



7 Key Trends on Global E-learning to Follow in 2017

Gamification

01



1. Game mechanics make learning fun.
2. Taps into the gaming psychology of users based on the impulses of winning a game.
3. Learners retain learned knowledge better.
4. Involvement of badges, points, or leaderboards boosts learner engagement.

80%

Almost 80% of learners say, they would be more productive if their university or work was more game-like.

It's 2016! If you've not yet experimented with gamified learning, now is the time to get started.

02

Mobile Learning

1. As the use of mobile grows, it is becoming a dominant medium for offering elearning.
2. Provides easy access to e-learning: anytime, anywhere and on any mobile device.
3. Supports augmented reality based elearning due to QR codes, GPS and other mobile technologies.
4. Digestible and retainable learning, as smaller screen size promotes smaller chunks of content.



3x more

Users studying on mobile devices are **3 times more** likely to track their progress



Mobile learning's esoteric terminology - 'BYOD (Bring Your Own Device),' 'Augmented learning,' 'geo-aware,' 'mlearning,' 'ARGs (Alternate Reality Game)' depict its high future usefulness.

03

Social Learning



1. Learning happens through cognitive process that takes place in a social context.
2. Learning occurs by observing behaviour patterns and the consequences of the behavior.
3. Organizations see value in social learning as it:
 - * Connects disengaged learners.
 - * Helps learners self-organize.
 - * Facilitates collaboration.
 - * Can be applied across a full spectrum of training needs.
4. Works best for geographically spread out teams.

75%

According to Deloitte's "Millennial Survey 2014", 75% of the global workforce will be millennials by 2025 by favouring networked learning and learning through social media

With effective social learning, your learners will never have an isolated or boring learning experience.

04

Interactive Videos

1. Interactive video enables more learning in less time.
2. Learning becomes lively, fun and engaging. Training sessions won't be drag.
3. Learners experience better retention power when watching videos over reading text.
4. Reduction in training costs due to lesser use of human resources.



90%

Interactive videos help students retain information 90% better



Video-based training can shorten onboarding time, increase knowledge retention, and enrich continued education for the users.

05

Cloud-Based System



1. Cloud-based systems come with advanced encryption measures for extra safety of sensitive data on the cloud.
2. Reduction in online training costs, while making training easily accessible for the employees.
3. Scale up of online training initiatives becomes easy.
4. For managing the software, you can rely on the experts to run it for you on the cloud.

91%

Companies say their cloud providers made it easier to satisfy compliance requirement.

By the year-end 2017, more than 50% of global 1000 companies will have stored customer-sensitive data in the public cloud.

Source: <http://www.gartner.com/newsroom/id/1862714>

06

Blended Learning

1. The 'right blend' of modules will help you achieve desired goals.
2. Provides the option of scalability and wider reach.
3. Learners get flexible access to training resources.
4. Learning can be imparted through multiple learning channels and media formats.

91%

L&D executives say it is living up to their expectations



Blended Learning - Turning Traditional Training on its Head

07

Micro Learning



1. Micro-learning involves learning on-the-go in smaller steps.
2. Learners don't have to set aside large blocks of time for learning.
3. Use of multi-media makes learning engaging and fun.
4. Assimilation of information becomes easy.

10 mins

Microlearning courses are typically <10 minutes in duration.

Micro-Learning - Emergent learning strategy that can quickly close skill and knowledge gaps in the users.