

EVOLUTION OF EDTECH BUSINESS MODELS

Prospective monitoring
September 2026

Contents of the September 2026 edition

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FeedbackFruits is an educational platform that helps teachers create interactive activities, organise peer assessment and improve student monitoring.

PraxiLabs is a 3D simulation software programme designed for both distance and face-to-face learning. It enables students to carry out virtual experiments tailored to the school curriculum.

Stellic is a SaaS platform designed for higher education that enables institutions, students and academic advisers to plan, monitor and personalise academic pathways.

H5P is a platform for creating interactive educational content that enables teachers and trainers to design, share and embed learning activities such as quizzes, interactive videos, presentations and exercises.



Definition of Edtech:

The acronym EdTech stands for "Educational Technology." **EdTech involves using new technologies to facilitate and improve learning and the transfer of knowledge.**

For example, "e-learning" aims to provide individualised online training instead of physically attending classes. "Classrooms" and MOOCs (Massive Open Online Courses) are **courses and training programmes delivered over the Internet**. The LMS (Learning Management System) enables the delivery of educational content online and potentially entire courses. There are also educational robots that support young people in their learning by capturing their attention. The current trend is artificial intelligence, which is spreading across all sectors and profoundly transforming learning methods.

EdTech companies offer bespoke, on-demand services. They are revolutionising education, notably by enabling the **design of personalised learning pathways for students.**

Today, teachers and schools rely on increasingly innovative educational technologies to facilitate the transfer of knowledge and encourage interactive and collaborative learning. These digital tools, such as online platforms, hybrid learning environments and connected solutions, enable better organisation, monitoring and customisation of learners' pathways. **They thus offer teachers the opportunity to adapt their teaching methods to students' specific needs,** while making education more flexible, accessible, and effective.

Edtech solutions therefore benefit students, teachers, and schools alike. They improve communication, education, administrative work, learning, and, above all, teaching methods.

DISCOVER OUR MONITORING METHODOLOGY

Prospective monitoring - Definition



Overview

Foresight involves implementing a process to monitor the environment in order to identify both weak and strong signals that indicate change. The goal is to gather strategic information to anticipate changes in the ecosystem so that the organisation can respond as early as possible and in an appropriate manner. Foresight supports the implementation of a business and technology strategy.

Methodology

An effective method involves monitoring developments in products and services.
The following steps were taken to carry out the monitoring and illustrate the results :

- Research and analysis of innovative offerings in the EdTech sector, whether recent or older, provided they remain relevant and up to date.
- Identification and understanding of the commercial and technological benefits of these technologies.
- Identification of Edtech trends and innovations. Trends represent market characteristics and developments.

Objectives

A company or educational institution that wants to remain competitive in the long term must stay constantly informed about changes in its market in order to mitigate risks or capitalise on those changes to ensure its appeal.

- Monitor developments in products and services.
- Identify long-term trends and innovative strategies.
- Analysing, critiquing and comparing this information (tools) with the existing strategy of the reference organisation.
- Assess competitors and their business strategies through their innovations.
- Conduct a self-assessment and develop a strategy.
- Find inspiration in business and technology trends

DISCOVER OUR EDTECH TRENDS ANALYSIS

Edtech trend analysis

Main technological trends

These represent **opportunities** or **threats** for the various players in the sector

- Gamification
- Artificial intelligence
- Big Data
- VR

Publication of the report
"Shaping the future of digital education"
By UNICEF and EdTech Hub

This report brings together analyses, case studies and reflections from around the world by researchers, policy-makers, practitioners and digital experts. It offers a comprehensive overview of developments in digital education and uses evidence to examine how digital technologies and artificial intelligence are transforming educational practices, education systems and the objectives of education.

News highlights

Arivihan

*Arivihan, an EdTech start-up based in Indore and specialising in artificial intelligence, is set to raise approximately **95.86 crores of rupees (CHF 8.3 million)** in a Series A funding round.*

BOOKR CLASS

*The Hungarian edtech company BOOKR has raised **EUR 6.1 million (CHF 5.8 million)** in a Series A funding round.*

DAWRATY

*The Kuwaiti start-up Dawraty, which specialises in educational technology, has secured an investment of **USD 2 million (CHF 1.7 million)** from the Qatar Development Bank in a first round of funding.*

SCHOLAR EDUCATION

*Scholar Education has raised **USD 2 million (CHF 1.7 million)** in a first round of funding to develop its AI-based educational technology platform and its specialist educational support services.*

Codegrade : code, test, improve

Codegrade is an online educational platform designed to make it easier to learn coding and programming, in particular by enabling students to submit their code and test it straight away.

Type
learning platform.

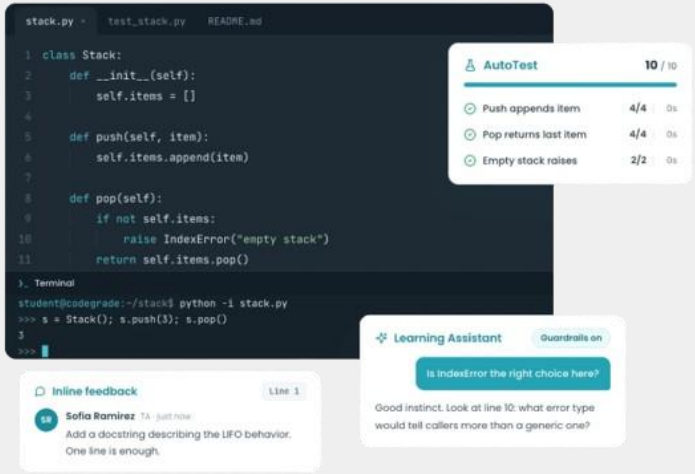
Competitive advantage
The solution enables code to be tested automatically according to criteria set by the teacher, so that students can receive a mark and immediate feedback.

Price
Codegrade offers the tool free of charge for up to 50 students per class and includes a number of features; paid plans start at USD 24 (CHF 19) per student per course (Starter) and USD 39 (CHF 31) for the Advanced plan, which includes integration with LMSs.

Number of users
According to the official website, the solution claims to be used by more than 100 institutions, including UNLV, UNISA, UTSA and the University of South Carolina.

Level of development
The company was founded in 2017 and now has around ten employees, according to the information available on its LinkedIn page. Its head office is located in Amsterdam. It appears to be at a relatively advanced stage of development, particularly given the major institutions it highlights on its website. The company also appears to have an international reach and enjoys a certain degree of academic recognition, as evidenced by its presence on the website of the University of Twente.

Link https://www.codegrade.com/

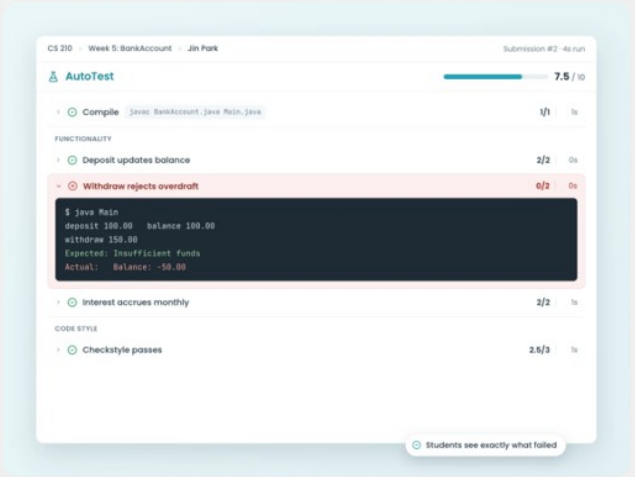


How does it work?
CodeGrade enables students to submit or write their code directly on the platform. The code is then automatically tested and marked according to criteria set by the teacher, after which the student quickly receives a mark, feedback and guidance on their mistakes, enabling them to correct and improve their work.

Codegrade : code, test, improve

Features:

- The platform **enables the full or partial automation of the marking** of programming assignments. Teachers **can create tests, define marking criteria and reuse their settings** for multiple assignments.
- CodeGrade can be **integrated directly into Canvas**. Assignments can be opened from within Canvas, and marks obtained on CodeGrade are then automatically synchronised with the mark book.
- The solution **offers integrated feedback tools and assessment grids, enabling teachers** to leave comments directly on specific lines of code, use reusable comments and combine automatic marking with manual assessment.
- CodeGrade incorporates a **peer-assessment system,** through which students can analyse and comment on other students' work according to criteria defined and monitored by the teacher.
- The platform also features a **plagiarism detection tool,** capable of comparing submitted work, excluding certain shared sections of code and generating reports to help identify significant similarities.
- CodeGrade **supports numerous programming languages and environments,** including Python, Java, C, C++, C#, R, SQL, web development and Jupyter notebooks, making it suitable for use in various types of computer science courses.



Kindergarten ★★★	High School ★★★
Elementary School ★★★	University & school ★★★

Codegrade : code, test, improve

With the advent of artificial intelligence, the way in which students are assessed and the relevance of certain marks may now be called into question. Indeed, AI tools are now capable of solving numerous problems in a matter of seconds, particularly in the field of programming. It has therefore become possible, even for someone with little knowledge of computing, to generate functional code using AI systems specialised in development. However, this does not mean that learning to programme has become unnecessary. On the contrary, it remains essential for students to learn to code in the traditional way and, above all, to understand the key principles behind how a programme works. Code generated by AI may work, but it is not always optimised, context-appropriate or entirely reliable. Without sufficient knowledge, it then becomes difficult to identify an error, understand its cause or improve the proposed programme. In this context, the focus of programming education is shifting: it is no longer simply a matter of knowing how to produce lines of code, but also of understanding, analysing and verifying how they work. It is with this in mind that CodeGrade offers several valuable features to support students' learning and assessment.

- The first feature highlighted by CodeGrade is the automatic marking of programming exercises. This can apply to both multiple-choice questions and the direct analysis of lines of code. This system enables teachers to save time on the most repetitive marking tasks and **to focus more on higher-quality activities,** such as group projects, practical exercises or collaborative work. In particular, these activities enable students to develop skills that are more closely aligned with those **they will be able to use in their future careers.** Teachers can also prepare assessments more quickly and thus set several short assignments or tests throughout the term. This prevents a single final assessment from carrying too much weight in the mark and placing excessive pressure on students. More regular assessments **also help to maintain their engagement with the course and encourage them to work more consistently.** Finally, automatic marking provides almost immediate results, accompanied by comments or guidance on any mistakes made. Students can therefore **quickly identify their difficulties and understand what they need to improve whilst the course content is still fresh in their minds,** rather than receiving their marks several weeks later. This can promote a more gradual learning process and reduce some of the stress associated with waiting for results.

- Another advantage of CodeGrade is the ability to combine automatic marking with personalised support. The platform allows teachers to add comments directly to specific lines of code, use assessment grids and retain some manual marking where necessary. T**his means that feedback is not limited to a simple mark, but provides students with precise guidance on the areas they need to improve.** This approach is particularly valuable in programming, as two different pieces of code can produce the same result whilst varying significantly in terms of quality, readability or efficiency.

- Finally, the tool stands out for its compatibility with several LMSs and numerous programming languages. In particular, the solution can be integrated into learning environments such as Canvas, Moodle, Blackboard or Brightspace, making it easier to use in institutions that already have these tools in place. Teachers can thus centralise assignments, results and student progress tracking without having to completely change the way they work. This type of functionality, combined with support for various programming languages, **enables the tool to be used across multiple courses and helps to keep costs down for both teachers and the institution.**

FeedbackFruits s an educational platform that helps teachers create interactive activities, organise peer assessment and improve student monitoring.

Type
Educational platform.

Competitive advantage
The solution stands out for its ability to bring together a range of active learning and assessment methods within a single platform.

Price
FeedbackFruits does not publish a fixed price list on its website. The price depends mainly on the number of users, the features selected and the size of the establishment.

Number of users
The website states that it is used by more than 5,000 teachers worldwide and is used in more than 200 educational institutions.

Level of development
The company was founded in 2012 in Amsterdam and now has nearly 90 employees, according to information available on its LinkedIn page. It appears to be at a well-advanced stage of development, largely thanks to its presence in numerous higher education institutions. On its website, FeedbackFruits highlights several well-known universities, such as the University of Queensland, HHL, EDHEC and John Brown University.

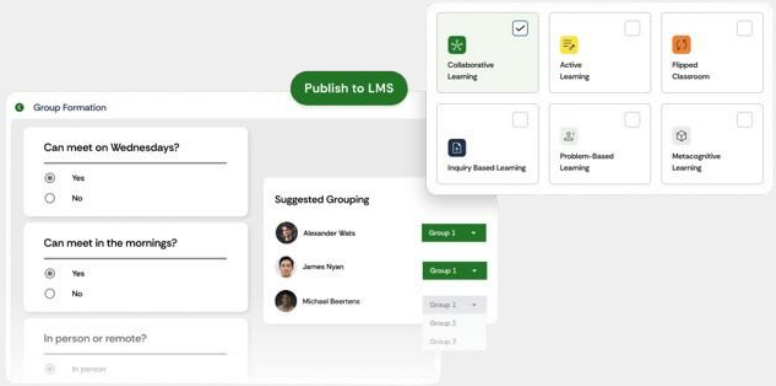


How does it work?
FeedbackFruits operates as a platform that complements learning management systems (LMSs), enabling teachers to create interactive activities directly, such as peer assessments, self-assessments, group work or exercises with feedback. Students then complete these activities within their usual learning environment.

Link https://feedbackfruits.com/

Features:

- FeedbackFruits **enables peer assessment**, in which students analyse and comment on their classmates' work using criteria or marking schemes defined by the teacher. It is also possible to make comments anonymous if required.
- The platform also offers **assessments of group work,** to better identify each member's contribution. More generally, **a very wide range of learning and assessment tools are available.**
- **Customisable assessment grids** can be created using qualitative comments, rating scales or rubrics. The teacher can also choose which stages are marked and determine their weighting in the final mark.
- The solution features artificial intelligence-based functions, including a coach that **helps students improve the quality of the comments** they give to their peers and formulate more constructive feedback.
- Teachers have access to **dashboards and analytics tools** enabling them to monitor students' progress, their participation in the various stages and recurring themes in their feedback.
- Finally, the solution **works directly within several LMSs such as Canvas, Moodle, Blackboard and Brightspace,** allowing teachers and students to use it within their usual environment without having to switch to a separate platform.



Kindergarten ★★★	High School ★★★
Elementary School ★★★	University & school ★★★

At university, teaching is still often very one-way, with students on one side listening and taking notes, and lecturers on the other presenting their material – often using resources such as PowerPoint slides – in a lecture setting. In many degree programmes, a significant proportion of assessment then relies on a few exams held at the end of the term, which sometimes condense several months' worth of learning into a single, particularly intense revision period. This approach can be unsettling for some students, particularly because of the contrast with secondary school, where lessons are generally more structured, deadlines are more frequent and assessments are spread out over a longer period. Against this backdrop, FeedbackFruits aims to diversify learning methods and encourage students to take a more active role. The platform enables the integration of more interim assessments, collaborative projects, self-assessments, peer assessments and interactive activities within courses. The aim is to move away from limiting learning to a top-down transfer of knowledge from lecturer to student, and instead to encourage more regular participation throughout the term.

- One of the platform's main benefits is that it involves students more closely in the assessment process. Rather than the teacher being solely responsible for marking, students can assess their peers' work using specific criteria. This approach **not only reduces some of the marking workload, but, more importantly, encourages students to analyse a piece of work, identify its strengths and weaknesses,** and provide constructive feedback. Assessing others can also help them take a step back and look at their own work objectively, whilst developing their critical thinking skills.

- The tool also appears to be particularly useful for group work, where it is sometimes difficult for a teacher to know exactly who has actually contributed. FeedbackFruits enables group members to assess one another according to predefined criteria. This provides the teacher with additional information on each student's contribution, communication or level of engagement. This can help **to minimise the problem of students benefiting from the group's work without actually participating, and make individual assessment** more representative of the work done.

- FeedbackFruits can also enable teachers to provide more feedback without proportionally increasing their workload. Assessment grids, reusable templates and certain AI-assisted features **help to speed up part of the process.** For example, the marking assistant can suggest comments based on the grid defined by the teacher, but the teacher remains responsible for approving them. **The aim is therefore to assist the teacher rather than to replace their judgement.** Furthermore, the growing range of learning tools makes it possible to offer a variety of methods in the classroom, rather than relying solely on the traditional approach – that is, a lesson followed by an assessment. **A change in teaching method is more likely to engage students.**

- Finally, its direct integration into the LMSs used by universities is a significant advantage. Activities can be incorporated into the course without requiring students to constantly switch platforms or set up a new working environment. **This reduces the implementation challenges for lecturers** and facilitates the adoption of the tool across the whole institution.

However, this solution requires particular vigilance in one respect:

- Indeed, the quality of peer assessment depends heavily on the instructions and criteria provided by the teacher: **if the marking scheme is poorly designed or if students do not take the exercise seriously, the feedback may lose some of its value.** FeedbackFruits therefore does not eliminate the teacher's role, but rather seeks to redistribute the assessment workload and make students more active in their learning.

PraxiLabs : experiment without limits

PraxiLabs is a 3D simulation software programme designed for both distance and face-to-face learning. It enables students to carry out virtual experiments tailored to the school curriculum.

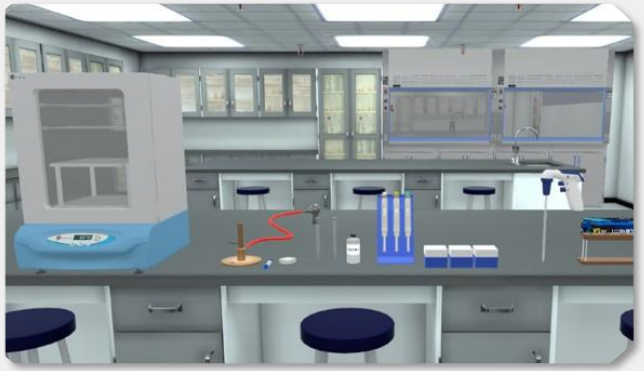
Type
3D simulation software.

Competitive advantage
PraxiLabs offers virtual 3D science laboratories that can be accessed without the need for expensive physical equipment.

Price
The tool offers several subscription options: a free one-month trial with three simulations, a monthly subscription at USD 6.99 (CHF 5.6) with ten simulations, a six-month subscription at USD 29.99 (CHF 24.25) and an annual subscription at USD 44.99 (CHF 36.40), both of which provide access to over 220 simulations.

Number of users
According to the official website, the tool has over 2.5 million active users in more than 160 countries. The platform is also used by over 1,000 educational institutions.

Level of development
PraxiLabs, founded in 2016, now appears to have reached an advanced stage of development. According to LinkedIn, the company has between 11 and 50 employees and claims to have over 2.5 million users across more than 160 countries. Its international presence, its track record and its partnerships with various universities reinforce the confidence one can place in the solution.



How does it work?
PraxiLabs functions as a virtual 3D laboratory, where students can carry out scientific experiments using a computer or other compatible device. The platform replicates the various stages of a real-life experiment, complete with the equipment, instructions and associated observations.

Link https://praxilabs.com/

PraxiLabs : experiment without limits

Features:

- PraxiLabs enables students to **carry out scientific experiments in virtual 3D** laboratories, particularly in biology, chemistry and physics. Students can follow the various stages of an experiment just as they would in a real laboratory, but within a secure digital environment.
- The simulations provide **detailed and interactive instructions to guide students through the experiment.** This enables them to understand the different steps, observe the results and repeat the experiment if they make a mistake.
- PraxiLabs **also offers a gamified learning experience,** with built-in aids such as hints, explanatory videos, a progress bar and immediate feedback.
- The platform enables teachers to **track students' progress and performance,** so they can identify any difficulties encountered and better tailor their teaching support.
- The solution can be **integrated into digital learning environments and LMSs,** making it easy to use in schools and universities already equipped with such platforms.
- **Multiple-choice quizzes are provided directly,** linked to the experiments carried out, enabling teachers to quickly assess students' understanding.



Kindergarten ★★★	High School ★★★
Elementary School ★★★	University & school ★★★

PraxiLabs : experiment without limits

The STEM subjects play a very important role in education and across many professional sectors, but they are not always seen by pupils as the most appealing or the most practical. Certain scientific fields can indeed seem rather abstract before students enter higher education, particularly when they have few opportunities to carry out experiments or practical work. This can contribute to an incomplete understanding of certain disciplines and, in some cases, to a reduced interest in these courses, although other factors, such as career guidance, perceived difficulty or the image of the professions, also play a role. This situation can be partly explained by the fact that certain practical sessions require expensive materials, consumables, specialised equipment or specific safety conditions, which can limit how often they are held in educational institutions. PraxiLabs aims to address this issue by making scientific practice more accessible, easier to organise and less costly through the use of virtual laboratories.

- Pupils often have few opportunities to carry out genuine scientific experiments before university, particularly in biology, chemistry or physics. Whilst practical activities are offered in some schools, their implementation may nevertheless be limited by the time available, the equipment required, costs or even teachers' teaching practices. PraxiLabs aims to address this challenge by offering a virtual laboratory, which is easier for teachers to set up and less costly for schools. This can help to **increase the number of practical activities and make science more tangible and appealing to pupils.** This approach can be particularly valuable when introduced early in a pupil's schooling, as it allows them to explore different scientific fields before having to make choices about their future studies. It can also help to **reduce certain stereotypes associated with STEM subjects, particularly those concerning supposed differences between girls and boys in mathematics or science.** By offering hands-on experiments that are accessible to all, this type of tool can help pupils better identify their areas of interest, gain confidence in certain subjects and, potentially, spark new career aspirations. The earlier these experiences are offered, **the more they can help pupils gradually develop a clearer vision of their future career path.**

- As well as making STEM subjects more accessible and enabling pupils to discover their preferences at an earlier stage, PraxiLabs is also aimed at students already enrolled on a science course who wish to gain more practical experience. The platform allows students to practise more frequently and better prepare for real-world experiments by familiarising themselves with the equipment, measurements, the various stages of an experiment and the rules for using the equipment. **Students can therefore repeat the same procedure as many times as necessary, without worrying about breaking equipment or wasting consumables,** which is rarely possible in a real laboratory. This preparation can help them feel more at ease, work more independently and be more efficient during in-person practical sessions, and thus **become operational more quickly.**

- Finally, the tool already offers a wide range of ready-to-use simulations, designed to meet the teaching objectives of schools and universities. Teachers therefore do not need to create all the experiments themselves, **which saves a significant amount of time when preparing lessons.** The platform also includes quizzes and assessments to check whether students have properly understood the concepts covered and to measure their progress. These features make it easier to monitor learners, **reduce the time spent marking and make assessment more interactive, and even more enjoyable.**

Stellic : from academic planning to the student's academic journey

Stellic is a SaaS platform designed for higher education that enables institutions, students and academic advisers to plan, monitor and personalise academic pathways, from enrolment right through to graduation.

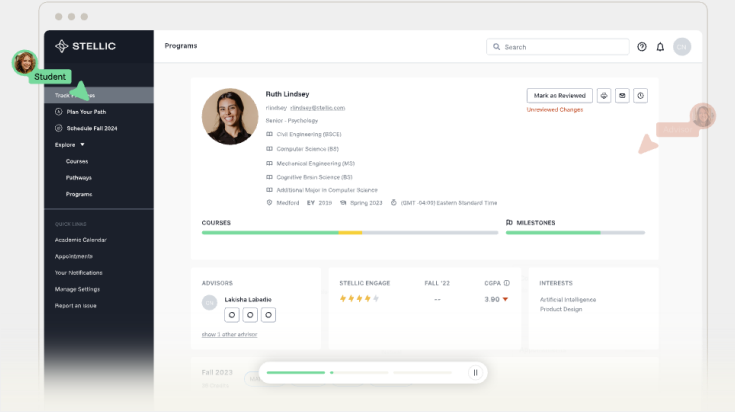
Type
A SaaS platform for academic pathway management and study planning for higher education institutions.

Competitive advantage
The solution brings together all information relating to a student's academic journey – from course planning right through to graduation – on a single platform.

Price
Stellic's prices are not published. The solution operates on a B2B model aimed at higher education institutions, and pricing is provided on a quotation basis following a request for a demonstration.

Number of users
The website claims to have supported over one million students worldwide, across more than 111 countries. Stellic also states that it has collaborated with 85 institutions and facilitated over 12 million student decisions.

Level of development
The company was founded in 2017 in the United States by students at Carnegie Mellon University. Notably, it raised US$3.1 million in 2019 during a seed funding round, followed by US$11 million in 2022 during a Series A round, bringing the total funding raised to approximately US$14.1 million. Stellic currently has between 51 and 200 employees, according to LinkedIn, and works with numerous international universities. The company now claims to have supported over one million students, which demonstrates a significant level of maturity and an already substantial international presence.

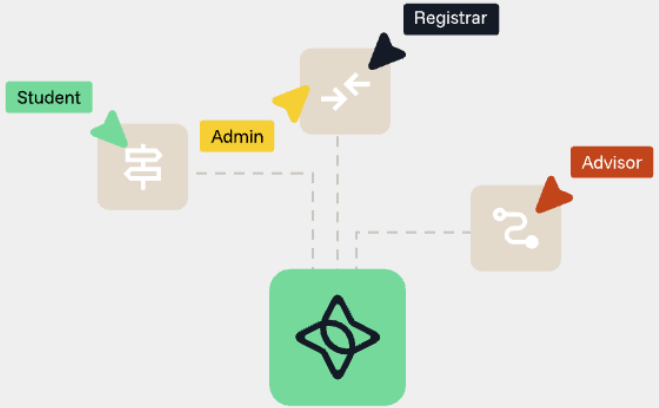


How does it work?
Stellic connects to the institution's information system to centralise each student's academic data. The platform analyses the modules taken and credits earned against the programme requirements, then enables students to view their progress and plan for future semesters. Academic advisers can view and provide guidance on students' study plans.

Link https://www.stellic.com/

Features:

- The solution enables students to **view their progress towards graduation,** by identifying the modules and requirements they have already completed, those they are currently undertaking, and those still to be completed.
- Students can **plan their academic pathway** across several semesters, by selecting their future modules and creating different pathway scenarios based on their objectives.
- **The platform offers a simulation feature** ('What-if') that enables students to assess the impact of a change to their programme or study path on the requirements to be met and their progress towards graduation.
- Stellic includes a tool that **automatically compares the student's study path with the requirements of their programme** and identifies any missing prerequisites or requirements.
- Stellic enables users to **search for courses and prepare for enrolment,** taking into account, in particular, programme prerequisites and requirements. The platform can thus link academic planning with course enrolment.
- Stellic also offers **programme exploration features,** enabling prospective students to explore different study pathways and understand how their credits or prior learning can be incorporated into a degree programme.



Kindergarten ★★★	High School ★★★
Elementary School ★★★	University & school ★★★

Stellic : from academic planning to the student's academic journey

Recent innovations in the field of EdTech are no longer limited to learning tools or artificial intelligence: they also concern the way in which institutions support students throughout their academic journey. In higher education, the growing diversity of study programmes, the proliferation of courses, options and rules relating to the award of a degree sometimes make it difficult to understand the progression path. Students often have to consult several platforms to find out which modules they have already passed, which requirements remain to be met, what options are available for changing programmes, or even which modules to choose for the next semester. Against this backdrop, solutions such as Stellic aim to make the academic journey clearer, more personalised and easier to manage. The platform brings together progress tracking, study planning and support from academic advisers within a single environment.

- Stellic's main strength lies in its ability to **transform a complex academic pathway into a roadmap that students can easily understand.** The platform allows students to view, in real time, the modules they have already passed, the remaining requirements and the steps needed to complete their degree. Students can then plan their course of study across several semesters and see how their choices affect their progress. This approach provides greater clarity and can help avoid certain planning errors, particularly where degree programmes involve numerous prerequisites or specific requirements.

- The ability to **simulate different scenarios is also a major benefit.** Thanks to 'What-if' features, a student can, for example, explore the consequences of changing their specialism or how their study path might develop before making a decision. The system applies the institution's academic rules to show which requirements would be met or would still need to be fulfilled. This approach therefore enables students to better understand the consequences of their choices and encourages greater autonomy in planning their academic path.

- This visibility may also **change the role of academic advisers.** Rather than spending a significant portion of their appointments searching for information or manually checking the requirements for a degree, advisers have a centralised overview of the student's academic journey. In particular, Stellic enables them to access academic plans, keep records, schedule appointments and receive alerts when a student appears to be falling behind. In this way, **the tool also enables more in-depth discussions with students,** so as to better support them in their academic and career choices. Advisors can therefore focus more on the learner's goals, their skills and the requirements of the career they wish to pursue, rather than spending time searching for administrative information about their academic journey.

- The solution also offers benefits at institution-wide level. Data from academic plans can enable teams to better anticipate demand for certain courses and identify potential bottlenecks in study pathways. This gives managers **a more forward-looking view of teaching and resource requirements, rather than relying solely on historical enrolment data.** This can also serve as a strong selling point for the institution when engaging with students and their parents, by demonstrating that a more structured and personalised support system is in place throughout the student's academic journey. The institution **can thus highlight its ability to provide better guidance on study choices,** minimise academic missteps and offer greater clarity on the various stages leading to graduation.

Despite the advantages listed, there are several points to bear in mind:

- The usefulness of Stellic depends heavily on **the quality and timeliness of the academic data provided by the institution.** Incorrect or incomplete information could lead students to make decisions based on an inaccurate picture of their course of study.

- The solution may also involve **significant deployment complexity for organisations.**

H5P : create and enhance educational content

H5P is a platform for creating interactive educational content, enabling teachers and trainers to design, share and embed learning activities such as quizzes, interactive videos, presentations and exercises.

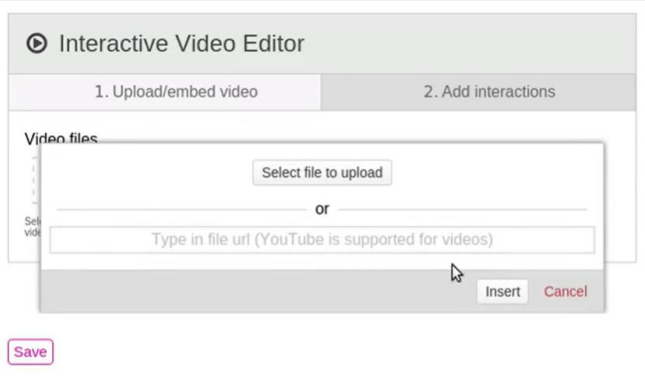
Type
A platform for creating interactive educational content.

Competitive advantage
The solution makes it easy to transform traditional educational content into interactive activities, without the need for any programming skills.

Price
H5P technology is available free of charge and as open source when installed on a compatible platform such as Moodle, WordPress or Drupal. H5P also offers a commercial version, H5P.com, which operates on a subscription basis. Several pricing tiers are available. Packages for educational institutions and organisations are available on a quoted basis.

Number of users
H5P does not disclose an overall user figure. This figure is difficult to determine as the open-source technology can be installed and used independently of H5P.com, notably directly within various LMSs. H5P does, however, state that it is used by educational institutions and organisations worldwide.

Level of development
H5P is a mature technology that is widely used in the field of digital learning. The project was launched in Norway in 2013 and has gradually grown to encompass an international open-source community. H5P is now compatible with the main learning environments and offers more than 50 interactive content formats.



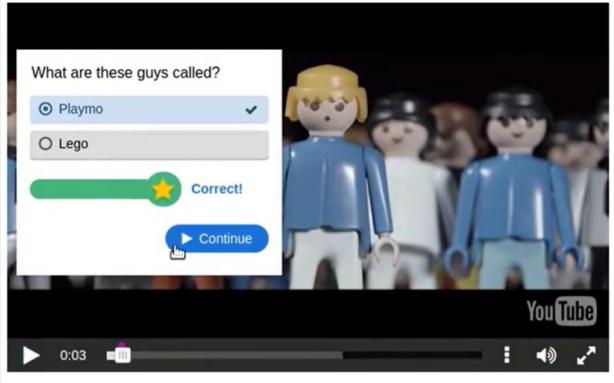
How does it work?
Teachers and trainers can create interactive educational content using pre-defined templates, without needing any programming skills. In particular, they can design quizzes, interactive videos, presentations, exercises, games or branching activities. The content can then be integrated directly into a digital learning environment (LMS) such as Moodle, Canvas or Blackboard.

Link https://h5p.org/

H5P : create and enhance educational content

Features:

- The solution enables teachers to **create interactive educational content using predefined templates,** without the need for any programming skills.
- Teachers can design **more than 50 types of activities,** including quizzes, interactive videos, presentations, drag-and-drop exercises, games and sorting activities.
- H5P allows you to **embed interactive videos,** for example by adding questions, text, links or interactive elements directly within the video.
- The platform enables the **creation of adaptive and branching activities,** in which the content or the course of the activity can vary depending on the learner's responses.
- Content can be **embedded directly into the main digital learning environments (LMS),** including Moodle, Canvas, Blackboard and Brightspace.
- H5P enables teachers to **reuse, modify and share educational content,** thereby facilitating its sharing amongst teachers or within an institution.
- The solution offers **result tracking features,** enabling, in particular, the collection of learners' scores and answers when H5P is integrated into a compatible environment.



Kindergarten ★ ★ ★	High School ★ ★ ★
Elementary School ★ ★ ★	University & school ★ ★ ★

H5P : create and enhance educational content

The rise of digital learning has gradually transformed teaching practices. Whilst digital environments now make it easy to share lessons and resources, one of the challenges remains that of maintaining learners' engagement and encouraging their active participation. Against this backdrop, tools designed to introduce greater interactivity into lessons have been developed. H5P is part of this trend, offering technology that enables teachers to transform their content into interactive activities.

- One of the main advantages of **H5P lies in the variety of educational formats it offers.** The platform allows users to create quizzes, sorting exercises, drag-and-drop activities, interactive presentations, videos enriched with questions, and even branching activities. This variety enables teachers to vary their teaching methods and not limit interactivity to multiple-choice questions alone. For example, a video can be paused to ask the learner to answer a question before continuing, whilst a branching activity can present different content depending on their answers. The learner thus becomes **more of an active participant in their learning journey,** as they must regularly interact with the content rather than simply viewing it.

- Another advantage of H5P lies in its **ability to integrate with the digital environments already used by educational institutions.** In particular, content can be embedded in LMSs such as Moodle, Canvas or Blackboard, thereby sparing teachers and learners the need to use a separate platform. H5P also allows activities to be reused, modified and shared, which facilitates their **sharing within a teaching team or an institution.**

- H5P is also useful for **formative assessment.** Teachers can embed questions and exercises directly within a lesson or video to check learners' understanding as they progress. It also helps to alleviate a certain degree of anxiety amongst learners, who gradually feel less stressed about assessments as they complete more and more exercises.

However, it is essential to maintain a critical perspective:

- H5P's wealth of features **can also be a source of complexity for teachers.** Creating a relevant interactive activity requires more thought and time than a simple document. Furthermore, interactivity alone does not guarantee better educational quality: an activity may be technically appealing without adding any real value to the learning process. **Effectiveness therefore depends largely on how teachers design and integrate the activities into their teaching plan.**

- Dependence on **LMSs and the institution's technical environments is also a point for consideration.** Although H5P is compatible with many platforms, the features available and the level of results tracking may depend on the integration that has been implemented. Finally, as with any digital tool used in education, issues relating to accessibility, data protection and the long-term preservation of content must be taken into account during large-scale roll-out.