The editors of District Administration magazine are proud to present the 2013 Readers’ Choice Top 100 Products. This year’s winners were chosen from more than 1,800 unique nominations sent by K12 leaders who detailed the products’ positive impacts on their schools.

With the number of nominations nearly doubling since last year—and hundreds of passionate testimonials written by administrators—choosing the final products wasn’t easy. After carefully narrowing the list down based on the quality and quantity of the testimonies, the editorial board is confident that this year’s Top 100 Products showcases the best of the best.

In recognizing the most innovative products, the award informs superintendents and other senior school district leaders about products their colleagues around the country are using to help their districts excel.

Winning products this year demonstrate how extensively the internet, mobile devices, and other new technologies are being used in classrooms. The list includes a variety of online tools, learning management systems, mobile apps, and devices. And there also are products that protect schools, help with student/teacher assessment, and keep district offices organized.

Some of the winners have been making an impact at schools for years and are repeat Top 100 winners. But also selected are many new products that are impacting classrooms and central offices across the country. And for the first time, winning companies have also been recognized with honorable mentions if they received nominations for multiple products.

District Administration is pleased to present its annual Readers’ Choice Top 100 Products, at the following link, in random order – http://bit.ly/1aAxUgD. We hope that these products can help make a difference in your district and inspire innovation in the world of K12. Congratulations to the winners!

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**Globaloria**

**Company:** World Wide Workshop

A K12 social-learning platform, Globaloria teaches young people how to design and code educational games. Each Globaloria course provides a 40- to 100-hour game-design curriculum using industry-standard tools, a customized learning platform, and programming and design tutorials. Online coaching by industry experts and educator professional development is also available.

[gaming systems, Reader’s Choice Top 100 Products]