device testing will disrupt some aspects of learning.
- Relatively short testing period may yield incomplete results (research and/or one-interval study helps alleviate issues).

### Potential Costs

- Time costs (training, implementing, troubleshooting, tech support, etc.)
- Monetary Costs
  - 2a: Two-interval (33-day) test (360 participants): 2 class sets of each device = \$102,000
  - 2b: One-interval (71-day) test (360 participants): 4 class sets of each device = \$204,000

# OPTION 3

## Research with All Grades Hands-On Device Tests

### Pros

- First-hand information on devices, apps, and systems on our network with our learning programs.
- Students, teachers, administrators, and staff will experience testing devices first-hand.
- All grade levels represented.

### Cons

- Limited number of students, teachers, and subject areas will participate.
- Device testing will disrupt some aspects of learning.
- Relatively short testing period may yield incomplete results (research and/or one-interval study helps alleviate issues).

### Potential Costs

- Time costs of training, implementing, troubleshooting, tech support, and other time-intensive, hands-on device-testing.
- Monetary Costs
  - Two-interval (33-day) test (1,260 participants): 7 class sets of each device = \$357,000