

Microsoft Education: By the Numbers

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More Schools Are Choosing Microsoft

The leaders, creators and innovators of the future are sitting in today's classrooms, and technology is changing the way these students work, communicate, create and learn. At Microsoft, we are working hard every day to give educators the tools they need to unlock limitless learning for students, so they can achieve their wildest ambitions in life. With the extensive growth of our product portfolio in the past year, we're proud to see more and more schools choosing Microsoft as their technology partner.

Windows: The #1 Platform in K-12 Education

- Windows is the leading platform for education worldwide. According to Futuresource, the worldwide education market grew 15 percent year-over-year. Windows sales grew 4.3 percent in the US on devices under \$300 USD and 8.2 percent on devices over \$300 USD.¹
- More than 1 million new Windows 10 devices are being used by students in K-12 and higher education every month.²
- With Intune for Education and the Set up School PC app, schools can set up a classroom in less than an hour and save up to 70 percent compared to the Google Management Console.*
- Using the [digital] pen on their devices led to 9-38% improvement in performance from students.³

Office 365: Empowering Personalized, Collaborative Learning

- Today, there are over 100 million monthly active users of Office 365.²
- OneNote has grown more than 75 percent in the last year, and more than 15 million new student notebooks have been created in OneNote since the start of the school year.²
- Microsoft Learning Tools has more than 7 million monthly active users across Word, OneNote, Outlook, Microsoft Edge, and Office Lens² and is supported in more than 30 languages. Learning Tools has been shown to increase reading speed and comprehension for students of all abilities, leading to test scores that are 10 percent higher than students who did not use Learning Tools.⁴
- Nearly half a million students participated in Microsoft's annual Skype-a-Thon in November.

STEM Curricula That Spark Creativity

- Nine out of ten teachers see creativity as central to future careers and 93 percent of students view technology as key.²
- [Minecraft: Education Edition](#) is being used in more than 115 countries around the world and offers over 250 free lesson plans to help teachers get started.²
- Educators in 75 countries are currently using our [Hacking STEM](#) lesson plans, free hands-on lesson plans that plug into Excel.²
- Studies show improved test performance and passion for learning among students who experience 3D content, girls in particular.⁶

Our Ongoing Philanthropic Commitment to Education

- In 2017, Microsoft donated more than \$1.2 billion in software and services, helping over 90,000 nonprofit organizations around the world access the technology and skills they need.
- Microsoft provided more than \$75 million in YouthSpark grants to improve digital literacy and expand access to computer science to hundreds of high schools. More than 80 percent of students benefitting from YouthSpark grants are from underserved communities, and more than half are female.²
- Microsoft proudly supports [TEALS](#), which brings computer science engineers into classrooms in 348 high schools across the country

¹ <https://www.futuresource-consulting.com/Press-Q3-2017-Mobile-PC-Sales-in-Education-1217.html>

² Microsoft Internal Telemetry Data, January 2018

³ [Computer interfaces and their impact on learning by Sharon Oviatt, Research reference](#)

⁴ RTI International's Center for Evaluation & Study of Educational Equity, October 2017 study

⁵ <http://news.adobe.com/press-release/creative-cloud/new-adobe-study-shows-gen-z-students-and-teachers-see-creativity-key>

⁶ <http://diggingdeeper.pbworks.com/f/Developing+Spatial+Skills.pdf>

⁷ <https://www.microsoft.com/en-us/philanthropies/impactletter.aspx>

*Based on a calculation of 500 faculty and staff, 2000 devices, a device refresh cycle of 4 years, and a Google MSRP of \$30 per device for the lifetime of the device.