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Commission for Educational Technology 2023 Year in Review

Transition, expansion, and innovation may best describe the work of the Commission in 2023. The [summary of activities on page 12](#) of the full report reflects the substantial body of work and impact from the [2017 – 22 State Educational Technology Goals and Plan](#). That five-year period saw an expansion of learning opportunities made possible through the use of technology, not in small part through unprecedented investments in digital tools and learning approaches during the COVID-19 pandemic and shift to online instruction. During that time, the Commission launched an open education resources portal, to lower the cost of accessing high-quality learning materials and barriers to educational opportunities. Ongoing efforts support the use of innovative educational technology tools while ensuring student data privacy. And throughout this work, the Commission has developed policies and programs that help students leverage technology to enable deep, personalized learning.

This concept of equity expanded greatly in 2023, with the Commission leading Connecticut's Digital Equity Program. Through intensive outreach, research, and engagement, the newly expanded Commission team collected insights to design a five-year Digital Equity Plan, "[Connecticut: Everyone Connected](#)." The goals in that plan, likely to received funding in late 2024, promise to fulfill the vision in Connecticut statute that, "all individuals and communities have the information technology capacity needed for participation in society, democracy, and the economy of the state" (CGS § 289).

In addition to this plan that ensures access to affordable technology and the skills to use it, the Commission and its Advisory Council members developed a new state Educational Technology Goals and Plan. This overarching roadmap for digital learning reflects the intentional outreach to and input from Commission partners and appointing agencies. In this way, the plan aligns with emerging trends and technologies such as artificial intelligence (AI) as well as shared goals for educational opportunity, workforce development, health and wellness, and civic engagement.

The combined set of activities and outcomes in 2023, combined with ambitious goals for 2024 and the next five years, positions the Commission well in fulfilling its role of ensuring that technology remains a positive force in ensuring opportunities to learn for all Connecticut residents.



2023 Impact

11,000+ Visitors

The Commission's open education resources site, GoOpenCT.org, enabled more than 11,000 visitors to access free, high-quality digital learning materials.

→ See [Open Education Resources](#), page 14

471 Materials

In 2023, www.GoOpenCT.org provided the platform for the CSDE to create and publish 471 courses, units, and other learning materials to provide statewide curriculum for all schools.

→ See [Open Education Resources](#), page 14

1M Residents

The draft Digital Equity Plan estimates that 27% of Connecticut residents do not meet the Digital Connection Benchmark. The Plan aims to provide everyone in Connecticut with the resources to find and acquire the connections they need.

→ See [State Digital Equity Plan](#), page 16

1.3M Residents

"Connecticut: Everyone Connected," the draft Digital Equity Plan, addresses the needs of ~1.3M (36%) residents who do not possess the skills to meet Connecticut's Digital Literacy Benchmark.

→ See [State Digital Equity Plan](#), page 16

2.1M Residents

Another 2.1M residents do not have the privacy and cybersecurity skills needed to meet the Digital Privacy Benchmark that the Digital Equity Plan will address.

→ See [State Digital Equity Plan](#), page 16



7,000 Residents

The Commission heard from more than 7,000 people statewide to understand the barriers they experience in adopting, affording, and using digital tools so they can effectively engage in today's society.

→ See [State Digital Equity Plan](#), page 17

\$6M⁺ Cost Avoidance

Since its 2017 launch, the Commission's Educational Software Hub has saved districts an estimated 50,000 hours in staff time — in addition to legal fees — to comply with Connecticut's data privacy law. The Hub helps schools leverage innovative technology solutions and comply with state statute.

→ See [Technology Management](#), page 19

\$40M⁺ Savings

The Connecticut State Library continues to deliver exceptional value through researchIT, the digital library free to all Connecticut residents. This service delivered \$42M in digital content subscriptions at a cost to the state of \$1.5M.

→ See [researchIT CT](#), page 25

\$30M Cost Avoidance

CEN delivers Internet connections, federally mandated content filtering, and cyber protection services to schools, colleges, libraries, towns, and open access members at a cost that saved these institutions more than \$30M this year alone.