

2024 Year in Review (Executive Summary)

The Commission embarked on a new five-year [State Educational Technology Plan](#). Its themes and initiatives intentionally align with the [National Education Technology Plan](#) and the Commission's [State Digital Equity Plan](#).

The Commission continues to define and advocate for digital skill development among learners of all ages. It advances Connecticut's Open Education Resources (OER) movement through www.GoOpenCT.org, the Commission's OER portal with more than 9,000 free learning materials. Collaboration with the Connecticut State Department of Education, Connecticut State Colleges and Universities, and other partners enables, accelerates, and scales learning through the site.

See [Technology-Enabled Learning](#), page 12

Ensuring the sustainability of technology investments remains an educational priority, especially with the end of pandemic relief funding this year. The Commission's research and resource development have helped decision-makers understand the benefits of digital learning tools, and how critical technology has become to education. The Commission continues to provide resources to help schools leverage innovative learning tools while ensuring student data privacy.

See [Technology Sustainability](#), page 16

Perhaps no single trend has disrupted learning more in 2024 than the emergence of artificial intelligence (AI) tools. Rather than a separate initiative within Connecticut's state educational technology plan, AI remains a theme and consideration in virtually all digital learning realms, teaching methods, privacy and security, school climate, operations, leadership, and decision-making.

See AI Guidance at www.CT.gov/AlforSchools

The Commission's Digital Equity Program will complement all other plan initiatives, civic engagement, workforce development, and other outcomes. In late 2024, the Commission received approval to proceed with "Everybody Connected," the State Digital Equity Plan. Federal seed funding in 2025 will advance technology access across a suite of interconnected digital equity programs.

See [Digital Equity](#), page 14

2024 Impact

26,000+
Visitors

Nearly 27,000 people used the Commission's open education resources site, [GoOpenCT.org](https://goopenct.org), to access free, high-quality digital learning materials.

→ See [Open Education Resources](#), page 12

1.3M
Residents

Seed funding to implement the State Digital Equity Plan will build capacity to address the needs of ~1.3M (36%) residents who do not meet Connecticut's Digital Literacy Benchmark.

→ See [State Digital Equity](#), page 14

\$6M+
Savings

Since its 2017 launch, the Commission's Educational Software Hub has saved districts an estimated 50,000 staff hours to comply with Connecticut's data privacy law.

→ See [Data Privacy and Security](#), page 19

\$40M+
Savings

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

→ See [researchIT CT](#), page 25