Intel Powers a Wide Range of Choices to Meet Educators and Students’ Needs

Student Usage
- Programming & Coding
- Digital Content Creation
- Video Conferencing/Remote Learning Access
- Web Apps & Productivity Tools
- Digital Content Access
- Esports
- AI & Machine Learning
- Simulation & Modeling
- Data Science
- Operations + Management
- Teachers & Students, ages 15-18
- Students, ages 11-14
- Students, ages 5-10

Fundamentals of a Technology Platform for Anywhere Learning
- Connectivity
- Manageability
- Security
- Graphics Performance
- Audio/Video Performance
- Computing Performance