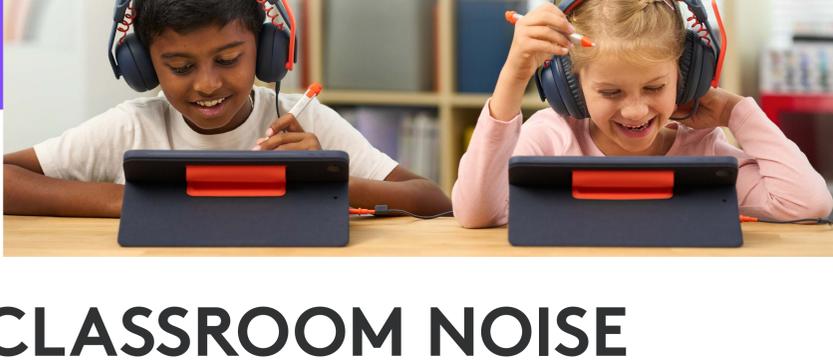
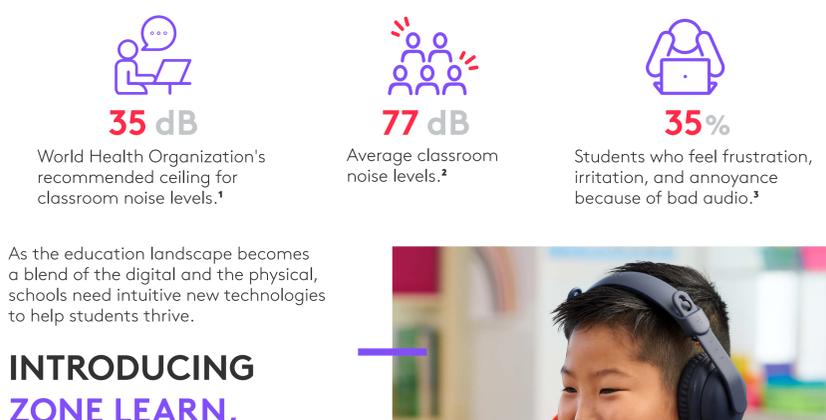


THE SOUND OF LEARNING

logitech®



CLASSROOM NOISE IS DISTRACTING



As the education landscape becomes a blend of the digital and the physical, schools need intuitive new technologies to help students thrive.

INTRODUCING ZONE LEARN, THE HEADSET FOR STUDENTS

With an education-first design, created with input from students and educators, Zone Learn is durable, customizable, and made to deliver crystal-clear sound. Perfect for staying in the learning zone during tasks like:

- Individualized learning
- Language curriculum
- Content creation
- Assessments



37% School and district technology leaders who believe good audio would greatly prevent students from missing critical information.³

35% Average score increase on the Dynamic Indicators of Early Literacy Skills in sound-amplified classrooms.⁴

10 POINTS Students' scores decrease on a math test due to distracting noise.⁵

BUILT FOR COMFORT AND CLARITY



74% Teachers who say students' level of physical comfort while using edtech affects their level of engagement "some" or "a lot."⁶

TUNED FOR LEARNING

Zone Learn's audio drivers are tuned for voice clarity—not music—creating an optimal learning experience for students listening to teachers or educational apps.

AUDIO PICKUP

The stowaway mic with 120° swivel enables optimal placement so students can speak and be heard clearly.

LIGHTWEIGHT HEADBAND ARC

Soft comfort layer with even weight distribution, designed for students' heads.

TILTABLE PADDED LEATHERETTE EARPADS

360° micro-articulating cups and soft on-ear or over-the-ear earpads, sized to conform around ears to provide maximum comfort for multiple class periods.

ADJUSTABLE SLIDER ARMS

Students get a perfect fit and a headset that stays in position.

BUILT FOR SCHOOL REALITIES



PLUG-AND-PLAY CAPABILITIES

Zone Learn's interchangeable cords and connectors allow it to work with any device with USB-A, USB-C, or 3.5mm AUX audio ports.

DURABLY BUILT

Withstands what the school day brings from juice spills and sticky fingers to chewed cords and drops up to 4 feet.

WIPE TESTED

Easy to clean with student collaboration and shared use in mind.

BUILT FOR SUSTAINABILITY



31% US school-purchased headsets that end up in landfills annually.

75% US school replacement rate for headsets per year.⁷

EASILY REPAIR, UPDATE, OR UPGRADE

Zone Learn is ready to use year after year with replaceable ear pads and cables for easy repair and upgrades.

Explore the complete solution set from Logitech at logitech.com/education

logitech | for education

For more information, contact Logitech Education Sales. Education@Logitech.com

www.logitech.com/education

¹ World Health Organization Noise Fact Sheet (April 2010)
² Novanta, G., Garavelli, S., Sampalo, A., Is the Level of Noise in a School Environment Harmful to the Hearing of Teachers Study (2020)
³ EPOS Understanding Sound Experience Study (2020)
⁴ Cherilus, L. Oregon research study 2004
⁵ Zhang B, Navejar R. Effects of ambient noise on the measurement of mathematics achievement for urban high school students. Urban Education. 2018;53(10):1195-1209. doi:10.1177/0042085918755555
⁶ Logitech and EducationWeek Survey (August 2022)
⁷ Logitech Ed Council Headset Survey, 18 ITDM and teacher respondents. Weighted for school size.
⁸ <https://hearinghealthfoundation.org/decibel-levels>