The Science of Student Attention

What 600+ educators and administrators are seeing in classrooms

logitech | FullScale

Educators agree: edtech hardware can enable deeper learning

Primary and secondary students are growing up immersed in fast-moving digital content. From an early age, they scroll, swipe, and switch between apps, video and other media. That changes how they focus and participate in learning experiences. **How should schools and districts respond, and how does technology fit into the big picture?**

To investigate that question, Logitech and FullScale surveyed more than 600 educators and administrators. **Their answers reveal that student attention span is a major barrier to learning, with most students able to focus on complex tasks for only 6–20 minutes before becoming distracted.**

However, the research also reveals an opportunity. Digital experiences, including those mediated by edtech hardware, significantly extend student engagement. The benefit is clearest when those experiences are interactive, visual, and multimedia-driven.

High-quality, easy-to-use tools help reduce friction, support personalized learning, and allow educators to focus on meaningful teaching practices. Ultimately, the research positions hardware as a key enabler of engagement and deeper learning outcomes in modern classrooms.

91%

OF EDUCATORS

believe integrating technology is essential for deeper learning.

ABOUT THE RESEARCH

Logitech & FullScale conducted a national study with 676 primary and secondary leaders and educators.

Participants included:

330 **Classroom instructors**

290 **School administrators**

56 **District staff**

Respondents represented schools and districts in 47 U.S. states, capturing a variety of roles and perspectives.

Time on task

The educators in the survey point to attention span as the biggest barrier to deeper learning.

47%

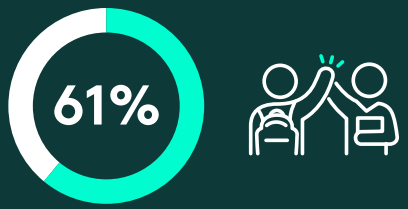
OF EDUCATORS AND ADMINISTRATORS

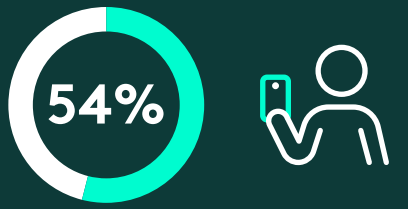
say short attention spans are their top challenge in keeping students engaged.

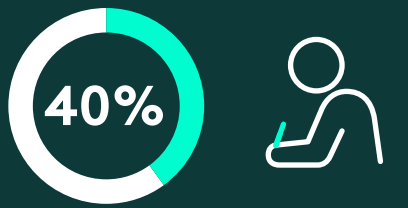
Students today can typically stay focused on complex tasks for just 6 to 20 minutes before becoming distracted.

External factors play a major role in this finding. According to the research, the biggest disruptors to sustained focus are other students, personal devices like cellphones, and preference for highly stimulating digital content.

What factors contribute to short attention spans?







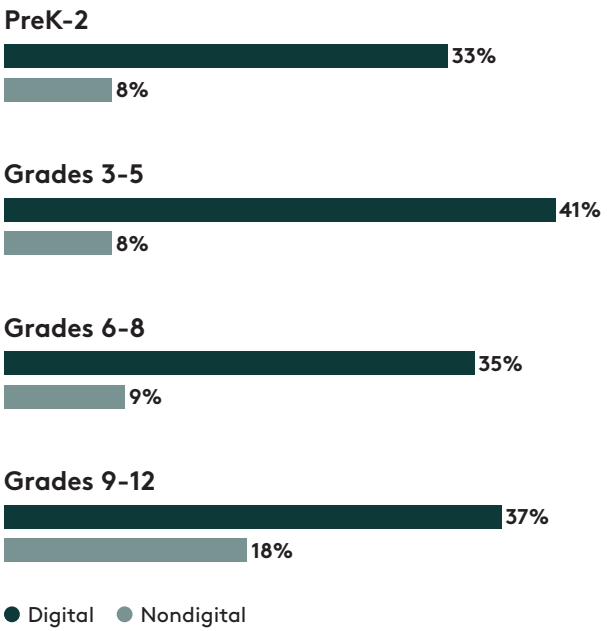
These external factors make it difficult for students to stay engaged long enough for deeper learning to occur. To move beyond surface-level engagement, classrooms need tools and strategies designed to sustain focus and support meaningful interaction.

Digital tools extend engagement

While attention spans may be limited, the research reveals that the right digital experiences can significantly extend how long students stay engaged and how deeply they learn.

Across grade levels, educators consistently report that students remain focused longer when learning has digital components. 41% say students stay engaged for more than 20 minutes with digital activities, compared to just 8% with non-digital methods. Even in high school, where attention spans are typically longer, digital tools nearly double sustained engagement (37% vs. 18%).

Which activities keep students engaged for more than 20 minutes?



Access and training gaps

Digital tools offer a clear opportunity to engage students, but realizing that potential depends on access to edtech that aligns with educator needs and skills. When tools are unavailable, unreliable, hard to use, or require extensive training, friction occurs that disrupts instruction and breaks student focus.

81%

OF EDUCATORS

say implementing deeper learning strategies is somewhat to very difficult.

Conversely, when tools are available and intuitive to use and integrate, they make it easier to implement important classroom practices like collaboration, discussion, and project-based learning.

"Deeper learning is easier when students have access to good resources, technology, and a classroom that encourages curiosity and teamwork."

— SURVEYED EDUCATOR

The research shows that educators need technology with features that make integration easy:

1.

Reliable and high-quality

2.

Easy to use

3.

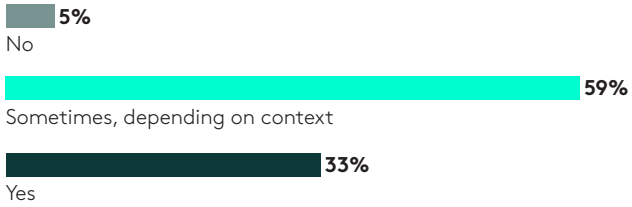
Designed to boost interactive experiences

Hardware, software, or both?

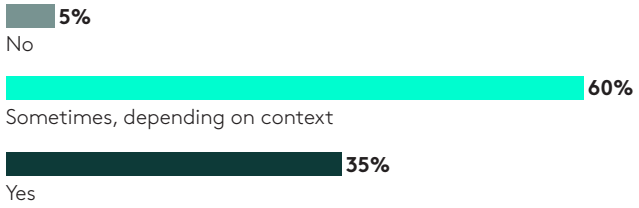
While software often takes the spotlight, the research shows that hardware plays an equally important role in enabling deep learning experiences. Survey respondents agreed that hardware and software both have the potential to engage students—depending on the context. Hardware tools can provide physical and sensory interaction that helps learning stick.

Does hardware or software have the greatest potential to hold learners' attention during demanding tasks?

Hardware



Software



Educators' opinions about the role of edtech overall were resolute: Over 90% of them said that sustaining engagement and deepening learning require technology.

91% OF EDUCATORS

believe integrating technology is essential for deeper learning.

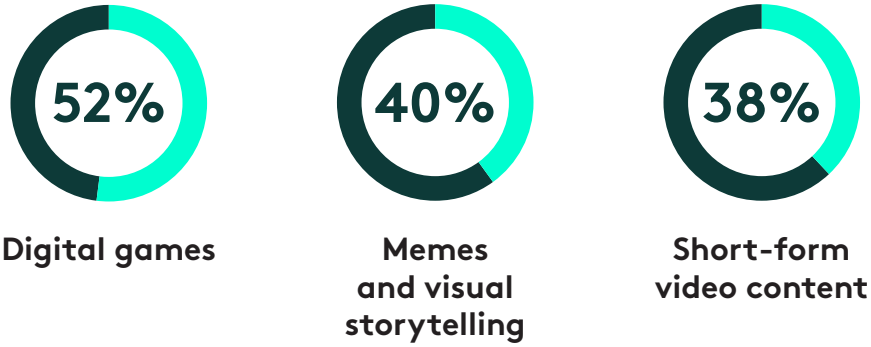
Matching tools to context

If digital tools help extend attention, the next question is, in which classroom contexts? Educators consistently point to interactive, student-centered experiences as the most effective way to move beyond surface-level engagement. When asked which strategies best promote deeper learning, educators highlighted individualized or adaptive learning paths, interactive and visual learning tools, gamified experiences, and project-based learning with technology integration.

Key classroom activities & solutions

Elements of digital culture are making their way into classroom instruction, as educators find creative ways to meet students where they are and hold their attention.

Top activities include:

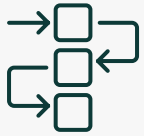


These approaches are most likely working because they mirror how students naturally engage with information outside the classroom: through visuals, interactivity, and quick exchanges.

The power of visibility

The Fullscale and Logitech survey shows that educators are increasingly using video, cameras, and visual tools to support deep learning. They report building new skills around creating short-form video content, building content libraries, using cameras for instruction, and designing multimedia learning experiences to better engage students.

Visual tools can help educators:



Demonstrate complex concepts step by step

Capture and share lessons for later review

Extend learning beyond the physical classroom

Support multiple learning styles through visual clarity

Logitech video solutions like **Reach,** **Mevo,** and **Scribe** support the interactive, multimedia, and demonstration-based learning formats that educators find helpful.

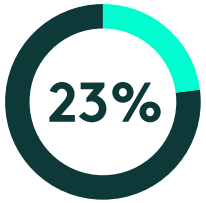
4 key practices

Educators in the survey identified four teaching practices as the most effective for promoting deeper learning:

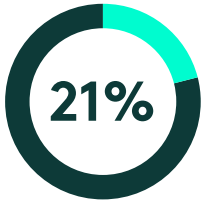
1. **Individualized learning paths**
2. **Interactive or visual activities**
3. **Gamified experiences**
4. **Project-based learning**

Logitech helps bring these practices to life with intuitive, student-centered solutions designed for easy classroom integration.

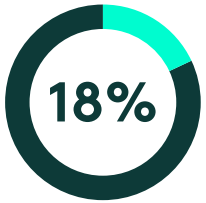
What have you found most effective in promoting deeper learning among today's learners?



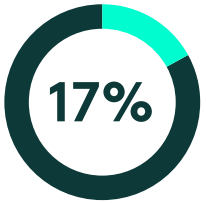
Individualized or adaptive learning paths



Interactive and visual learning tools



Gamified learning experiences



Project-based learning

The common thread in these four practices is that they require students to actively participate rather than passively consume information.

Solution spotlight

Logitech Zone Learn Headset

GREAT FOR:

Individualized learning

Made for focus in busy learning environments, **Zone Learn** helps reduce background noise and distractions. This allows students to stay engaged in individualized learning, supporting a variety of classroom activities from digital games to voice-based language apps and collaborative discussions.

- Durable, learning-friendly design
- Comfortable, adjustable fit
- Optimized for voice audio
- Swappable cords and earcups to reduce replacements

Logitech Reach Content Camera

GREAT FOR:

Interactive & visual experiences

Reach enables precise, hands-on demonstrations by capturing clear, close-up views of non-digital materials, tools, and processes. Whether it's a science experiment or an art project, all students get a front-row view.

- Flexible, easy-to-position design
- High-quality camera clarity
- One-touch positioning and stability
- Plug-and-play setup

Solution spotlight

Logitech Crayon

GREAT FOR:

Gamified learning

Crayon transforms touchscreens into creative learning tools during digital games or storytelling exercises. Students can annotate texts, sketch ideas, solve problems step-by-step, and express their understanding visually. This supports multiple learning styles and opens up use cases across subjects.

- Pixel-precise input
- Seamless compatibility with iPad devices
- Long battery life with quick charging
- Durable design to withstand heavy use

Logitech Mevo Webcam

GREAT FOR:

Project-based learning

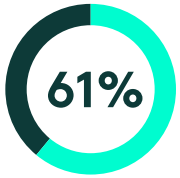
Mevo supports flexible video creation and streaming, making it easy to record high-quality lessons, student presentations, and collaborative projects. This allows educators to build a library of reusable content and encourage students to get creative.

- Easy setup, recording, and streaming from mobile devices
- Professional-quality visuals for lessons and projects
- Flexible mounting and portability
- Multi-camera streaming capabilities for dynamic, engaging experiences

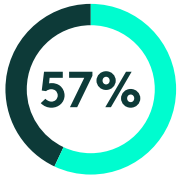
Best practices for attention

Educators in the survey also shed light on the learning formats where edtech shines. The research shows that they are already integrating technology into core instructional formats that promote active learning. Hardware is being used most effectively in ways that require participation, interaction, and critical thinking.

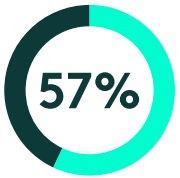
Direct instruction



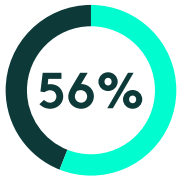
Whole-class discussion



Project-based learning



Personalized learning



Collaborative learning

Instead of passively receiving information, students in these classrooms are being asked to contribute ideas and demonstrate understanding in more dynamic ways.

The solutions that educators identify as most important for these formats include headsets, styluses, webcams and content cameras, and presentation tools.

STYLUSES	HEADSETS	CAMERAS
↓	↓	↓
Creation, annotation, and comfort	Focus and communication	Visibility and shared understanding

Logitech Scribe Whiteboard Camera

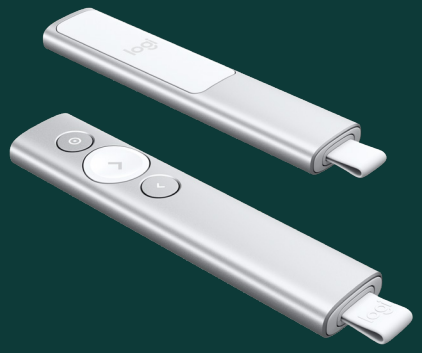
Scribe brings whiteboard content into digital spaces in real time, ensuring that every student can clearly follow along. By making written instruction visible and shareable to the whole class, it reinforces understanding for everyone.

- Captures sticky notes
- AI transparency effect offers unobstructed view of whiteboard
- Plug-and-play functionality
- Crystal-clear video quality

PRESENTATION TOOLS

↓

Lesson flow and clarity



Logitech Spotlight

Spotlight helps educators enhance dynamic presentations full of the memes and emojis that capture student attention. By highlighting key information, zooming in on details, or emphasizing important concepts, educators can keep students focused during lessons.

- Advanced pointing and highlighting (spotlight, magnify, and digital laser modes)
- Cursor control from anywhere in the room
- Intuitive slide navigation
- Long wireless range and reliable connectivity

"Using hardware as a tool to personalize learning can sustain student focus and deepen learning. When educators are supported to align hardware, software and creative teaching practices, technology becomes a catalyst for student engagement."

Madeleine Mortimore
Global Education Innovation and Research Lead, Logitech

Turning engagement into deeper learning

Today's learners face constant distractions and shorter attention spans, but the Logitech and Fullscale research shows that, with the right approach, those challenges can become opportunities.

The key is moving beyond technology for its own sake and focusing on purposeful integration. Hardware tools must align with how students learn best: through interaction, collaboration, and creation. And just as importantly, they must be reliable and easy to use, so that educators can put their creativity and experience to work.

To learn more, visit logitech.com/education.
Read the entire full report here.

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