

FROM TRADITION TO INNOVATION: EDTECH STARTUP RESHAPING MODERN EDUCATION

*** Ishani Santosh Pandey, ** Payal Balwant Ram, *** Saukhya Gopal Tambat
& **** Dr. Sadhana Kapote**

** Research Scholars', KLE Society's Science & Commerce College-Kalamboli.*

*****Guide, KLE Society's Science & Commerce College-Kalamboli.*

Abstract:

The advent of EdTech startups has redefined the traditional boundaries of education, driving a paradigm shift from conventional chalkboards to dynamic digital platforms. This study, "From Chalkboards to Clicks: Exploring the Transformative Impact of EdTech Startups on Modern Education," investigates the profound influence of these startups on the education ecosystem. The research focuses on four key objectives: (1) analyzing the effectiveness of EdTech solutions in improving student engagement, learning outcomes, and overall educational experiences; (2) assessing their impact on educators in terms of professional development, pedagogy, and technological adaptability; (3) examining how EdTech startups tackle challenges related to accessibility, affordability, and quality; and (4) proposing innovative strategies to ensure sustainable growth and inclusivity in the sector.

Through a robust methodological framework combining data analysis, case studies, and expert insights, this research uncovers both the opportunities and challenges posed by EdTech innovations. The findings illuminate how these startups are not only transforming the way students learn but also empowering educators and democratizing education. The study concludes with actionable recommendations to fortify the EdTech ecosystem, fostering an equitable and technology-enabled future for learners and educators alike.

Keywords: *EdTech startups, modern education, student engagement, accessibility, inclusivity.*

Copyright © 2025 The Author(s): This is an open-access article distributed under the terms of the Creative Commons Attribution 4.0 International License (CC BY-NC 4.0) which permits unrestricted use, distribution, and reproduction in any medium for non-commercial use provided the original author and source are credited.

Introduction: Over the years, the education industry has experienced substantial changes, primarily due to technological breakthroughs that have altered teaching and learning. At the core of this development is educational technology, or EdTech, which combines technology and education to improve learning results, accessibility, and engagement. EdTech responds to the evolving needs of contemporary educational

institutions by integrating cutting-edge tools and platforms. This essay examines EdTech's development, impact, and difficulties, highlighting how it is reshaping education for the digital age. Important studies by Rodriguez-Segura (2022) and Khanna (2023) show how EdTech promotes creativity and inclusivity, especially in underprivileged areas.



Figure 1.1: Edtech illustration. (Source: shutterstock.com)

1. What is EdTech?

EdTech combines platforms, tools, and tactics powered by technology to improve education. It consists of technology, software, and online resources that enhance teacher and student learning. Prominent EdTech companies in India, such as Unacademy, Byju's, upGrad, Udemy, Coursera, Vedantu, and Simplilearn, provide solutions for professional skill development, higher education, and K–12, transforming learning via digital innovation.

2. History of EdTech

From simple tools like lantern slides and printed materials (Cuban, 1986) to sophisticated interactive technology, EdTech has developed over the course of a century. Computer-based training and educational software became popular in the 1980s (Papert, 1980), and virtual learning platforms like Blackboard were introduced in the 1990s (Harasim, 2017). Mobile phones and MOOCs increased access

to education by the 2000s (Pappano, 2012). Engagement and personalisation have been further improved by recent developments such as gamified learning, AI-driven platforms, and VR/AR (Wang, 2020).

3. Impact of EdTech on Education

EdTech has transformed education by eliminating geographical and economical constraints. AI-powered tools, virtual classrooms, and digital libraries improve accessibility and customise education. Gamification and simulations increase participation, and hybrid models encourage lifelong learning. But issues like data privacy, the digital divide, and less classroom contact still exist.

Due to government initiatives and internet growth, the EdTech market in India is expected to increase from \$7.5 billion in 2024 to \$30 billion by 2030 (Virtue Market Research, 2024).

4. Edtech Startups timeline pre-Covid vs post-Covid



Figure 1.2: Gantt Chart.

(Source: Self – made through various articles)

The timeline shows how EdTech companies have grown before, during, and after COVID-19 in a number of stages, including product ideation, fundraising, customer acquisition, scaling, and expansion. Product ideation took 180 days, fundraising took 183 days, and scaling operations

took 364 days before COVID. Due to the increase in demand for online learning, the process sped up during and after COVID, cutting the time for product ideation to 90 days, fundraising to 182 days, and scaling operations to 729 days. Following the epidemic, the emphasis has turned to Partnership &

Expansion (364 days) as a means of long-term growth.

5. Need for Study

The integration of technology into education through EdTech startups has transformed learning, offering innovative solutions to improve accessibility, engagement, and quality. However, challenges persist in evaluating their effectiveness in enhancing learning outcomes, supporting educators, and addressing issues of affordability and inclusivity. This study is crucial to assess the impact of EdTech solutions on modern education and propose strategies for sustainable growth, ensuring equitable access and improved teaching and learning experiences.

6. Statement of Problem

The EdTech industry faces challenges in ensuring effectiveness, as tools must yield measurable outcomes, not just engagement. Integration with traditional systems is hindered by resistance and poor infrastructure. Accessibility is crucial, with many learners lacking devices or internet, deepening the digital divide. Sustainability is tough amid rapid tech advancements, requiring innovation while keeping costs low. Overcoming these challenges demands collaboration, strong educator training, and personalized learning to ensure equitable, impactful education for all.

Review of Literature:

EdTech has significantly transformed modern education, addressing key opportunities and challenges. This review highlights themes like accessibility, affordability, technological advancements, sustainability, scalability, and policy. It also identifies issues such as digital inclusion, sustainable solutions, and the need for proper legal frameworks. The use of AI and learning analytics further enhances learning outcomes, offering valuable insights into EdTech's evolving role in education.

1. General Overview: (Rodriguez-Segura 2022) studies EdTech's impact in underdeveloped countries, addressing digital divides, while (Khanna 2023) focuses on its benefits in India's SME sector. (Ally 2021) and (Anderson 2020) highlight mobile learning and digital tech's role in classrooms. (Huang & Johnson 2020) and (Kulik 2022) explore computer-based learning and AI's support for educators. (Johnson & Adams Becker 2020) look at AI and VR, while (Duncan & Harland 2019) and (Graham 2017) support blended learning in higher education. (Bates 2019) offers strategies for digital learning, and (Sharma & Mehta 2020) examine gamification's impact on students. These studies reveal EdTech's potential and challenges.

2. EdTech's Impact on Student Engagement and Learning Outcomes: EdTech has improved higher education participation and learning outcomes. (Bedenlier et al., 2020) emphasized its role in promoting active learning while addressing pedagogical and access challenges. (Donahoe, 2019) stressed the need for teacher preparation to use digital tools effectively, while (Clarke, 2001) recognized EdTech's role in fostering participation but warned of its complexity. (Jaguri, n.d.) highlighted the benefits of interactive technologies, alongside issues like screen fatigue and digital literacy gaps. (Cheung, 2012) found teacher-led programs to be most effective for literacy.

3. Teacher Perceptions and Professional Development: The implementation of EdTech is contingent upon the progress and viewpoints of educators. (Davidson, 2014) discovered that inadequate training and resources impede the usage of technology. (Fernández-Batanero et al., 2021) emphasised the need for support and the stress caused by the rapid evolution of technology. (Cagiltay, 2019) mentioned difficulties with special education training. (Sikandar, 2022) connected

post-COVID-19 EdTech adoption and opposition to job stability. (Jain et al., 2021) brought up accessibility issues, while (Nancy & Muthupandi, 2024) talked about microlearning for teacher development. In order to overcome scalability concerns, (Khanna et al., 2023) looked at adaptive learning and gamification.

4. Accessibility and Affordability of EdTech: The literature highlights ongoing accessibility issues with EdTech, particularly in low-income areas. While ICT affordability has improved, challenges remain in underserved regions (ITU, 2022). To address cost constraints, Mitchell and D'Rozario (2022) suggested affordable solutions like open-source software. (Dinc, 2017) advocated for WCAG-compliant web-based learning for students with disabilities. To enhance accessibility, (Nikolaevic, 2022) proposed solutions for Russian EdTech companies facing challenges in international markets.

5. Technological Advancements and Future Trends Emerging technologies are reshaping education. (Weller, 2018) discussed environmental concerns and EdTech innovations like open resources and learning management systems. (Putri, 2024) examined the metaverse's role in interactive learning, noting training and economic challenges. (Romiszowski, 2004) and (Ely, 1999) emphasized institutional readiness. (Cardona, 2023) addressed privacy, equity, and AI's role in personalized learning. (Butt, 2018) called for further research on haptics and VR in immersive education.

6. Sustainability and Scalability: EdTech requires scalability and sustainability. In their analysis of India's EdTech industry, (Bansal et al. 2023) identified growth obstacles such as the digital divide. (Ip 2024) discussed AI and adaptive learning to improve accessibility. (Doshi 2024) investigated

how EdTech business owners strike a balance between money and instruction. (Costa et al.2024) highlighted EdTech's role in achieving SDG 4, while (Thomas et al. 2024) showed how digital tools support sustainability. These studies emphasize the need for scalable, long-term innovation in EdTech.

7. Policy and Regulation: In EdTech, regulations and policies are essential. (Selwyn 2020) talked about the influence of government regulations on the uptake of EdTech. The (OECD 2021) emphasized the importance of global collaboration on data protection. (Gunter and McGrath 2022) advocated for inclusive AI regulations, while (Kuhn and Mullen 2023) highlighted the importance of public-private partnerships. These studies emphasize the need for balanced regulations that support innovation and protect students.

8. Variables of the Study

The review of literature identified several key variables critical for understanding EdTech's impact and effectiveness in education: 1) Frequency of EdTech Usage, 2) Technology Integration Support, 3) EdTech Training Programs, 4) Affordability Initiatives, 5) Accessibility Measures, 6) Innovative Features, 7) Student Engagement, 8) Learning Outcomes, 9) Professional Development, 10) Quality of Education, 11) User Base Growth, 12) Infrastructure Availability, 13) Socioeconomic Background, and 14) Features of EdTech Tools. While EdTech has transformative potential, offering personalized learning and increased engagement, challenges like accessibility, affordability, and regulation remain. Ongoing innovation, scalable solutions, and inclusive policies are essential to unlock its full potential and create a more equitable, efficient educational system globally.

Research Methodology:

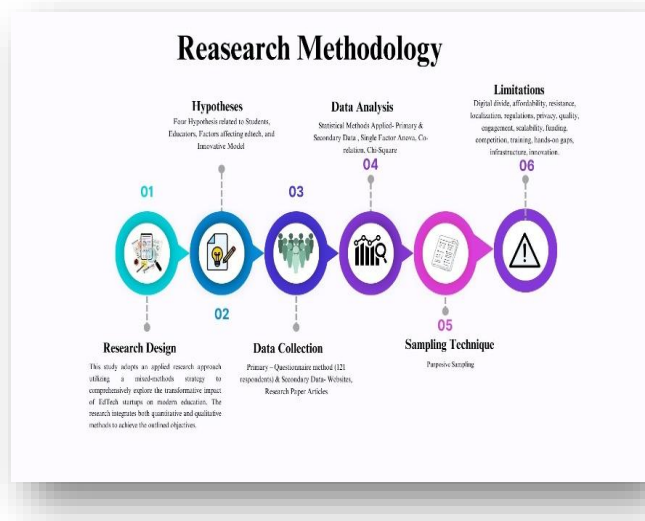


Figure : Research Methodology
(Source: self- made)

This study adopts an applied research approach, utilizing a mixed-methods strategy to comprehensively explore the transformative impact of EdTech startups on modern education. By integrating both quantitative and qualitative methods, the research ensures a holistic understanding of the subject matter and effectively addresses the outlined objectives.

1. Research Design

The research follows a descriptive and comparative design to analyze and evaluate the role of EdTech solutions in enhancing educational outcomes. It compares the effectiveness of EdTech tools against traditional teaching methods, examines the impact on educators, and identifies the factors influencing the success of these solutions.

2. Data Collection

Data will be collected from primary and secondary sources. A structured questionnaire will be distributed to 121 respondents, including students, educators, and industry professionals, to evaluate the effectiveness of EdTech solutions and

implementation factors. Secondary data will be gathered from research papers, websites, and articles on EdTech startups and educational trends for additional insights.

3. Questionnaire Development and Reliability

The questionnaire was designed to evaluate the impact of EdTech on student engagement, educator development, and its overall effectiveness. Reliability tests showed that Cronbach's Alpha was 0.758, Split-Half Reliability was 0.631, and Spearman-Brown Correlation was 0.774, confirming the instrument's consistency and reliability for the study.

4. Data Analysis

Data will be analyzed using Excel for descriptive statistics and the Kruskal-Wallis One-Way ANOVA test to compare EdTech solutions' effectiveness. The Chi-Square test will examine relationships between categorical variables, and Factor Analysis in SPSS will identify underlying factors affecting EdTech effectiveness. These methods will provide a comprehensive analysis of the research hypotheses.

5. Objectives

The study is guided by the following objectives:

1. To analyze the effectiveness of EdTech solutions in enhancing student engagement, learning outcomes, and overall educational experience.
2. To evaluate the impact of EdTech startups on educators, including their professional development, teaching methods, and technology integration.
3. To identify the factors influencing the effectiveness of EdTech solutions.
4. To propose innovative strategies for sustainable growth in the EdTech sector.

6. Underpinning Theories

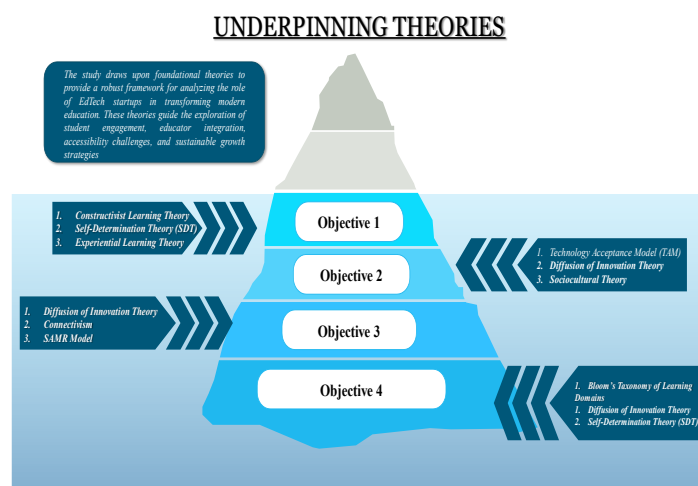


Figure 2.2: Iceberg underpinning theory model.

(Source: Self made)

This study draws on 9 key theories integrated into an iceberg model to provide a comprehensive framework aligned with its objectives. For **Objective One**, examining EdTech effectiveness, theories like **Constructivist Learning Theory**, **Self-Determination Theory (SDT)**, and **Experiential Learning Theory** emphasize interactive and experiential learning approaches. **Objective Two**, focusing on EdTech's impact on educators, is supported by the **Technology Acceptance Model (TAM)**, **Diffusion of Innovation Theory**, and **Sociocultural Theory**, which address technology adoption and collaboration. To address **Objective Three**, exploring accessibility and quality, **Diffusion of Innovation Theory**, **Connectivism**, and the **SAMR Model** guide understanding of adoption patterns and transformative educational practices. Finally, **Objective Four**, proposing sustainable

strategies, is grounded in **Bloom's Taxonomy**, **Diffusion of Innovation Theory**, and **Self-Determination Theory (SDT)**, ensuring impactful recommendations for EdTech growth.

7. Hypotheses

The study is guided by the following hypotheses:

1. **H₁ (Alternative Hypothesis):** EdTech solutions significantly enhance student engagement, learning outcomes, and overall educational experience compared to traditional teaching methods.
2. **H₂ (Alternative Hypothesis):** EdTech startups positively impact educators by improving professional development, teaching methods, and technology integration.
3. **H₃ (Alternative Hypothesis):** There exist factors that influence the effectiveness of EdTech solutions.
4. **H₄ (Alternative Hypothesis):** Innovative strategies derived from the analysis of EdTech startups will significantly contribute to the sustainable growth of the sector.

8. Sampling Techniques

Purposive random sampling was used to collect data from active EdTech users in Mumbai, with 121 student and 21 teacher responses. The study also examines research papers from 2001 to 2024, ensuring a comprehensive analysis.

9. Limitations

Key limitations include the digital divide, educator resistance, geographic and economic variations, data privacy concerns, engagement challenges, scalability, limited funding, competition, and gaps in teacher training and infrastructure, all impacting EdTech adoption and success.

DATA ANALYSIS AND INTERPRETATION
1.: Questionnaire development and Reliability testing

The questionnaire's reliability was evaluated using metrics including Cronbach's Alpha, Split-Half Correlation, and Spearman-Brown Prophecy, all of which showed adequate consistency. The dependability of the questionnaire was further reinforced by descriptive statistics and reliability indices.

Table 1: Reliability Statistics

Cronbach's Alpha	0.75808762
Split-Half (odd-even) Correlation	0.63181119
Spearman-Brown Prophecy	0.77436801
Mean for Test	35.4876033
Standard Deviation for Test	4.47234977
KR21	6.13559708
KR20	6.30484832

(Source: Primary Data)

Descriptive data and test reliability are shown in the table. Cronbach's Alpha of 0.7581 indicates adequate internal consistency. The split-half (odd-even) correlation is 0.6318, while the Spearman-Brown Prophecy, at 0.7744, forecasts overall reliability. The test's mean score is 35.49 with a standard deviation of 4.47. KR21 (6.14) and KR20 (6.30) highlight reliability based on item attributes. Overall, the test demonstrates respectable reliability with scope for improvement.

2.: Hypothesis (H₁) Testing using Kruskal-Wallis ANOVA
Table 2: ANOVA Results

Anova: Single Factor

SUMMARY					
Groups	Count	Sum	Average	Variance	
student engagement	121	300	2.479339	0.801653	
Learning outcome	121	460	3.801653	0.543664	
overall educational experience	121	425	3.512397	0.718595	
ANOVA					
Source of Variation	SS	df	MS	F	P-value
Between Groups	116.9421	2	58.47107	84.99066	0.0001
Within Groups	247.6694	360	0.687971		3.0208
Total	364.6116	362			

(Source: Primary Data)

The three groups—student involvement, learning outcome, and overall educational experience—show significant differences, with a very low P-value (0.0001) and a high F-statistic (84.99066 vs. 3.0208). This indicates distinct and measurable differences between their means. Based on the ANOVA results, the null hypothesis should be rejected, and the alternative hypothesis, suggesting significant differences among the groups, should be accepted.

3.: Hypothesis (H_2) Testing using Chi-Square Test Analysis

To identify if EdTech startups significantly impact educators in terms of professional development, teaching methods, or technology integration, a chi-square test was conducted.

Table 4.3: Chi-Square Test Analysis

Chi-Square	df	P
9.83	8	0.2772
Cramer's V = 0.2816		

Data Entry

	B ₁	B ₂	B ₃	B ₄	B ₅	Totals
A ₁	8	10	0	2	1	21
A ₂	10	8	0	1	2	21
A ₃	4	10	3	2	1	20
A ₄	-----	-----	-----	-----	-----	-----
A ₅	-----	-----	-----	-----	-----	-----
Totals	22	28	3	5	4	62

Reset Calculate

Note that 9 of your expected cell frequencies are smaller than 5. For a rows by columns chi-square test, at least 80% of the cells must have an expected frequency of 5 or greater, and no cell may have an expected frequency smaller than 1.0. For a 2x2 table, the chi-square test is valid only if all expected cell frequencies are equal to or greater than 5. If this requirement is not met for a 2x2 table, use instead the Fisher Exact Probability Test. The Fisher Exact Test is also available for 2x3, 2x4, and 3x3.

(Source: Primary data)

The null hypothesis (H_0) cannot be rejected, as the p-value (0.2772) exceeds the significance level (0.05). The chi-square test results show no statistically significant correlation between the variables. Additionally, nine expected cell frequencies were less than five, violating the assumptions for a valid chi-square test. The Cramer's V value (0.2816) suggests a moderate correlation, though the lack of statistical significance impacts the reliability of the results.

4.: Hypothesis (H_3) Testing using Factor Analysis

To identify factors influencing the effectiveness of EdTech solutions, a factor analysis was conducted,

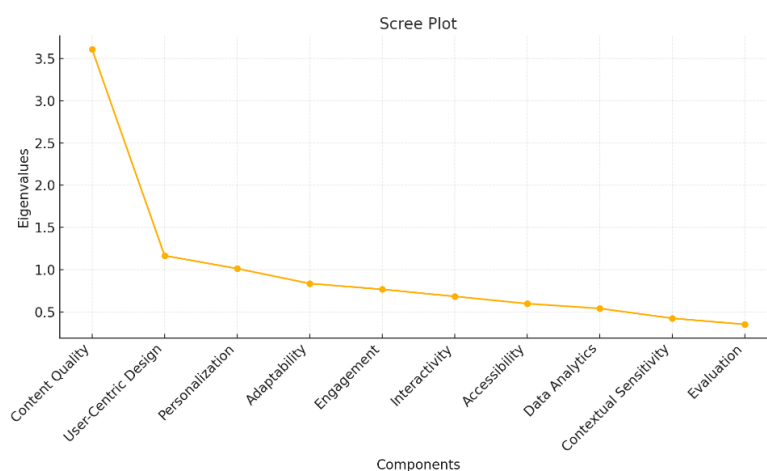
Table 4.4: Factor Analysis

KMO and Bartlett's Test		
Kaiser-Meyer-Olkin Measure of Sampling Adequacy.		.852
Bartlett's Test of Sphericity	Approx. Chi-Square	276.222
	df	45
	Sig.	.000

Component	Total Variance Explained					
	Initial Eigenvalues			Extraction Sums of Squared Loadings		
	Total	% of Variance	Cumulative %	Total	% of Variance	Cumulative %
Content Quality	3.607	36.073	36.073	3.607	36.073	36.073
User Centric Design	1.167	11.673	47.746	1.167	11.673	47.746
Personalization	1.014	10.137	57.883	1.014	10.137	57.883
Adaptability	.837	8.369	66.252			
Engagement	.768	7.684	73.936			
Interactivity	.685	6.854	80.790			
Accessibility	.599	5.989	86.779			
Data analytics	.542	5.418	92.197			
Contextual Sensitivity	.426	4.265	96.462			
Evaluation	.354	3.538	100.000			

Extraction Method: Principal Component Analysis.

(Source: Primary Data)



(Source: Primary Data)

User-Centric Design (11.673%), Personalisation (10.137%), and Content Quality (36.073%) account for 57.883% of the variance, highlighting their importance in user engagement. User-Centric Design focuses on accessibility, Content Quality on relevant, high-quality content, and Personalisation on customization for specific needs. The "elbow" in the scree plot confirms the dominance of these three elements, as they have the highest eigenvalues.

This suggests that focusing on them effectively streamlines analysis without losing key insights.

Summary of Findings: With a Cronbach's Alpha of 0.7581, the questionnaire showed reliability. The Kruskal-Wallis test confirmed significant improvements in student involvement and learning outcomes. The chi-square test found no link between EdTech and teachers' growth. Three factors—Content Quality, User-Centric Design, and Personalization—accounted for 57.88% of the variance, with Content Quality having the greatest impact. The scree plot showed these factors are key to successful EdTech. Overall, EdTech benefits students but has little impact on teachers, with design and content quality being crucial.

Suggestions: This research presents a model focused on three dimensions: Enhancing Engagement and Personalized Learning, Addressing Skills Mismatch and Career Guidance, and Improving Collaboration, Teacher Expertise, and Global Exposure. These dimensions provide a strategic framework for the effective implementation and evaluation of EdTech platforms in education.



Figure 1.1: Edtech illustration. (Source: Self made)

The EdVision Pentagon Model transforms EdTech by focusing on three key dimensions: enhancing student engagement, closing skill gaps, and empowering educators. The first dimension, *Enhancing Engagement and Personalized Learning Pathways*, includes multimedia tools, feedback loops, localized content, self-paced modules, gamification, and AI-driven adaptive learning for personalized experiences. The second dimension, *Bridging Skill Gaps and Offering Career Guidance*, links education to employability through AI-powered career counseling, industry-specific curricula, real-time job market analysis, internships, skill certification, and soft skills development. The third dimension, *Empowering Educators and Fostering Global Collaboration*, involves teacher professional development, global project-based learning, recognition programs, and mentorship initiatives for cross-border collaboration and knowledge sharing.

Conclusion:

This study confirmed the transformative impact of EdTech in modern education and tested all hypotheses. The findings show that EdTech significantly enhances learning outcomes, educational experiences, and student engagement. The creation of a new model, focusing on learner-centric design, content quality, and personalization, validated the fourth premise and offered strategies for long-term growth in the EdTech sector. Statistical analysis also pointed to areas for improvement, particularly in technology integration and teacher training. The suggested model addresses these gaps, emphasizing continuous innovation,

collaboration, and inclusive policy to maximize EdTech's impact.

Bibliography:

1. Bedenlier, S., & B. M.-R. (2020). *Integration of EdTech in higher education (arts and humanities focus)*. *Education Technology Journal*. Retrieved from <https://www.educationtechjournal.com/bedendlier2020>
2. Bedenlier, S., & B. M.-R. (2020, January 1). Retrieved from <https://ajet.org.au/index.php/AJET/article/view/5477>
3. Brianna Donahoea, D. R. (2019, August 28).

- Retrieved from
<https://libjournals.mtsu.edu/index.php/ijwc/article/view/1599>
4. Butt, A. L.-E. (2018). Retrieved from
<https://www.sciencedirect.com/science/article/pii/S1876139917301986>
 5. Cagiltay, K. C. (2019). Retrieved from
<https://dergipark.org.tr/en/pub/per/issue/47390/641437>
 6. Cardona, M. A. (2023). AI Report on Education Technologies. U.S. Department of Education. Retrieved from
<https://www2.ed.gov/documents/ai-report/ai-report.pdf>
 7. Cheung, A. C. (2012). Retrieved from
<https://www.sciencedirect.com/science/article/pii/S1747938X12000401>
 8. Davidson, L. Y. (2014). Retrieved from
<https://files.eric.ed.gov/fulltext/EJ1064110.pdf>
 9. Ely, D. P. (1999). Retrieved from
<https://eric.ed.gov/?id=ED427775>
 10. Fernández-Batanero, J. M., M.-G.-R., & R.-R. (2021). Retrieved from
<https://www.mdpi.com/1660-4601/18/2/548>
 11. Irvine Clarke, I. T. (2001, December). Retrieved from
<https://journals.sagepub.com/doi/abs/10.1177/0273475301233002>
 12. ITU. (2022). Affordability of ICT Services Report 2022. International Telecommunication Union. Retrieved from
<https://www.itu.int/itu-d/reports/statistics/2022/11/24/ff22-affordability-of-ict-services/>
 13. Jaguri, S. B. (n.d.). Retrieved from
<http://www.ijlrhss.com/paper/volume-6-issue-9/32-HSS-2288.pdf>
 14. Khanna, P. S. (2023). Retrieved from
https://www.worldscientific.com/doi/abs/10.1142/9789811269554_0009
 15. Mitchell, J., & D’Rozario, J. (2022). Cost-Effective EdTech Paper.
 16. Nikolaevic, S. A. (2022). Internationalization Strategies of Russian EdTech Companies: Barriers and Opportunities.
 17. Putri, M. R. (2024). Retrieved from
<http://ejournal-hipkin.or.id/index.php/hipkin-jer/article/view/9>
 18. Rodriguez-Segura, D. (2022, August). Retrieved from
<https://academic.oup.com/wbro/article-abstract/37/2/171/6333790?login=false>
 19. Romiszowski, A. J. (2004). Retrieved from
<https://www.jstor.org/stable/44428871>
 20. Weller, M. (2018). Retrieved from
[https://oro.open.ac.uk/55708/Aaradhi, V., & Chakraborty, D. \(2024\). EdTech adoption in Indian education. Bibliometric Analysis. Retrieved from https://www.indianedtechtrends.com/aaradhi2024](https://oro.open.ac.uk/55708/Aaradhi_V_&Chakraborty_D_(2024).EdTech_adoption_in_Indian_education.Bibliometric_Analysis.Retrieved_from_https://www.indianedtechtrends.com/aaradhi2024)
 21. Bansal, A., Mehra, P., & Singh, R. (2023). A review of Ed-Tech sector in India. Regional Perspectives in EdTech Development. Retrieved from
<https://www.edtechreviewindia.com/bansal2023>
 22. Cardona, M. (2023). AI and the future of teaching and learning. Ethics and Innovation in Education. Retrieved from
<https://www.aiineducation.com/cardona2023>
 23. Cheung, A. (2012). EdTech’s influence on student reading outcomes. Meta-Analysis. Retrieved from
<https://www.educationaloutcomes.com/cheung2012>
 24. Clarke, I. (2001). Perceptions of marketing students on EdTech tools. Quantitative Survey. Retrieved from
<https://www.marketingeducationtoday.com/clark2001>
 25. Costa, M., Rivera, J., & Chen, S. (2024). Toward

- quality education: Contributions of EdTech to the achievement of the Fourth UN SDG. Sustainable Educational Systems. Retrieved from <https://www.sustainableedtech.com/costa2024>
26. Davidson, L. (2014). ELA teachers' use of EdTech. Qualitative Study. Retrieved from <https://www.edtechresearchhub.com/davidson2014>
27. Dinc, E. (2017). Web-based education and accessibility. Qualitative Study. Retrieved from <https://www.inclusivelearning.com/dinc2017>
28. Doshi, U. (2024). Multi-stakeholder influences on EdTech product direction, purpose, profit, and pedagogy. Stakeholder-Centric EdTech Design. Retrieved from <https://www.stakeholdercentredesign.com/doshi2024>
29. Fernández-Batanero, J. M. (2021). EdTech's impact on teacher stress and anxiety. Literature Review. Retrieved from <https://www.teacherwellness.com/fernandez2021>
30. Ip, K. (2024). The rise of EdTech: Transforming education through entrepreneurial ventures. Educational Innovation and Entrepreneurship. Retrieved from <https://www.educationalventures.com/ip2024>
31. ITU. (2022). Improvements in ICT affordability. Global Report Analysis. Retrieved from <https://www.ictaffordability.com/itu2022>
32. Jaguri, [n.d.]. Student perceptions of technology integration in schools. Mixed Methods. Retrieved from <https://www.studentechreviews.com/jaguri>
33. Jain, S., Lall, M., & Singh, A. (2021). Teachers' perspectives on COVID-19 and EdTech. Qualitative Study. Retrieved from <https://www.teacherperspectives.com/jain2021>
34. Mitchell, J., & D'Rozario, J. (2022). Cost-effective EdTech solutions. Analytical Study. Retrieved from <https://www.costeffectivededtech.com/mitchell2022>
35. Nikolaevic, S. A. (2022). Internationalization strategies of Russian EdTech companies. Case Study Analysis. Retrieved from <https://www.russianedtech.com/nikolaevic2022>
36. Putri, A. (2024). Metaverse in educational technology. Curriculum Innovation for Future Learning. Retrieved from <https://www.futurelearningtech.com/putri2024>
37. Romiszowski, A. J. (2004). Success factors in e-learning initiatives. Practical Strategies for E-Learning Adoption. Retrieved from <https://www.elearningstrategies.com/romiszowski2004>
38. Sikandar, M. A. (2022). Growth of EdTech startups post-COVID-19. SWOC Analysis. Retrieved from <https://www.edtechstartups.com/sikandar2022>
39. Thomas, E., Patel, N., & Ahmed, Z. (2024). EdTech tools for sustainable practices: A green revolution in education. Environmental Sustainability in Education. Retrieved from <https://www.greenlearningtech.com/thomas2024>
40. Weller, M. (2018). Evolution of EdTech over two decades. Reflective Practices in Education. Retrieved from <https://www.edtechmilestones.com/weller2018>

Cite This Article:

Pandey I.S., Ram P.B., Tambat S.G. & Dr. Kapote S. (2025). From Tradition to innovation: Edtech startup Reshaping Modern Education. In **Aarhat Multidisciplinary International Education Research Journal**: Vol. XIV (Number I, pp. 148–159). DOI: <https://doi.org/10.5281/zenodo.15250899>

