

# Top trends in L&D for 2019

Donald H Taylor  
Chairman  
Learning and Performance Institute





Developing the world's most  
productive and admired  
workforces



▶ **Most comprehensive catalog (>20,000 courses)** from the **world's leading publishers**. Multiple languages, formats, mobile friendly, all in one place.



▶ **Quality matters.** Courses are reviewed using quality standards for suitability and compatibility. User ratings for courses are easy to find.



▶ **Seamless integration with any LMS.** Easily find, purchase, administer, sync courses with your learning and other HR systems.



▶ **Expert curation and easy courses updates.** We curate so you don't have to. New or updated courses are easy to sync with your library.

# Global Sentiment Survey

## Sponsors



## Media Partners



# Today

2

Shifting to  
data-driven L&D

4

A world of difference

1

Results for 2019

3

Exploring the results

5

A different future



# 1

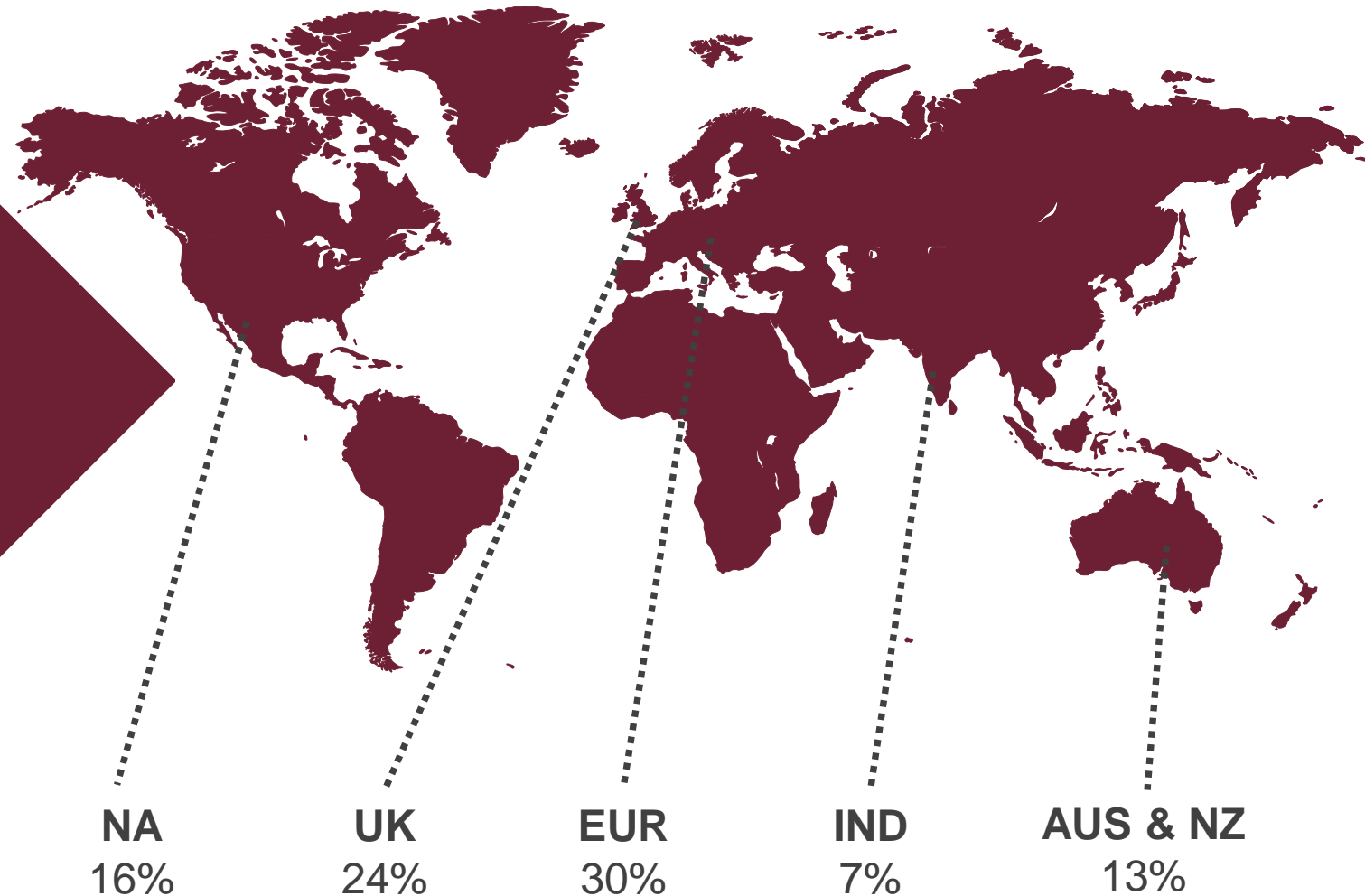


## Results for 2019



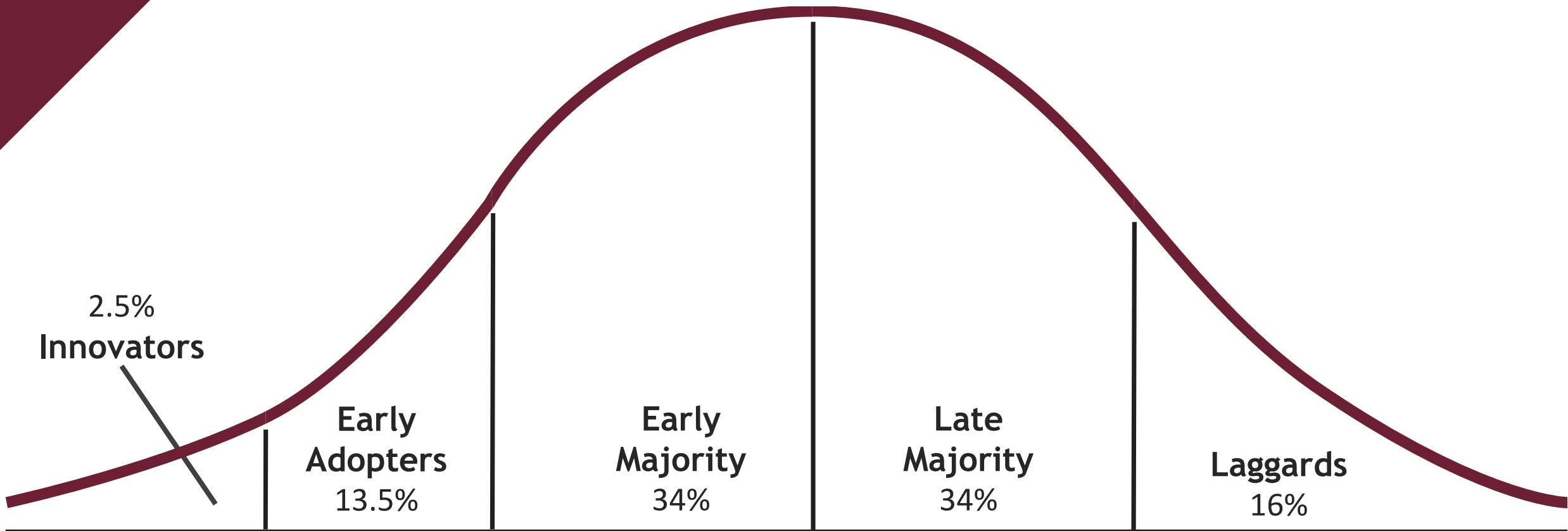
# “What will be hot in workplace L&D in 2019?”

- ◆ Year 6
- ◆ Choose 1-3 options from 15
- ◆ 1,953 voters, 5,332 votes
- ◆ 92 countries



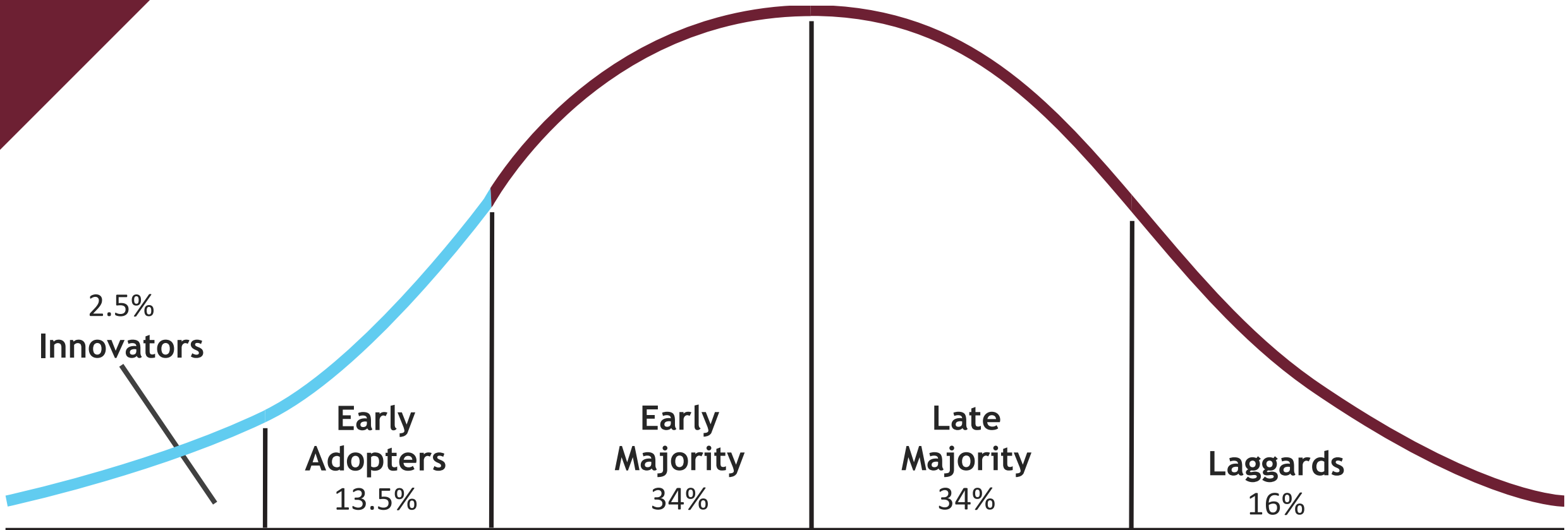
# Caveats

The people: Predictive, not representative



# Caveats

The people: Predictive, not representative





# Voting over the 58 days

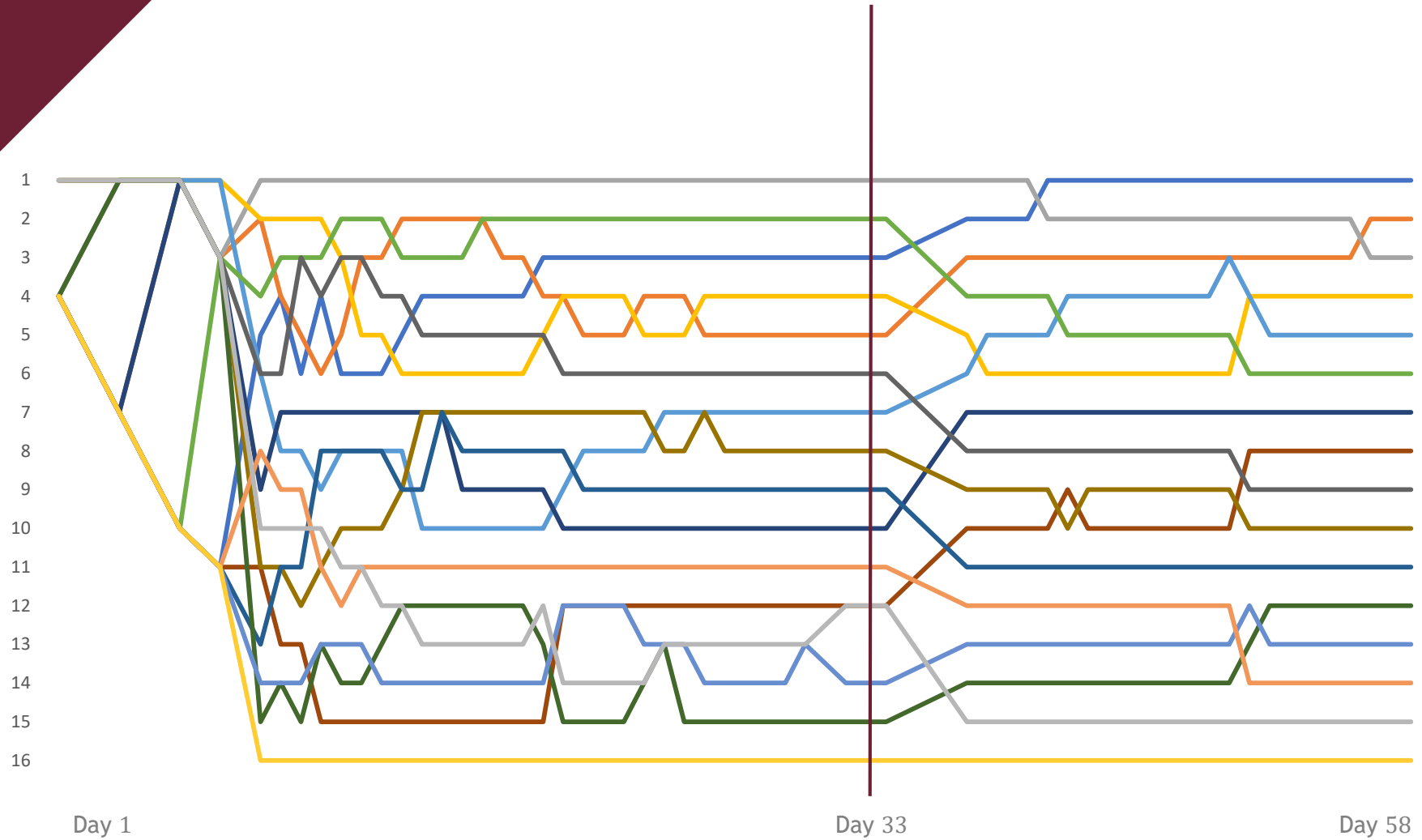
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10
- 11
- 12
- 13
- 14
- 15
- 16

Day 1

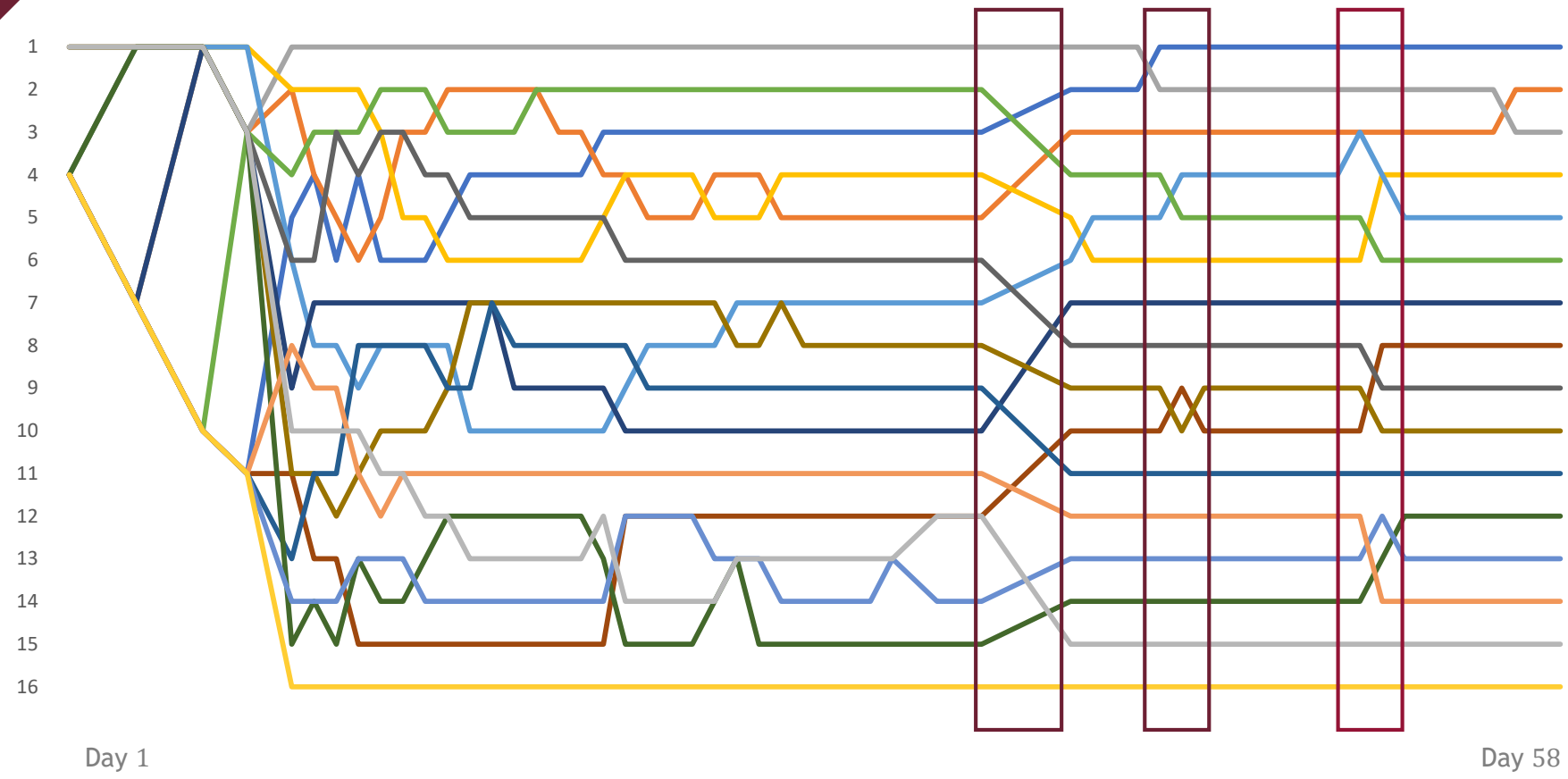
- Personalization/adaptive delivery
- Artificial intelligence
- Learning analytics
- Collaborative/social learning
- Micro learning
- Learning experience platforms
- Virtual and augmented reality
- Mobile delivery
- Consulting more deeply with the business
- Showing value
- Performance support
- Neuroscience/cognitive science
- Video
- Curation
- Developing the L&D function
- Other:

Day 58

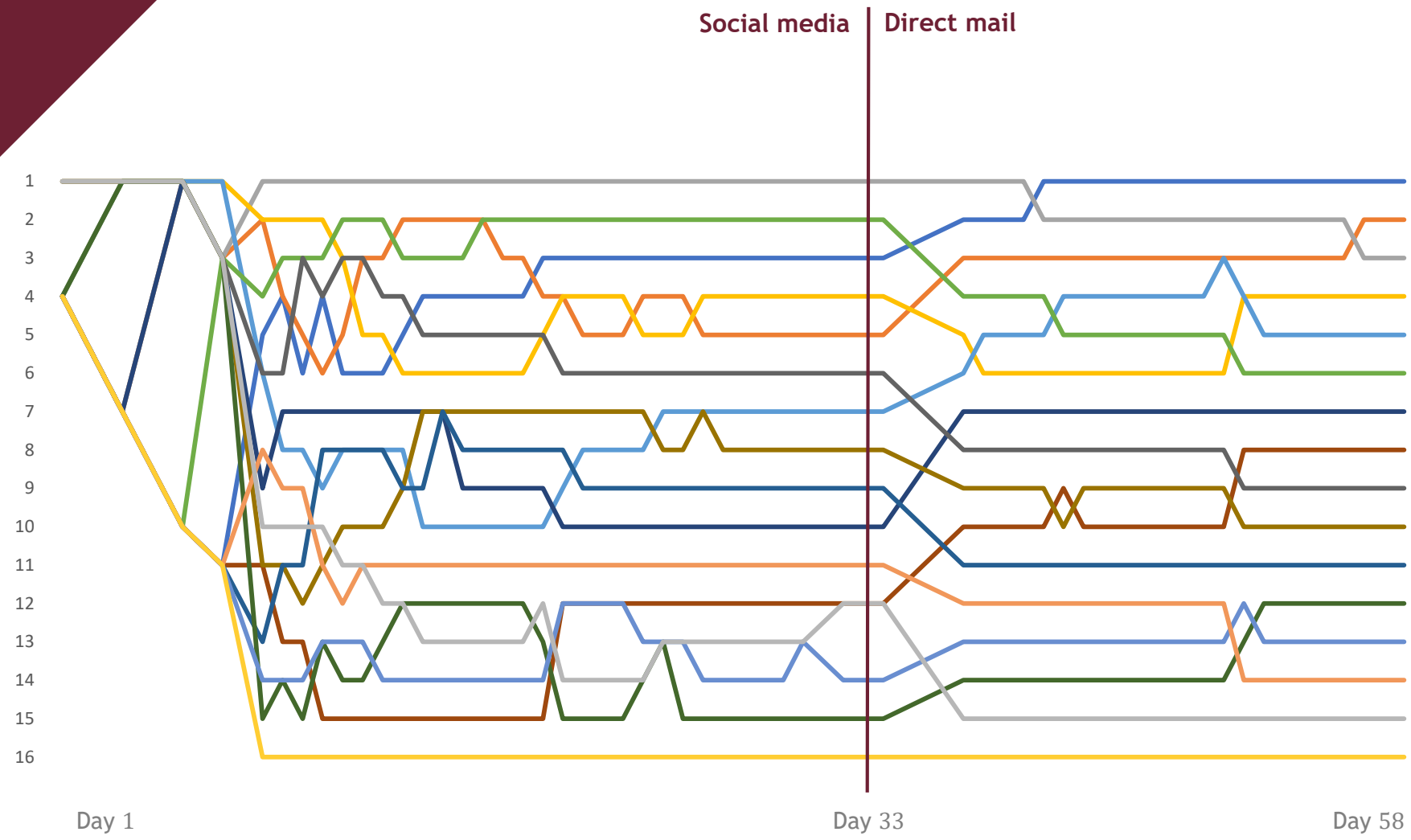
# Voting over the 58 days



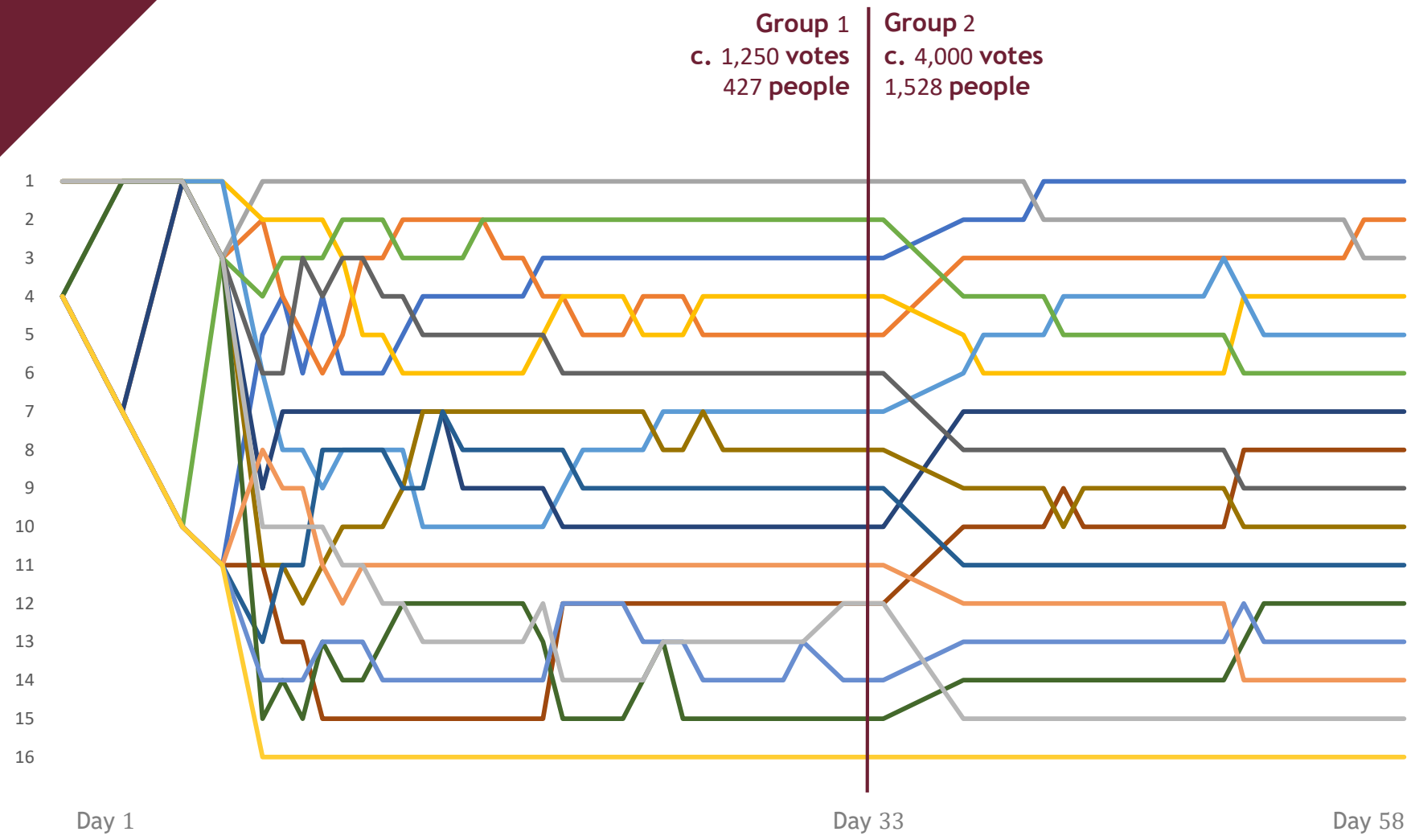
# Voting over the 58 days



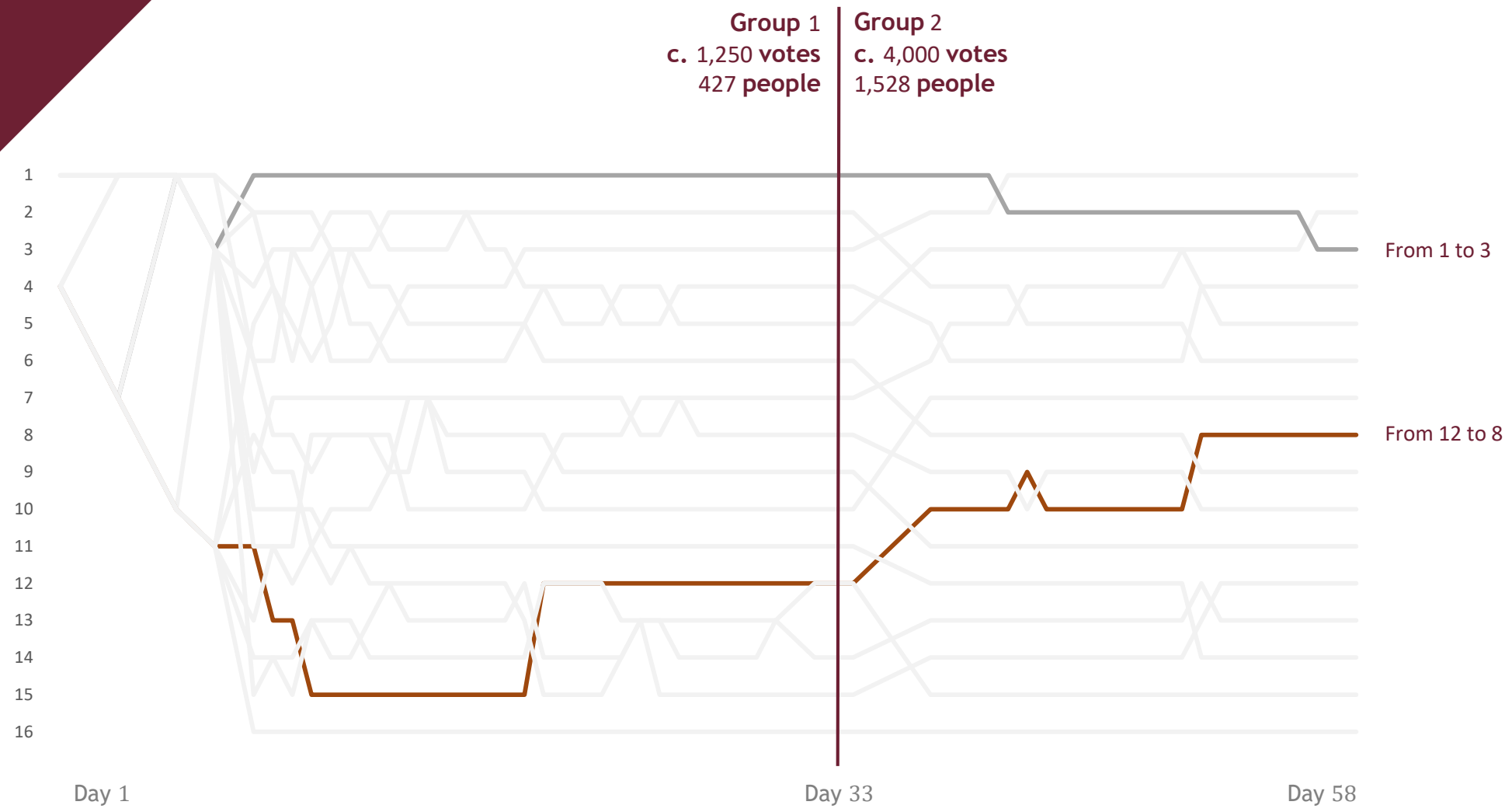
# Voting over the 58 days



# Voting over the 58 days

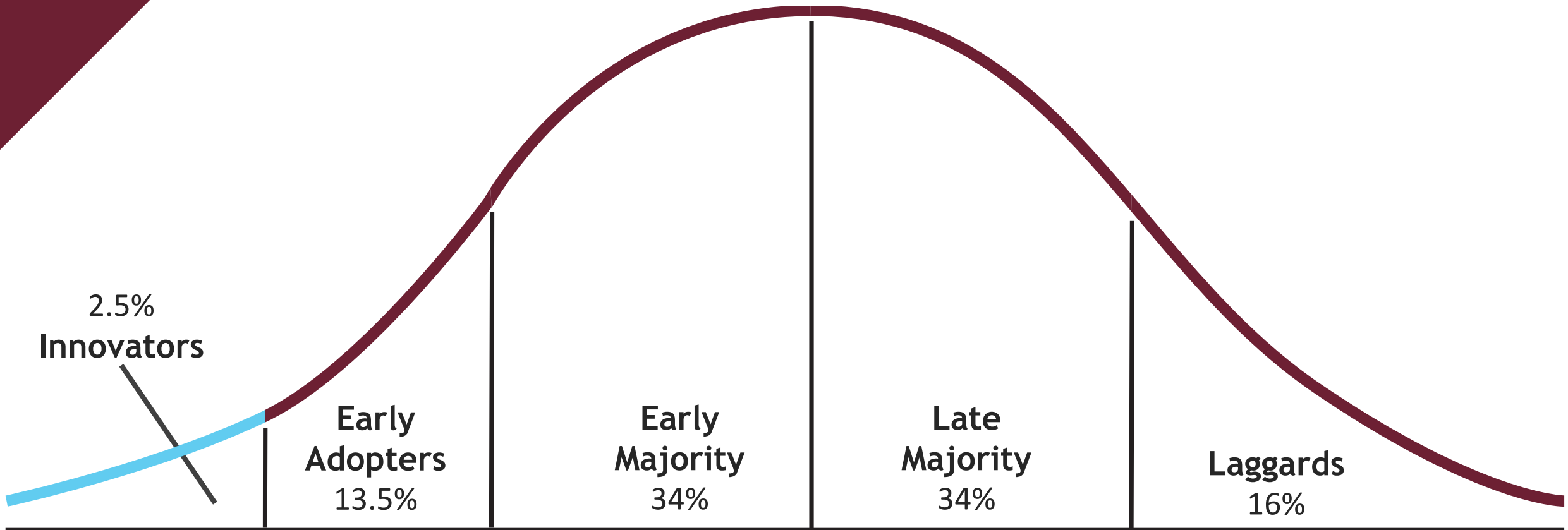


# Voting over the 58 days



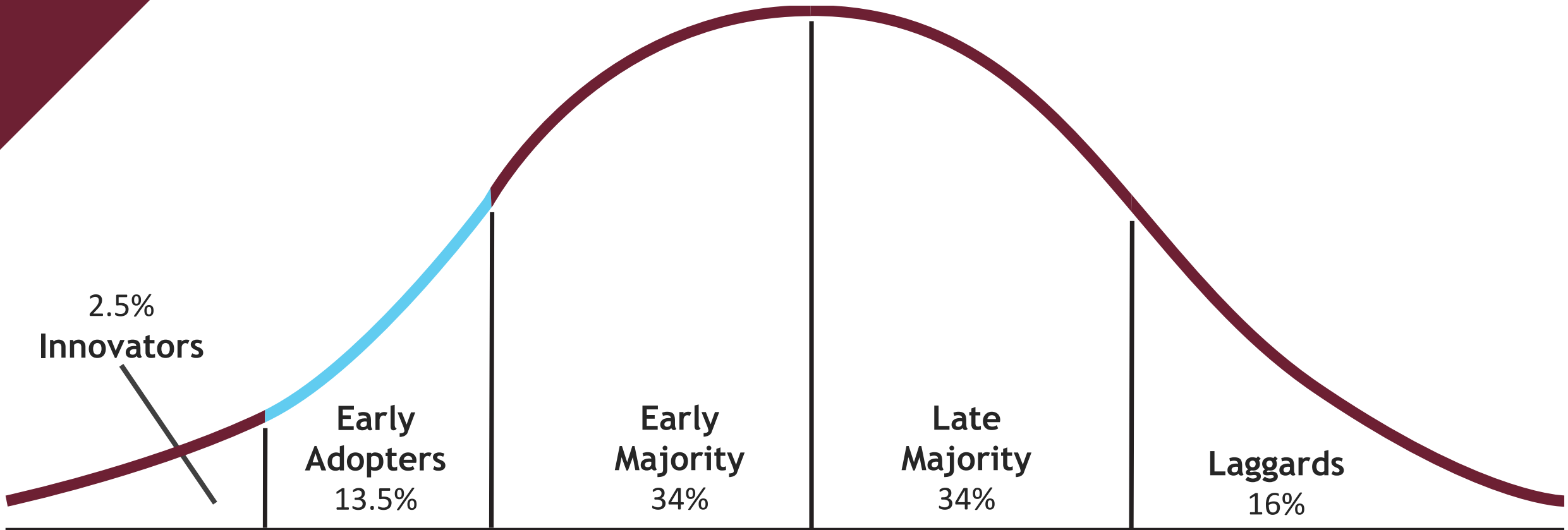
# Caveats

The people: Two groups



# Caveats

The people: Two groups





# Caveats

The people:  
Predictive, not  
representative

The question:  
Sentiment, not  
intent

The analysis:  
Where >100  
people



# Question

**What do you think will be hot  
in workplace L&D in 2019?**



## What do you think will be hot in workplace L&D in 2019?



Artificial intelligence	Mobile delivery
Collaborative/social learning	Neuroscience/cognitive science
Consulting more deeply with the business	Performance support ♦
Curation	Personalization/adaptive delivery
Developing the L&D function	Showing value
Learning analytics ♦	Video
Learning experience platforms ♦	Virtual and augmented reality
Micro learning	Other

♦ *New in 2019*

# Results for 2019

2019 ♦

1.	Personalization/adaptive delivery (1)	◊	68%
2.	Artificial Intelligence (3)	▲	
3.	Learning analytics (-)	◊	
4.	Collaborative/social learning (2)	▼	
5.	Micro learning (5)	◊	
6.	Learning experience platforms (-)	◊	
7.	Virtual and augmented reality (7)	◊	
8.	Mobile delivery (10)	▲	
9.	Consulting more deeply with the business (4)	▼	32%
10.	Showing value (6)	▼	
11.	Performance support (-)	◊	
12.	Neuroscience/cognitive science (11)	▼	
13.	Video (13)	◊	
14.	Curation (9)	▼	
15.	Developing the L&D function (12)	▼	
16.	Other: (15)	▼	

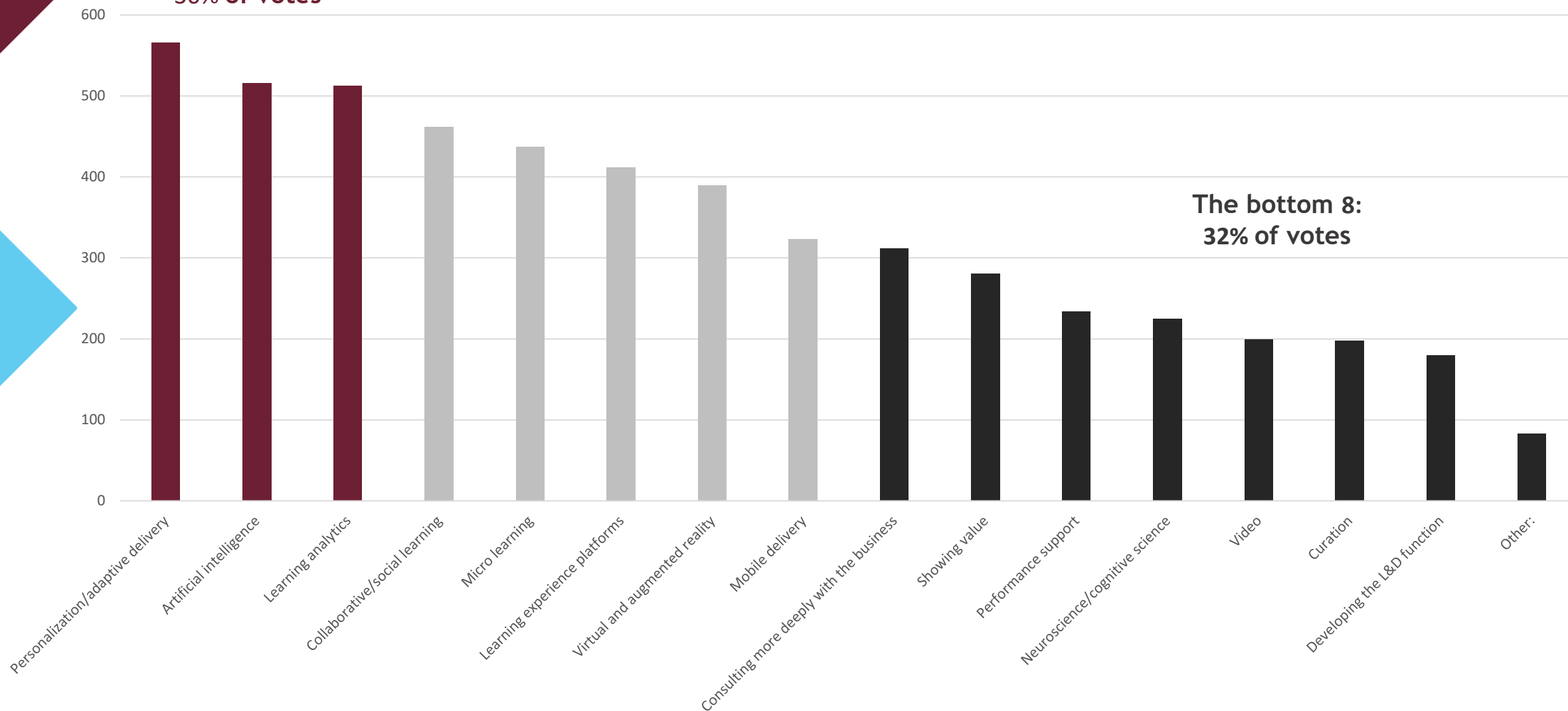
Votes 2019 5,332

- ▼ Declining
- ▲ Rising
- ◊ Unmoving
- ◊ New in 2019

# 2019: Votes for all options

The top 3:  
30% of votes

The bottom 8:  
32% of votes



# Results 2019: 3 key take aways

## 2019 ♦

- |     |  |
|-----|--|
| 1.  | Personalization/adaptive delivery (1)        |
| 2.  | Artificial Intelligence (3)                  |
| 3.  | Learning analytics (-)                       |
| 4.  | Collaborative/social learning (2)            |
| 5.  | Micro learning (5)                           |
| 6.  | Learning experience platforms (-)            |
| 7.  | Virtual and augmented reality (7)            |
| 8.  | Mobile delivery (10)                         |
| 9.  | Consulting more deeply with the business (4) |
| 10. | Showing value (6)                            |
| 11. | Performance support (-)                      |
| 12. | Neuroscience/cognitive science (11)          |
| 13. | Video (13)                                   |
| 14. | Curation (9)                                 |
| 15. | Developing the L&D function (12)             |
| 16. | Other: (15)                                  |

Votes 2019 5,332

## 1 This year, it's all about data

# Results 2019: 3 key take aways

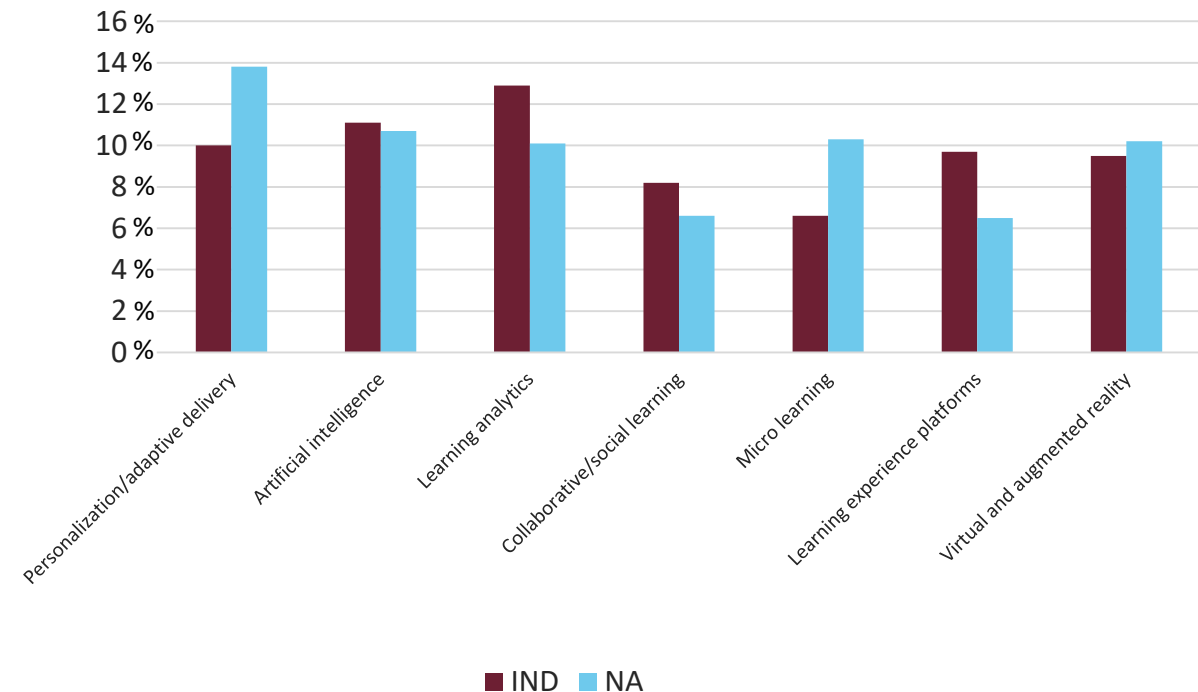
2019 ♦

1. Personalization/adaptive delivery (1)
2. Artificial Intelligence (3)
3. Learning analytics (-)
4. Collaborative/social learning (2)
5. Micro learning (5)
6. Learning experience platforms (-)
7. Virtual and augmented reality (7)
8. Mobile delivery (10)
9. Consulting more deeply with the business (4)
10. Showing value (6)
11. Performance support (-)
12. Neuroscience/cognitive science (11)
13. Video (13)
14. Curation (9)
15. Developing the L&D function (12)
16. Other: (15)

Votes 2019 5,332

1 This year, it's all about data

2 Some strong regional differences



# Results 2019: 3 key take aways

2019 ♦

- |     |  |   |
|-----|--|---|
| 1.  | Personalization/adaptive delivery (1)        |   |
| 2.  | Artificial Intelligence (3)                  |   |
| 3.  | Learning analytics (-)                       |   |
| 4.  | Collaborative/social learning (2)            |   |
| 5.  | Micro learning (5)                           | ♦ |
| 6.  | Learning experience platforms (-)            |   |
| 7.  | Virtual and augmented reality (7)            | ♦ |
| 8.  | Mobile delivery (10)                         | ▲ |
| 9.  | Consulting more deeply with the business (4) |   |
| 10. | Showing value (6)                            |   |
| 11. | Performance support (-)                      |   |
| 12. | Neuroscience/cognitive science (11)          |   |
| 13. | Video (13)                                   |   |
| 14. | Curation (9)                                 |   |
| 15. | Developing the L&D function (12)             |   |
| 16. | Other: (15)                                  |   |

Votes 2019 5,332

1 This year, it's all about data

2 Some strong regional differences

3 Dramatic declines and [startling come-backs](#)

▼ Declining

▲ Rising

◊ Unmoving

◊ New in 2019



# Results 2019: 3 key take aways

2019 ♦

- |     |  |   |
|-----|--|---|
| 1.  | Personalization/adaptive delivery (1)        |   |
| 2.  | Artificial Intelligence (3)                  |   |
| 3.  | Learning analytics (-)                       |   |
| 4.  | Collaborative/social learning (2)            |   |
| 5.  | Micro learning (5)                           |   |
| 6.  | Learning experience platforms (-)            |   |
| 7.  | Virtual and augmented reality (7)            |   |
| 8.  | Mobile delivery (10)                         |   |
| 9.  | Consulting more deeply with the business (4) | ▼ |
| 10. | Showing value (6)                            | ▼ |
| 11. | Performance support (-)                      |   |
| 12. | Neuroscience/cognitive science (11)          |   |
| 13. | Video (13)                                   |   |
| 14. | Curation (9)                                 | ▼ |
| 15. | Developing the L&D function (12)             | ▼ |
| 16. | Other: (15)                                  |   |

Votes 2019 5,332

1 This year, it's all about data

2 Some strong regional differences

3 Dramatic declines and [startling come-backs](#)

▼ Declining

▲ Rising

◊ Unmoving

◊ New in 2019

# 2



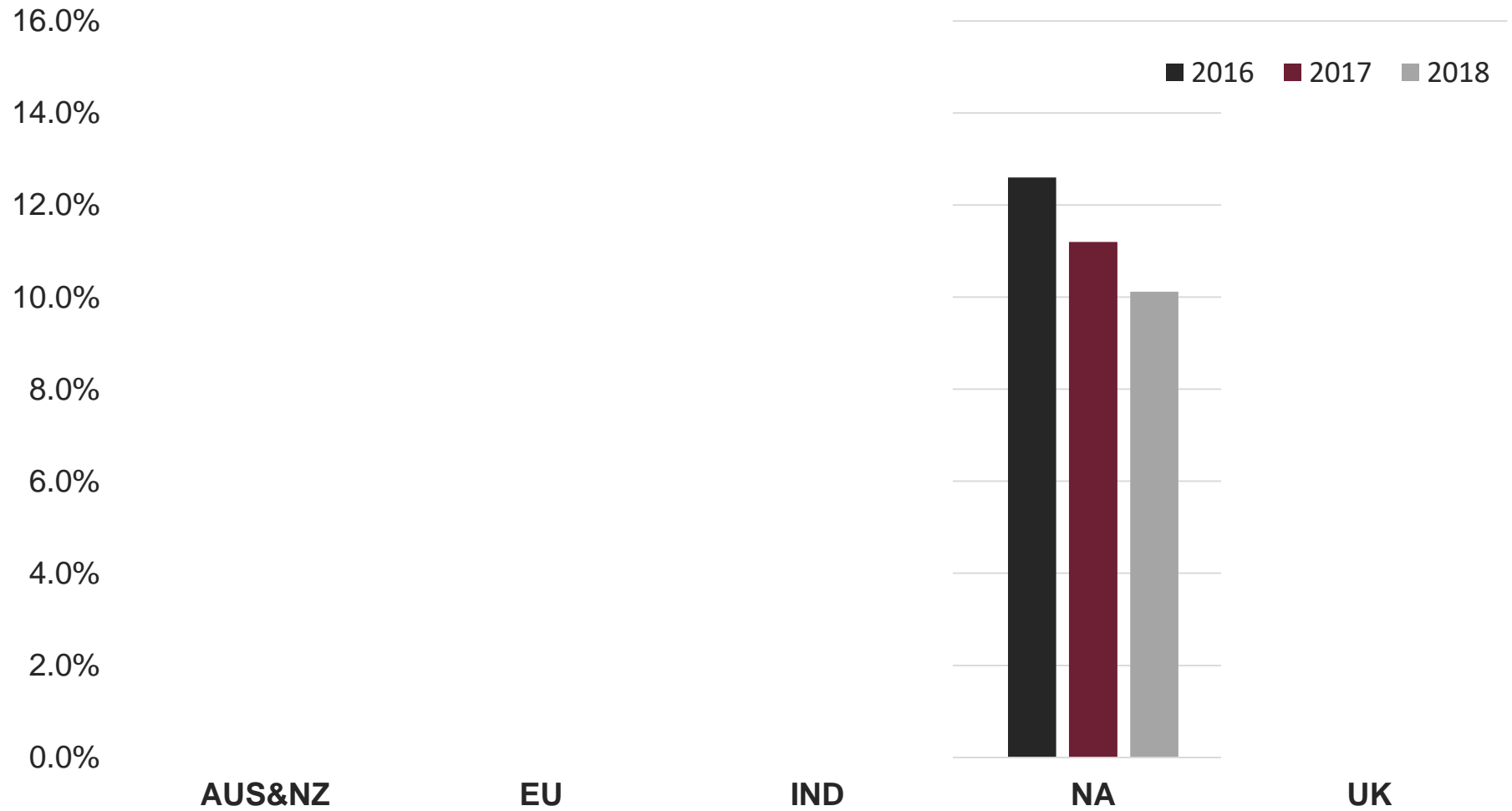
Shifting to data-driven  
learning and development



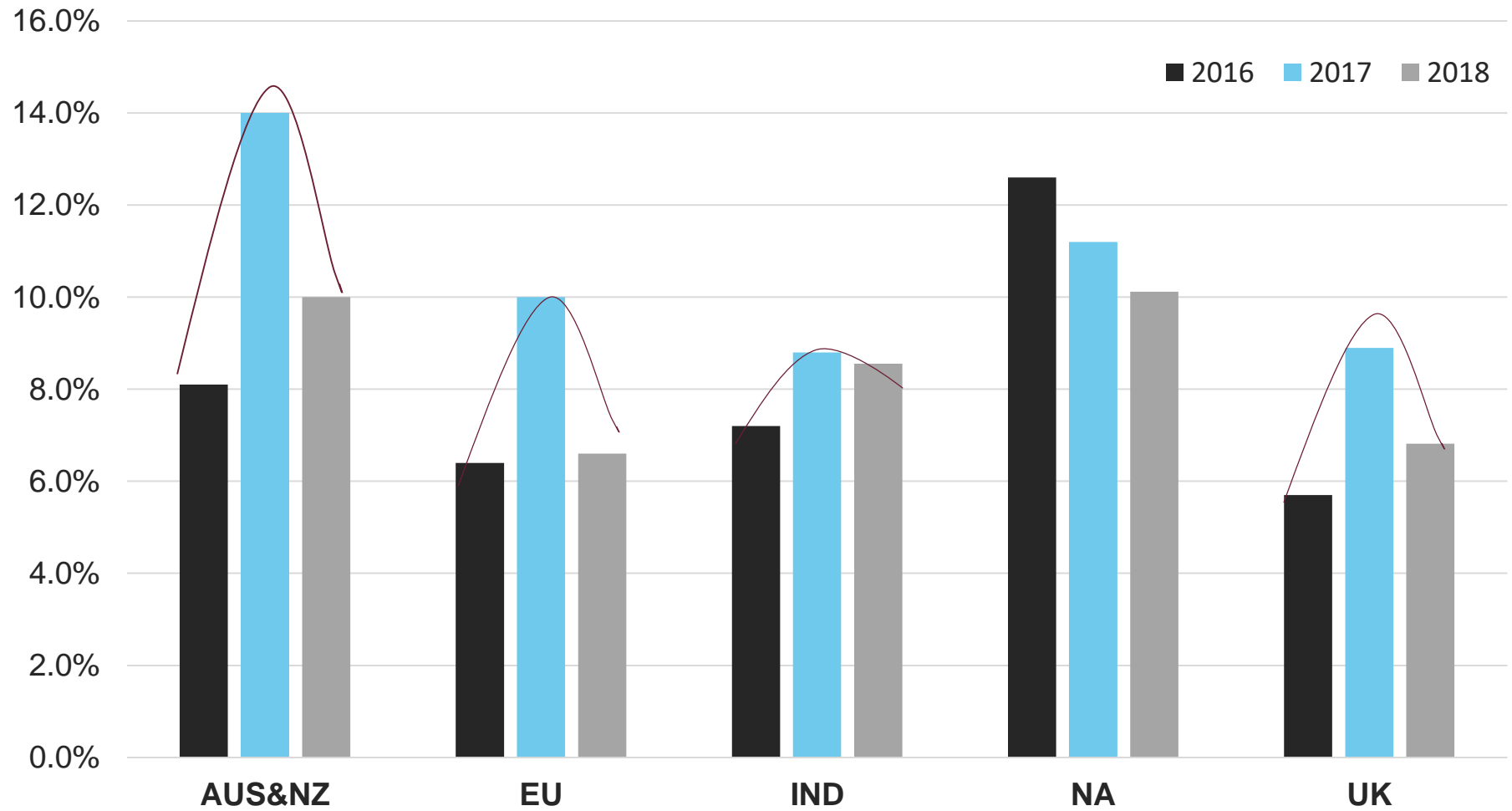
# The top 3

- 1 Personalization/adaptive delivery
- 2 Artificial intelligence
- 3 Learning analytics

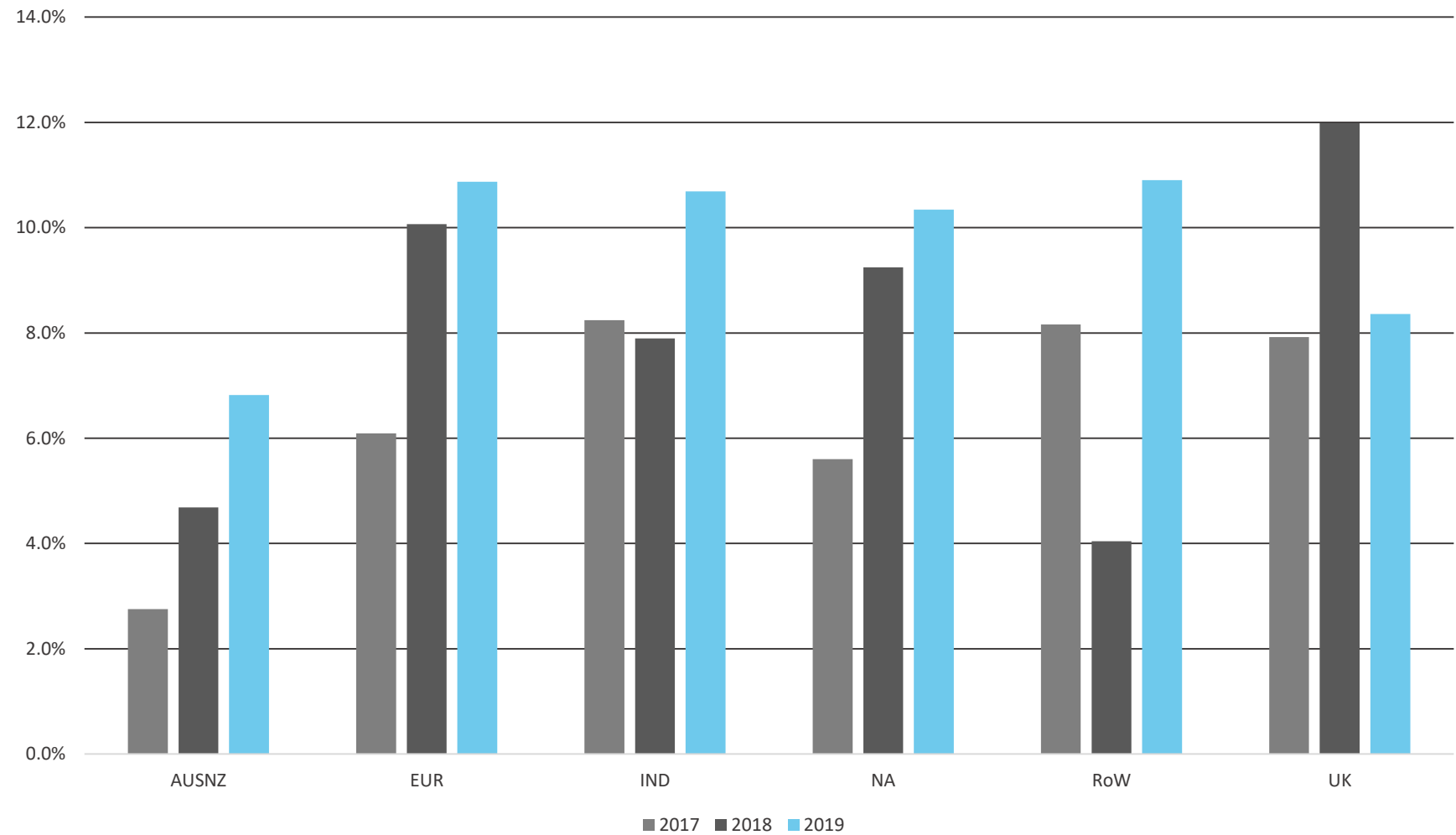
## Interest in micro learning across regions 2016 - 2018



## Interest in micro learning across regions 2016 - 2018



## Artificial intelligence: share of regional vote over time



3



Exploring the  
results





## Exploring the results

1

Personalisation and  
collaboration

2

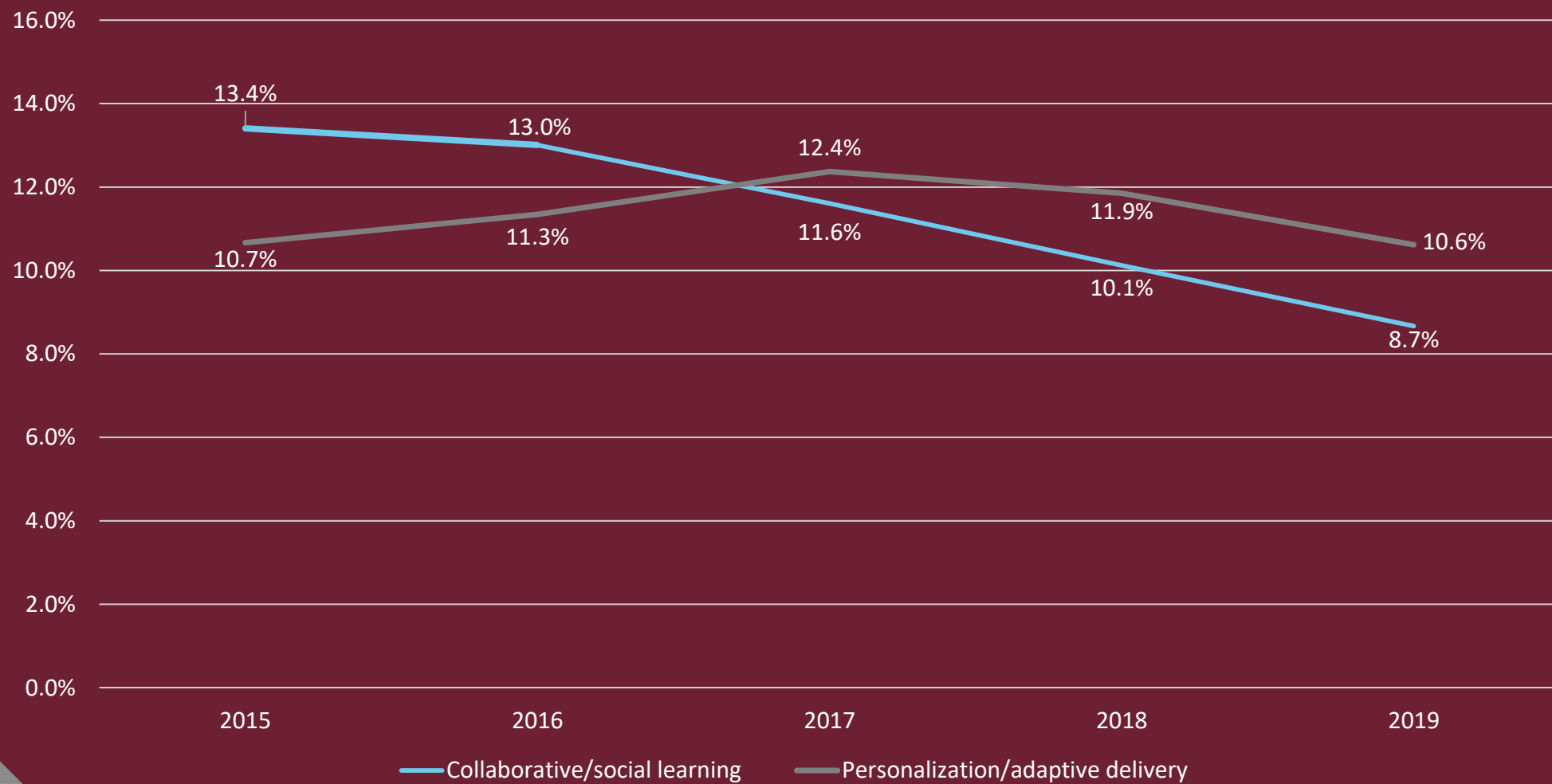
Persistent  
technologies

3

Falling from  
favour



## Personalization and Collaboration over 5 years



# Results 2015 – 2019

## 2015♦

1. Collaborative/social learning
2. Personalization
3. Mobile delivery
4. Curation
5. Games/gamification
6. Showing value
7. Developing the L&D function
8. Video
9. Open everything (badges, MOOCs...)
10. Synchronous online delivery
11. Other:
12. Neuroscience/cognitive science
13. Knowledge management
14. The cloud
15. Talent management

## 2016♦

1. Collaborative/social learning
2. Personalization/adaptive delivery
3. Consulting more deeply with the business
4. Mobile delivery
5. Micro learning
6. Games/gamification
7. Neuroscience/cognitive science
8. Showing value
9. Curation
10. Developing the L&D function
11. Synchronous online delivery
12. Video
13. Knowledge management
14. MOOCs
15. Wearable tech
16. Other:

## 2017♦

1. Personalization/adaptive delivery
2. Collaborative/social learning
3. Micro learning
4. Virtual and augmented reality
5. Consulting more deeply with the business
6. Showing value
7. Mobile delivery
8. Artificial intelligence
9. Curation
10. Games/gamification
11. Neuroscience/cognitive science
12. Video
13. Developing the L&D function
14. Personal knowledge mastery (PKM)
15. Other:
16. MOOCs

## 2018♦

1. Personalization/adaptive delivery
2. Collaborative/social learning
3. Artificial intelligence
4. Consulting more deeply with the business
5. Micro learning
6. Showing value
7. Virtual and augmented reality
8. Next generation learning platforms
9. Curation
10. Mobile delivery
11. Neuroscience/cognitive science
12. Developing the L&D function
13. Video
14. Games/gamification
15. Other:
16. MOOCs

## 2019♦

1. Personalization/adaptive delivery
2. Artificial Intelligence
3. Learning analytics
4. Collaborative/social learning
5. Micro learning
6. Learning experience platforms
7. Virtual and augmented reality
8. Mobile delivery
9. Consulting more deeply with the business
10. Showing value
11. Performance support
12. Neuroscience/cognitive science
13. Video
14. Curation
15. Developing the L&D function
16. Other:

Votes 2015 619

Votes 2016 1,922

Votes 2017 2,361

Votes 2018 2,894

Votes 2019 5,332

# Results 2015 – 2019: Persistent technologies

## 2015♦

1. Collaborative/social learning
2. Personalization
3. Mobile delivery
4. Curation
5. Games/gamification
6. Showing value
7. Developing the L&D function
8. Video
9. Open everything (badges, MOOCs...)
10. Synchronous online delivery
11. Other:
12. Neuroscience/cognitive science
13. Knowledge management
14. The cloud
15. Talent management

## 2016♦

1. Collaborative/social learning
2. Personalization/adaptive delivery
3. Consulting more deeply with the business
4. Mobile delivery
5. Micro learning
6. Games/gamification
7. Neuroscience/cognitive science
8. Showing value
9. Curation
10. Developing the L&D function
11. Synchronous online delivery
12. Video
13. Knowledge management
14. MOOCs
15. Wearable tech
16. Other:

## 2017♦

1. Personalization/adaptive delivery
2. Collaborative/social learning
3. Micro learning
4. Virtual and augmented reality
5. Consulting more deeply with the business
6. Showing value
7. Mobile delivery
8. Artificial intelligence
9. Curation
10. Games/gamification
11. Neuroscience/cognitive science
12. Video
13. Developing the L&D function
14. Personal knowledge mastery (PKM)
15. Other:
16. MOOCs

## 2018♦

1. Personalization/adaptive delivery
2. Collaborative/social learning
3. Artificial intelligence
4. Consulting more deeply with the business
5. Micro learning
6. Showing value
7. Virtual and augmented reality
8. Next generation learning platforms
9. Curation
10. Mobile delivery
11. Neuroscience/cognitive science
12. Developing the L&D function
13. Video
14. Games/gamification
15. Other:
16. MOOCs

Votes 2015 619

Votes 2016 1,922

Votes 2017 2,361

Votes 2018 2,894

# Results 2015 – 2019: Persistent technologies

## 2015♦

1. Collaborative/social learning
2. Personalization
3. Mobile delivery
4. Curation
5. Games/gamification
6. Showing value
7. Developing the L&D function
8. Video
9. Open everything (badges, MOOCs...)
10. Synchronous online delivery
11. Other:
12. Neuroscience/cognitive science
13. Knowledge management
14. The cloud
15. Talent management

## 2016♦

1. Collaborative/social learning
2. Personalization/adaptive delivery
3. Consulting more deeply with the business
4. Mobile delivery
5. Micro learning
6. Games/gamification
7. Neuroscience/cognitive science
8. Showing value
9. Curation
10. Developing the L&D function
11. Synchronous online delivery
12. Video
13. Knowledge management
14. MOOCs
15. Wearable tech
16. Other:

## 2017♦

1. Personalization/adaptive delivery
2. Collaborative/social learning
3. Micro learning
4. Virtual and augmented reality
5. Consulting more deeply with the business
6. Showing value
7. Mobile delivery
8. Artificial intelligence
9. Curation
10. Games/gamification
11. Neuroscience/cognitive science
12. Video
13. Developing the L&D function
14. Personal knowledge mastery (PKM)
15. Other:
16. MOOCs

## 2018♦

1. Personalization/adaptive delivery
2. Collaborative/social learning
3. Artificial intelligence
4. Consulting more deeply with the business
5. Micro learning
6. Showing value
7. Virtual and augmented reality
8. Next generation learning platforms
9. Curation
10. Mobile delivery
11. Neuroscience/cognitive science
12. Developing the L&D function
13. Video
14. Games/gamification
15. Other:
16. MOOCs

## 2019♦

1. Personalization/adaptive delivery
2. Artificial Intelligence
3. Learning analytics
4. Collaborative/social learning
5. Micro learning
6. Learning experience platforms
7. Virtual and augmented reality
8. Mobile delivery
9. Consulting more deeply with the business
10. Showing value
11. Performance support
12. Neuroscience/cognitive science
13. Video
14. Curation
15. Developing the L&D function
16. Other:

Votes 2015 619

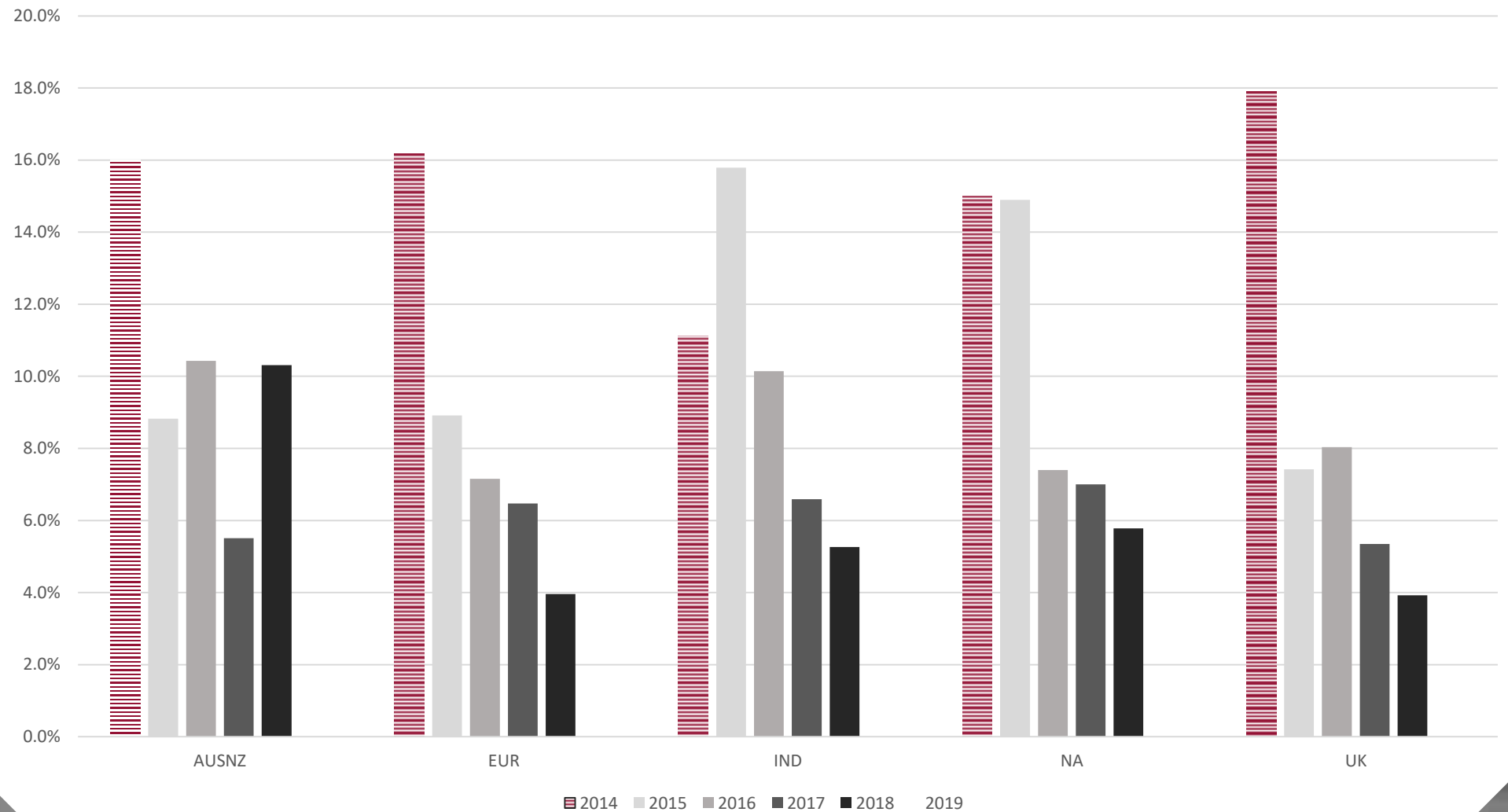
Votes 2016 1,922

Votes 2017 2,361

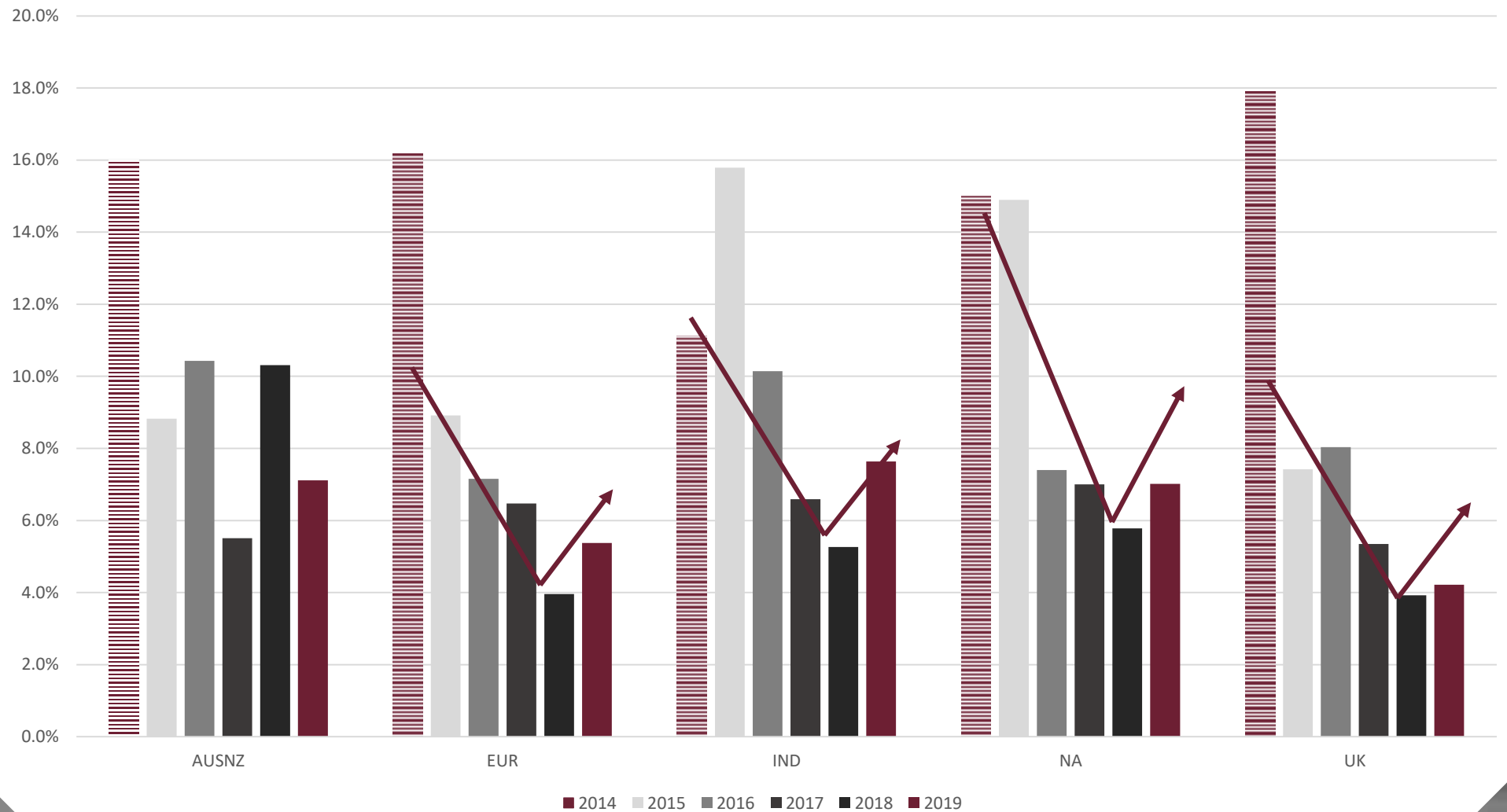
Votes 2018 2,894

Votes 2019 5,332

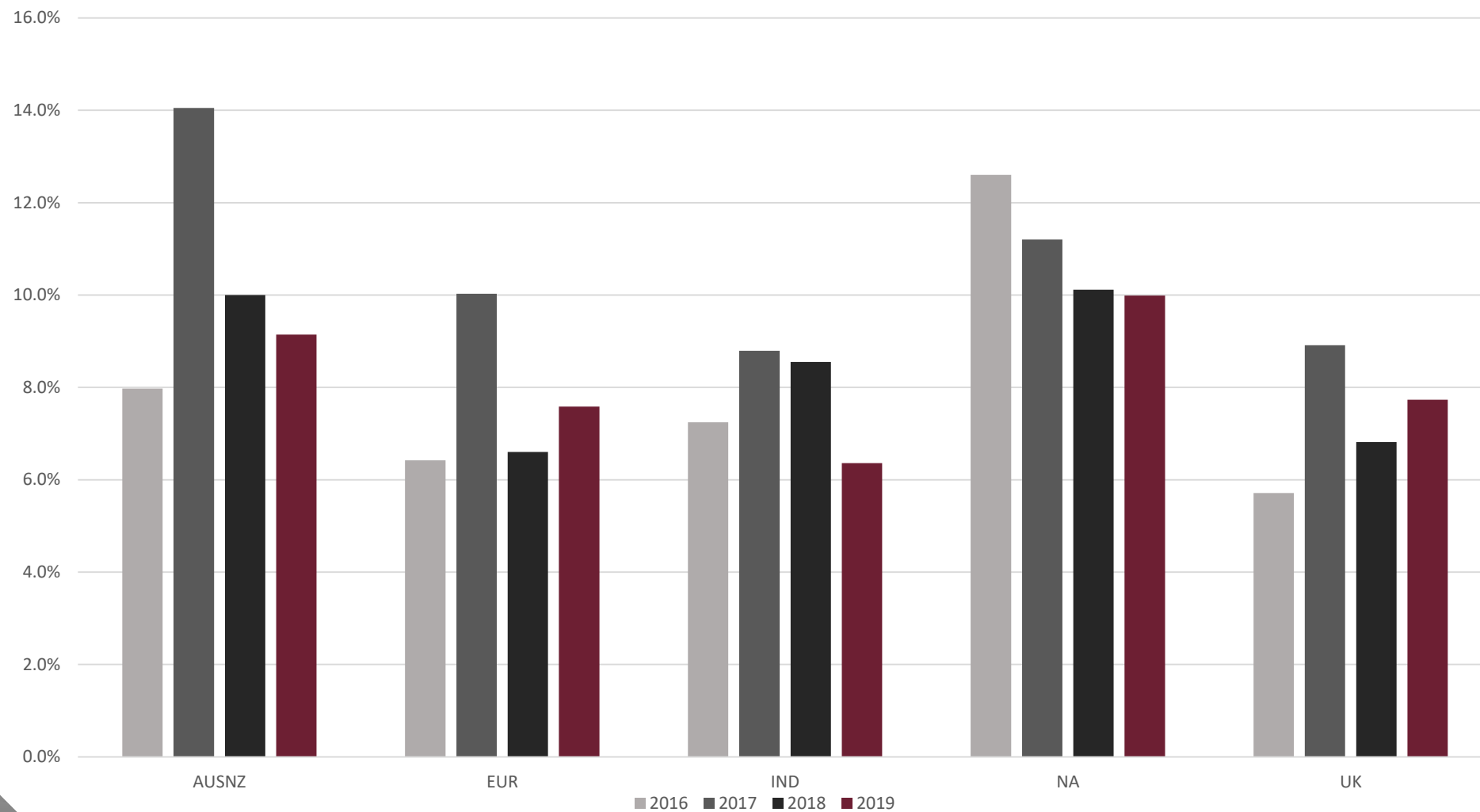
## Mobile delivery: share of regional vote over time



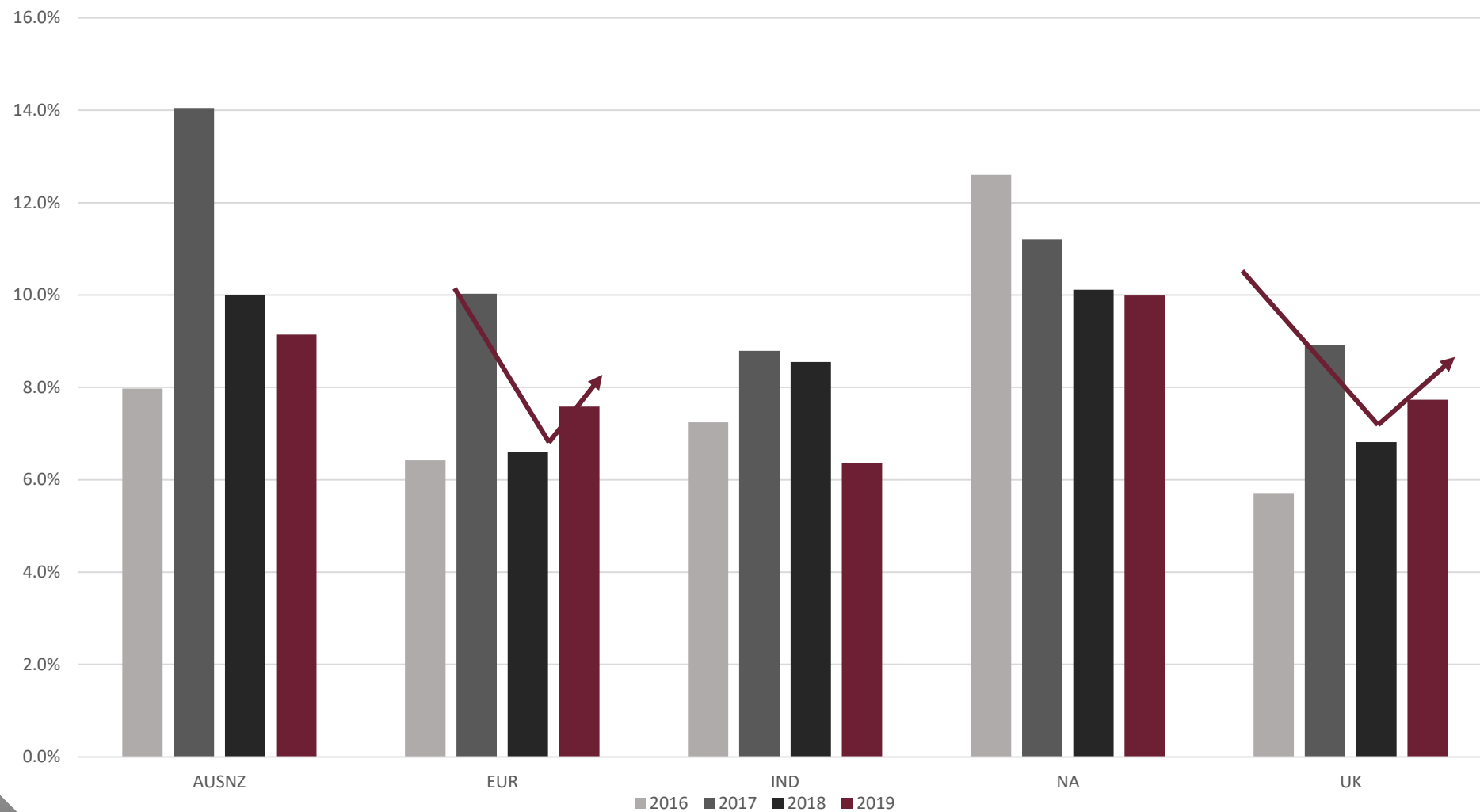
## Mobile delivery: share of regional vote over time



## Micro learning: share of regional vote over time

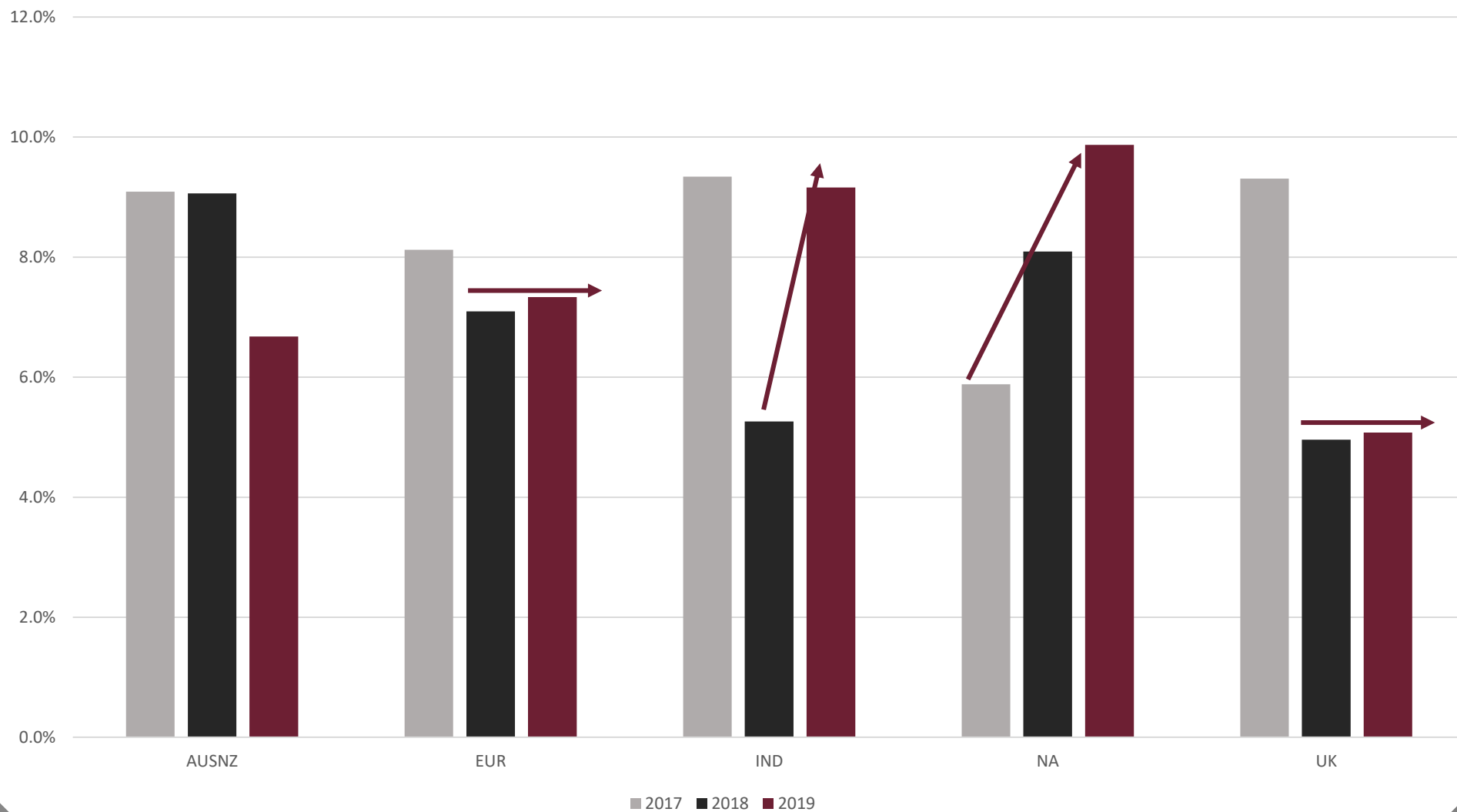


## Micro learning: share of regional vote over time

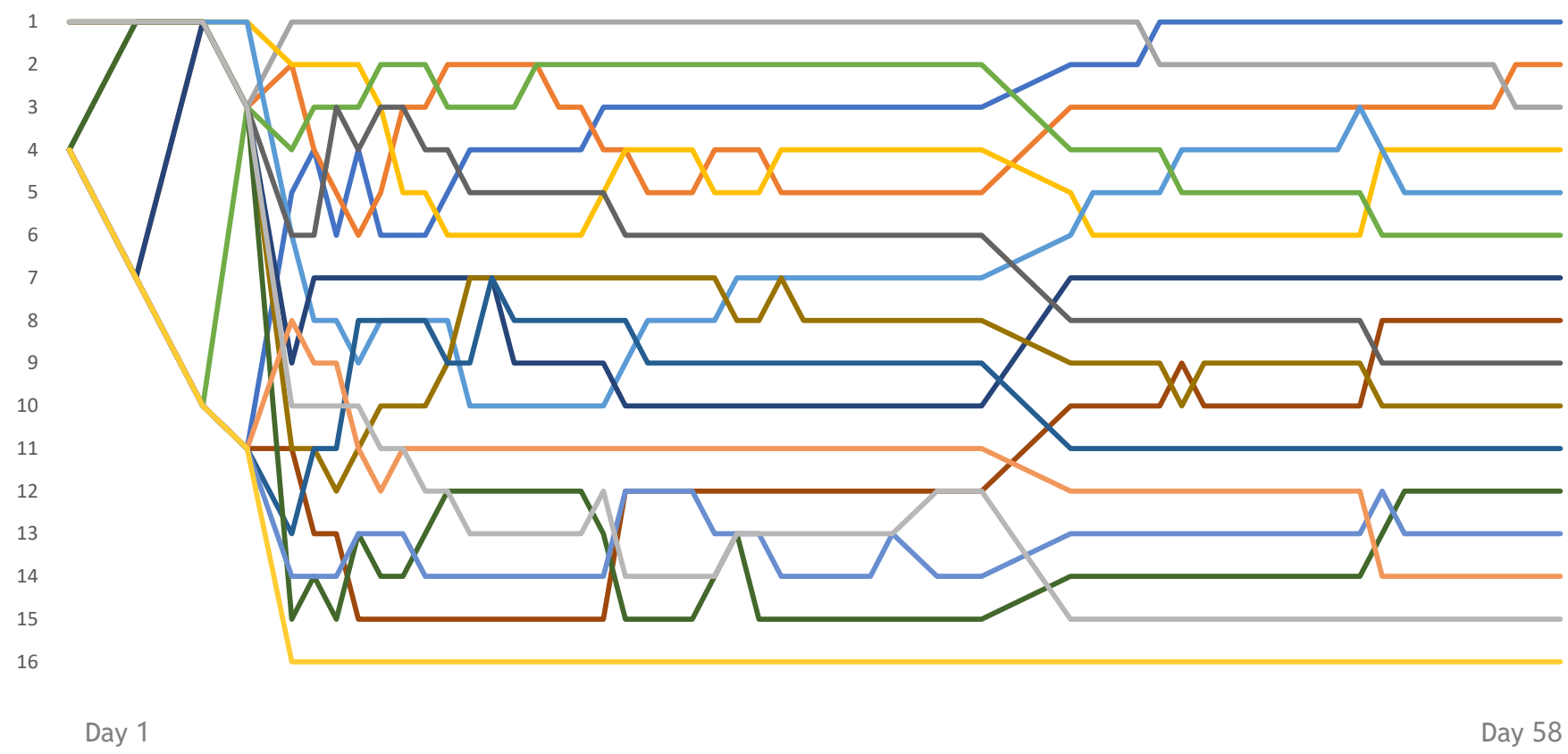




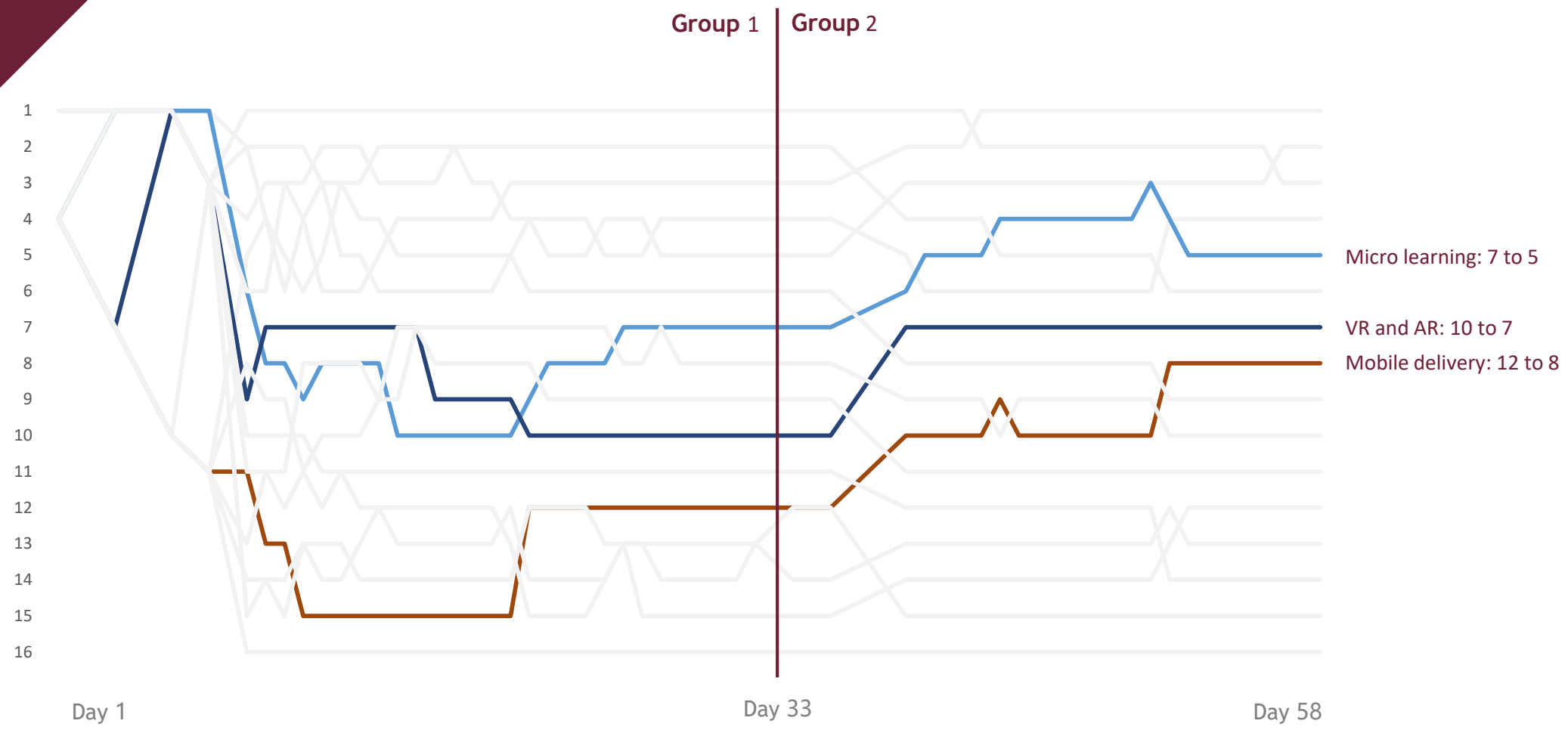
## Virtual and augmented reality: share of regional vote over time



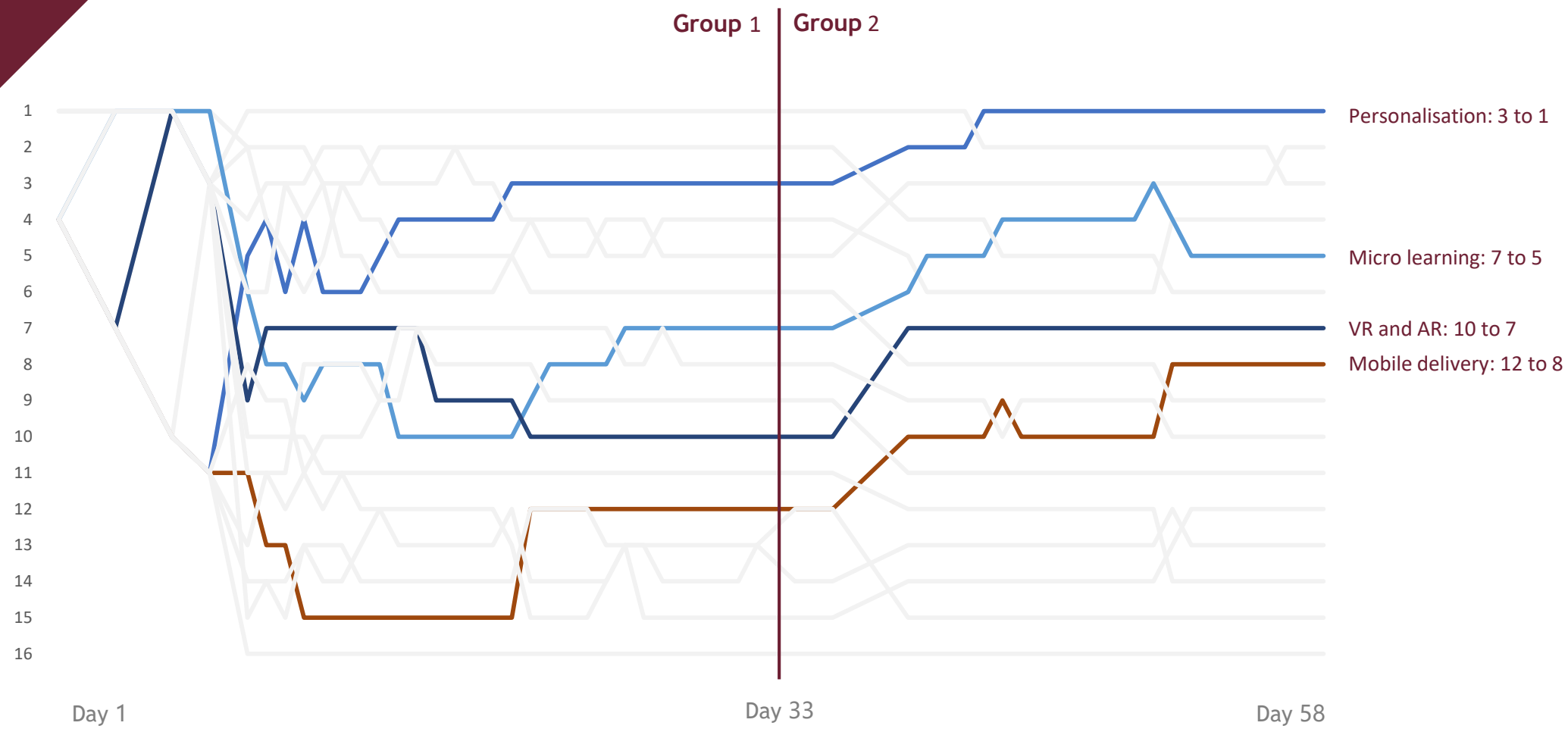
# Two groups



# Two groups



# Two groups



# Results 2015 – 2019: Falling from favour

2015♦

1. Collaborative/social learning
2. Personalization
3. Mobile delivery
4. Curation
5. Games/gamification
6. Showing value
7. Developing the L&D function
8. Video
9. Open everything (badges, MOOCs...)
10. Synchronous online delivery
11. Other:
12. Neuroscience/cognitive science
13. Knowledge management
14. The cloud
15. Talent management

2016♦

1. Collaborative/social learning
2. Personalization/adaptive delivery
3. Consulting more deeply with the business
4. Mobile delivery
5. Micro learning
6. Games/gamification
7. Neuroscience/cognitive science
8. Showing value
9. Curation
10. Developing the L&D function
11. Synchronous online delivery
12. Video
13. Knowledge management
14. MOOCs
15. Wearable tech
16. Other:

2017♦

1. Personalization/adaptive delivery
2. Collaborative/social learning
3. Micro learning
4. Virtual and augmented reality
5. Consulting more deeply with the business
6. Showing value
7. Mobile delivery
8. Artificial intelligence
9. Curation
10. Games/gamification
11. Neuroscience/cognitive science
12. Video
13. Developing the L&D function
14. Personal knowledge mastery (PKM)
15. Other:
16. MOOCs

2018♦

1. Personalization/adaptive delivery
2. Collaborative/social learning
3. Artificial intelligence
4. Consulting more deeply with the business
5. Micro learning
6. Showing value
7. Virtual and augmented reality
8. Next generation learning platforms
9. Curation
10. Mobile delivery
11. Neuroscience/cognitive science
12. Developing the L&D function
13. Video
14. Games/gamification
15. Other:
16. MOOCs

Votes 2015 619

Votes 2016 1,922

Votes 2017 2,361

Votes 2018 2,894

# Results 2015 – 2019: Falling from favour

## 2015♦

1. Collaborative/social learning
2. Personalization
3. Mobile delivery
4. Curation
5. Games/gamification
6. Showing value
7. Developing the L&D function
8. Video
9. Open everything (badges, MOOCs...)
10. Synchronous online delivery
11. Other:
12. Neuroscience/cognitive science
13. Knowledge management
14. The cloud
15. Talent management

## 2016♦

1. Collaborative/social learning
2. Personalization/adaptive delivery
3. Consulting more deeply with the business
4. Mobile delivery
5. Micro learning
6. Games/gamification
7. Neuroscience/cognitive science
8. Showing value
9. Curation
10. Developing the L&D function
11. Synchronous online delivery
12. Video
13. Knowledge management
14. MOOCs
15. Wearable tech
16. Other:

## 2017♦

1. Personalization/adaptive delivery
2. Collaborative/social learning
3. Micro learning
4. Virtual and augmented reality
5. Consulting more deeply with the business
6. Showing value
7. Mobile delivery
8. Artificial intelligence
9. Curation
10. Games/gamification
11. Neuroscience/cognitive science
12. Video
13. Developing the L&D function
14. Personal knowledge mastery (PKM)
15. Other:
16. MOOCs

## 2018♦

1. Personalization/adaptive delivery
2. Collaborative/social learning
3. Artificial intelligence
4. Consulting more deeply with the business
5. Micro learning
6. Showing value
7. Virtual and augmented reality
8. Next generation learning platforms
9. Curation
10. Mobile delivery
11. Neuroscience/cognitive science
12. Developing the L&D function
13. Video
14. Games/gamification
15. Other:
16. MOOCs

## 2019♦

1. Personalization/adaptive delivery
2. Artificial Intelligence
3. Learning analytics
4. Collaborative/social learning
5. Micro learning
6. Learning experience platforms
7. Virtual and augmented reality
8. Mobile delivery
9. Consulting more deeply with the business
10. Showing value
11. Performance support
12. Neuroscience/cognitive science
13. Video
14. Curation
15. Developing the L&D function
16. Other:

Votes 2015 619

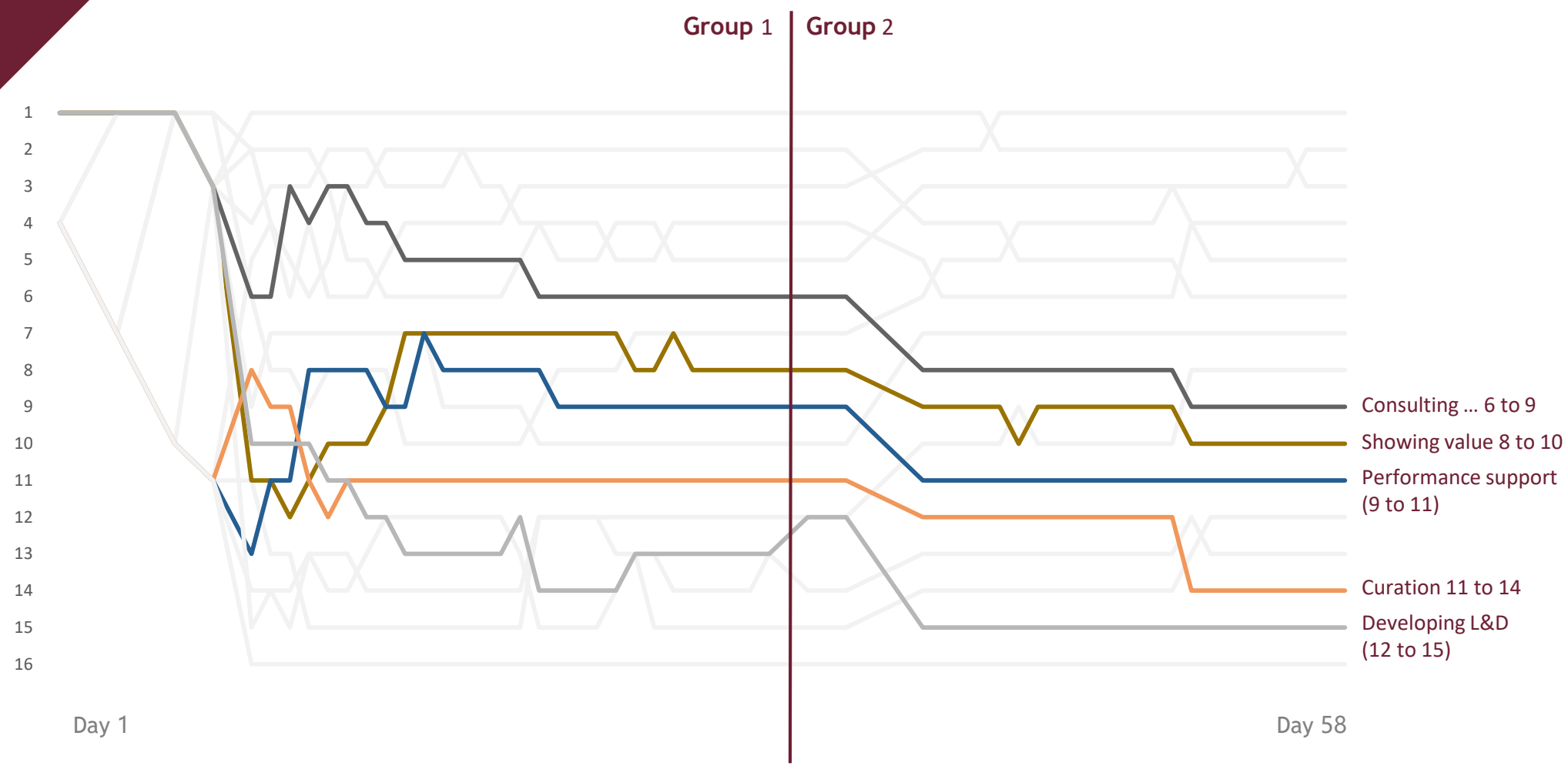
Votes 2016 1,922

Votes 2017 2,361

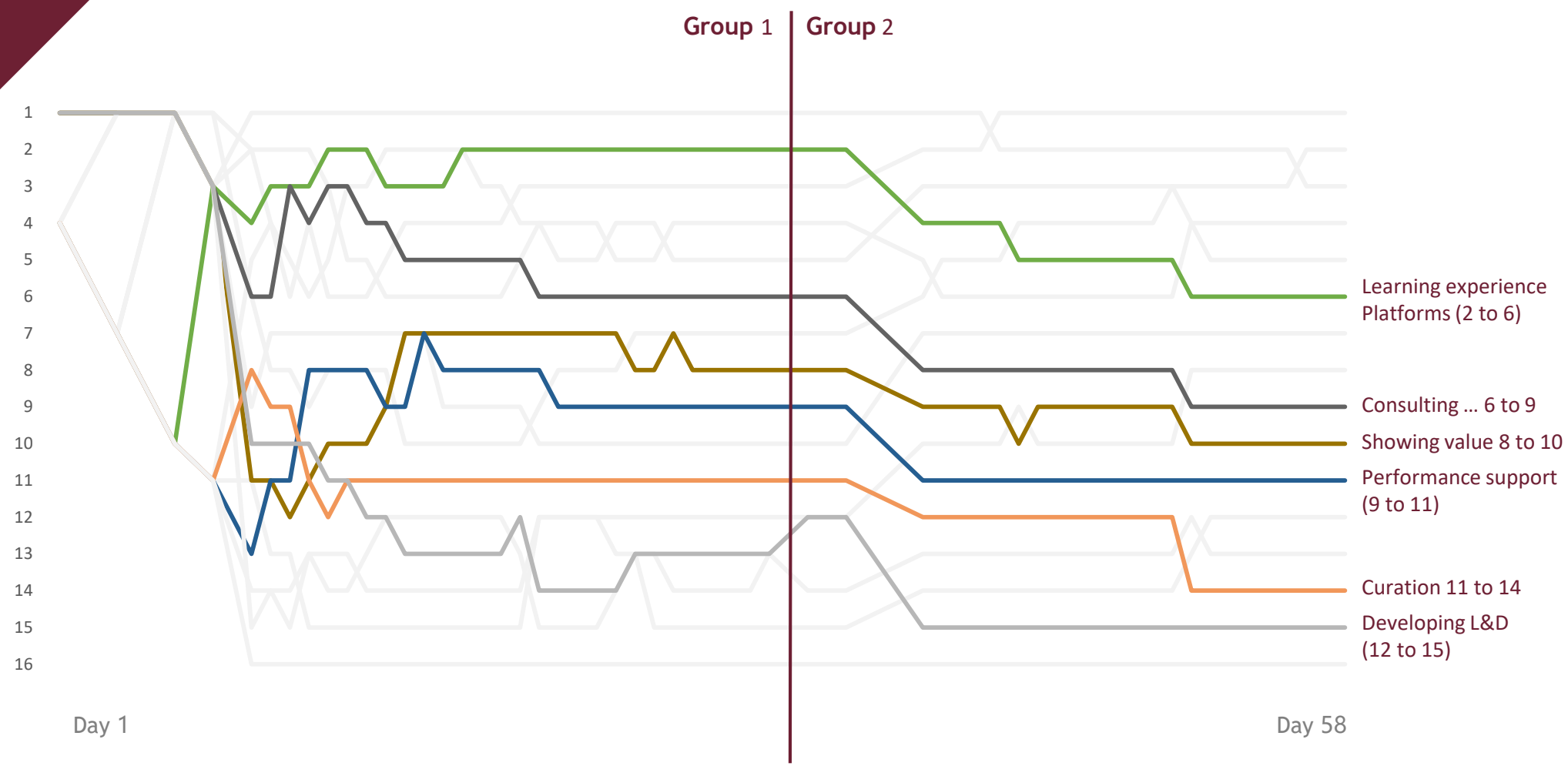
Votes 2018 2,894

Votes 2019 5,332

# Two groups



# Two groups







## Exploring the results

1

Personalisation and  
collaboration

2

Persistent  
technologies

3

Falling from  
favour

# 4

A world  
of difference



# A world of difference

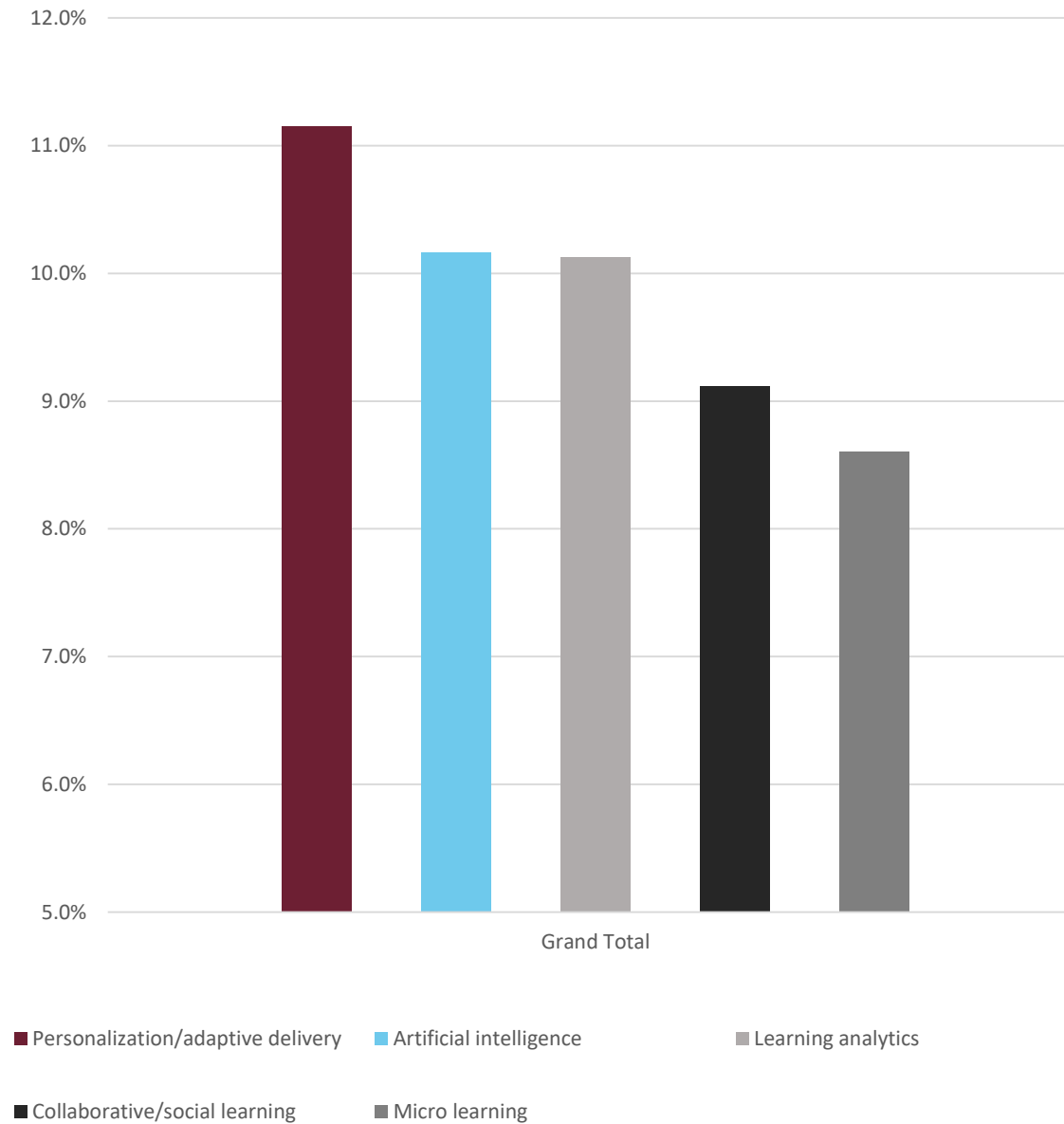


## Voting varies by region

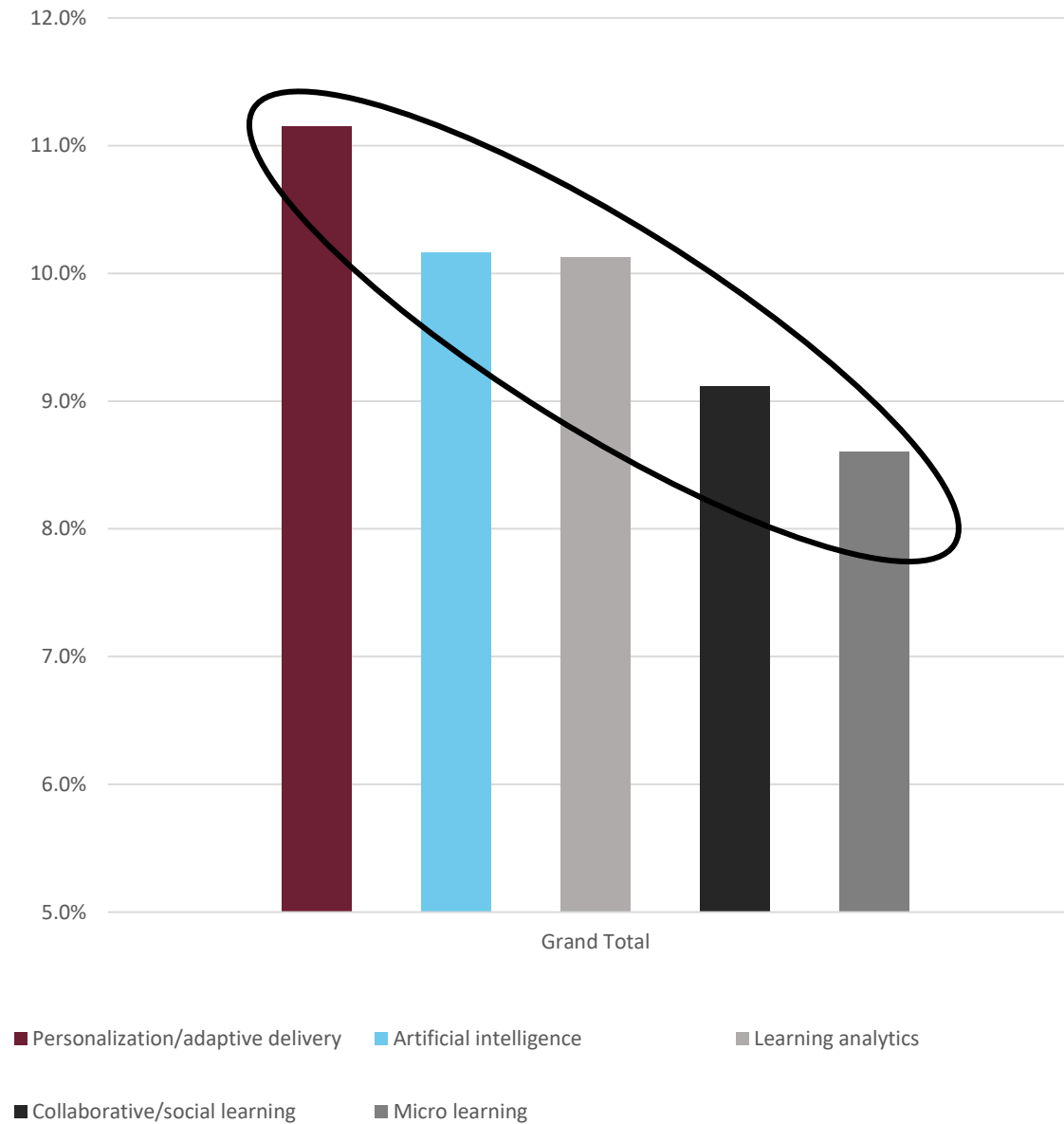
- ◆ Europe and the UK - similar
- ◆ Australia & New Zealand and India - often similar
- ◆ North America - outlier. Sometimes sets trends, sometimes follows them.



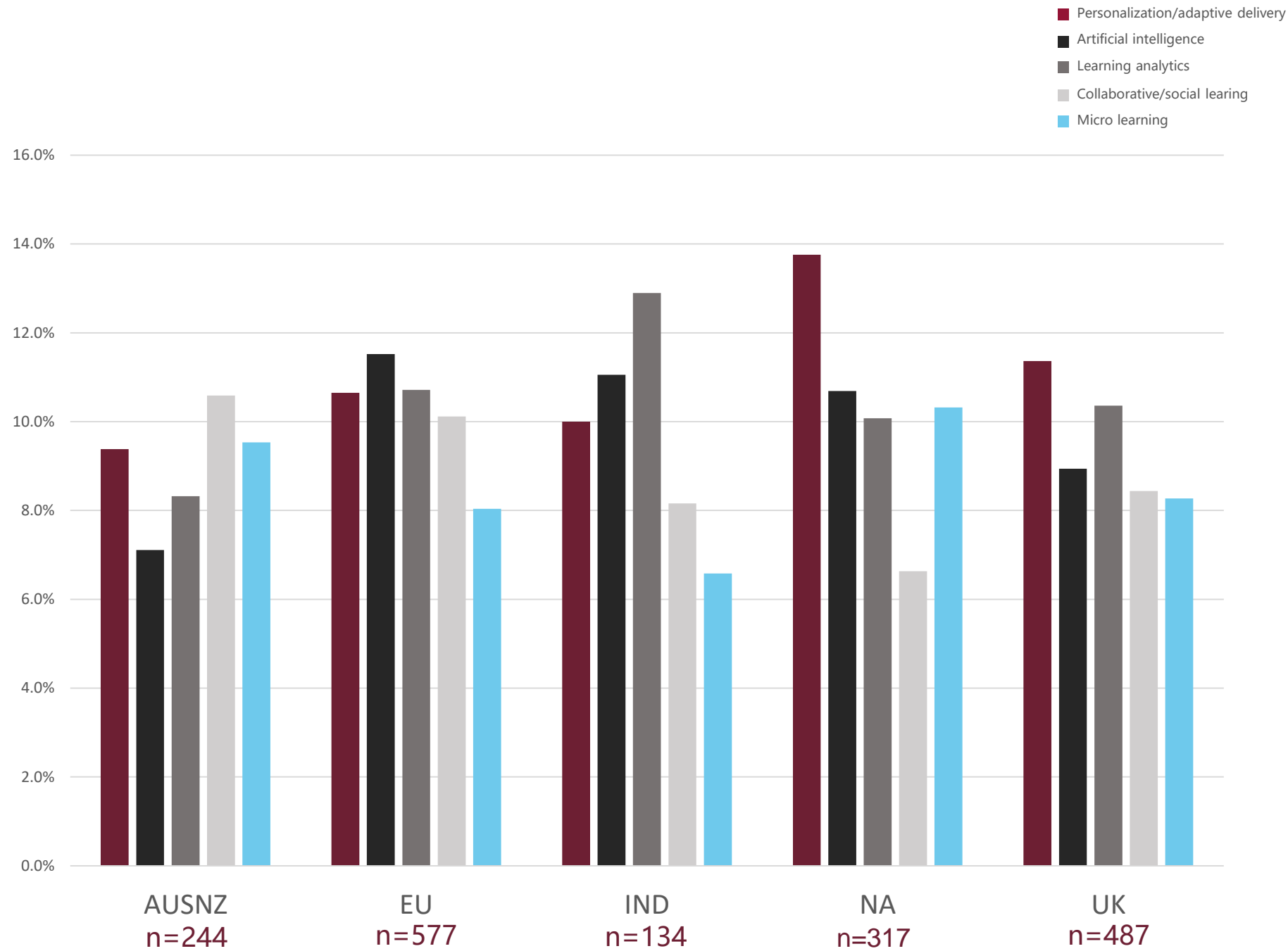
## The top 5 options



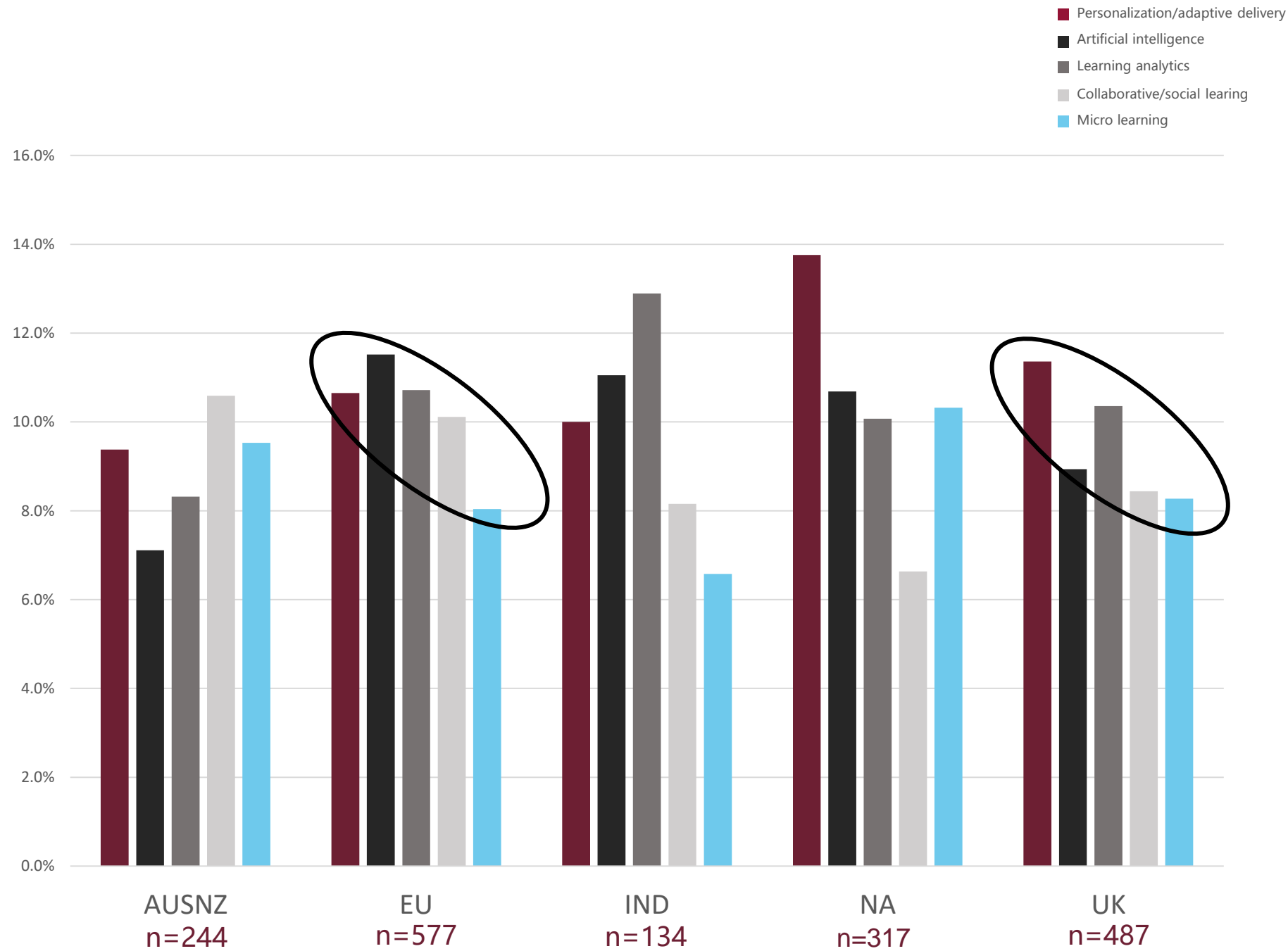
## The top 5 options



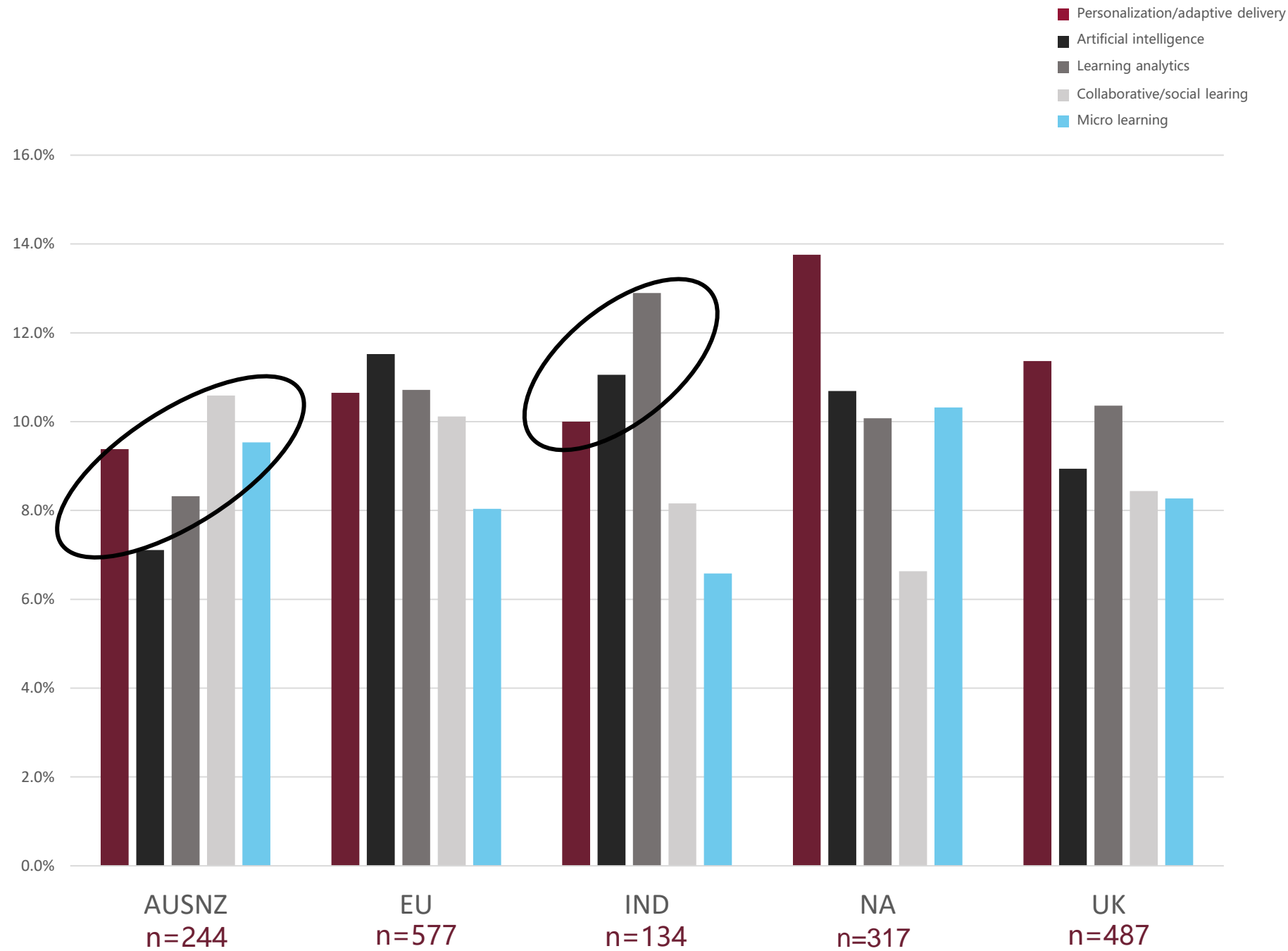
Top 5 options by region



Top 5 options by region

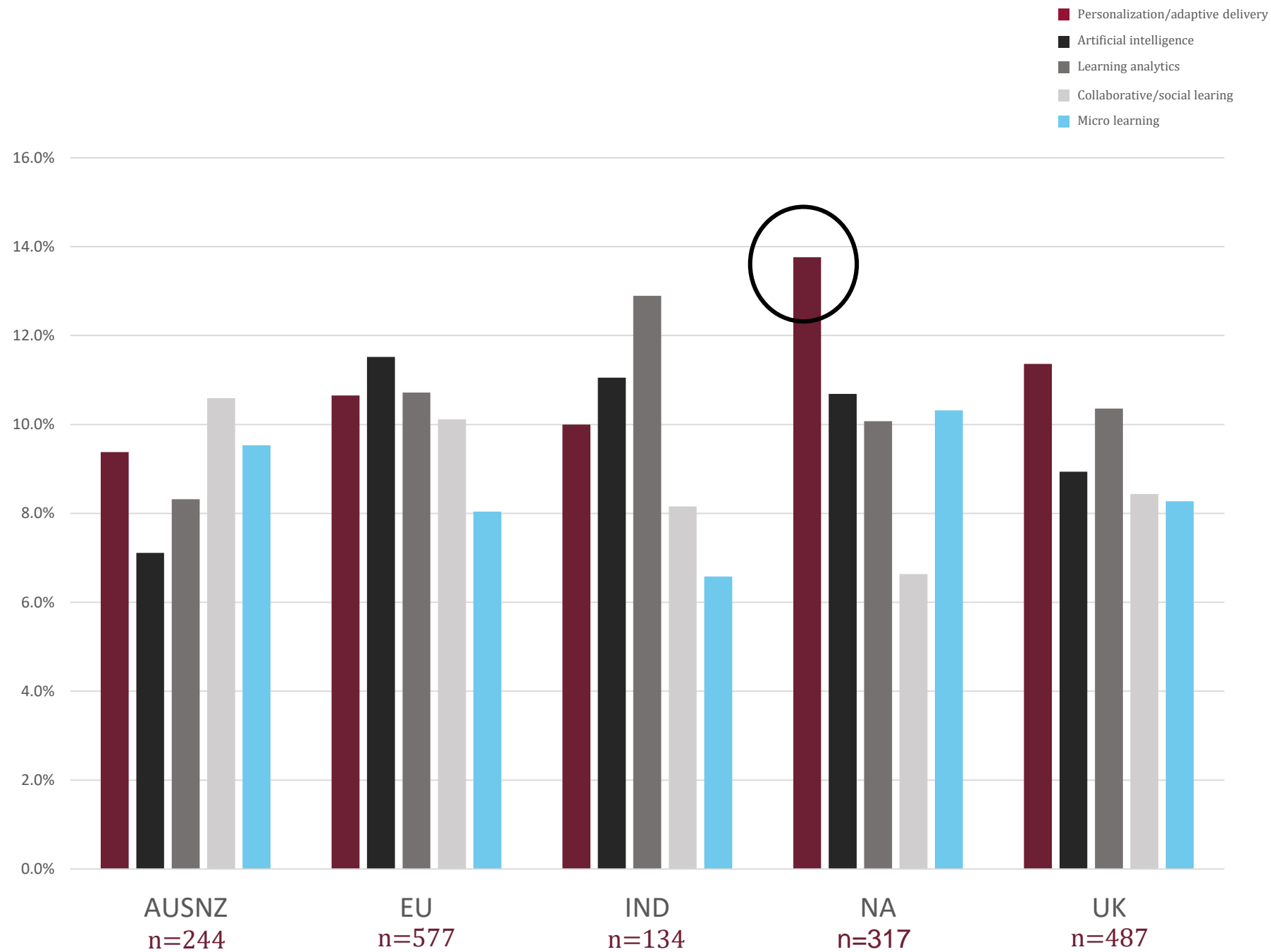


Top 5 options by region

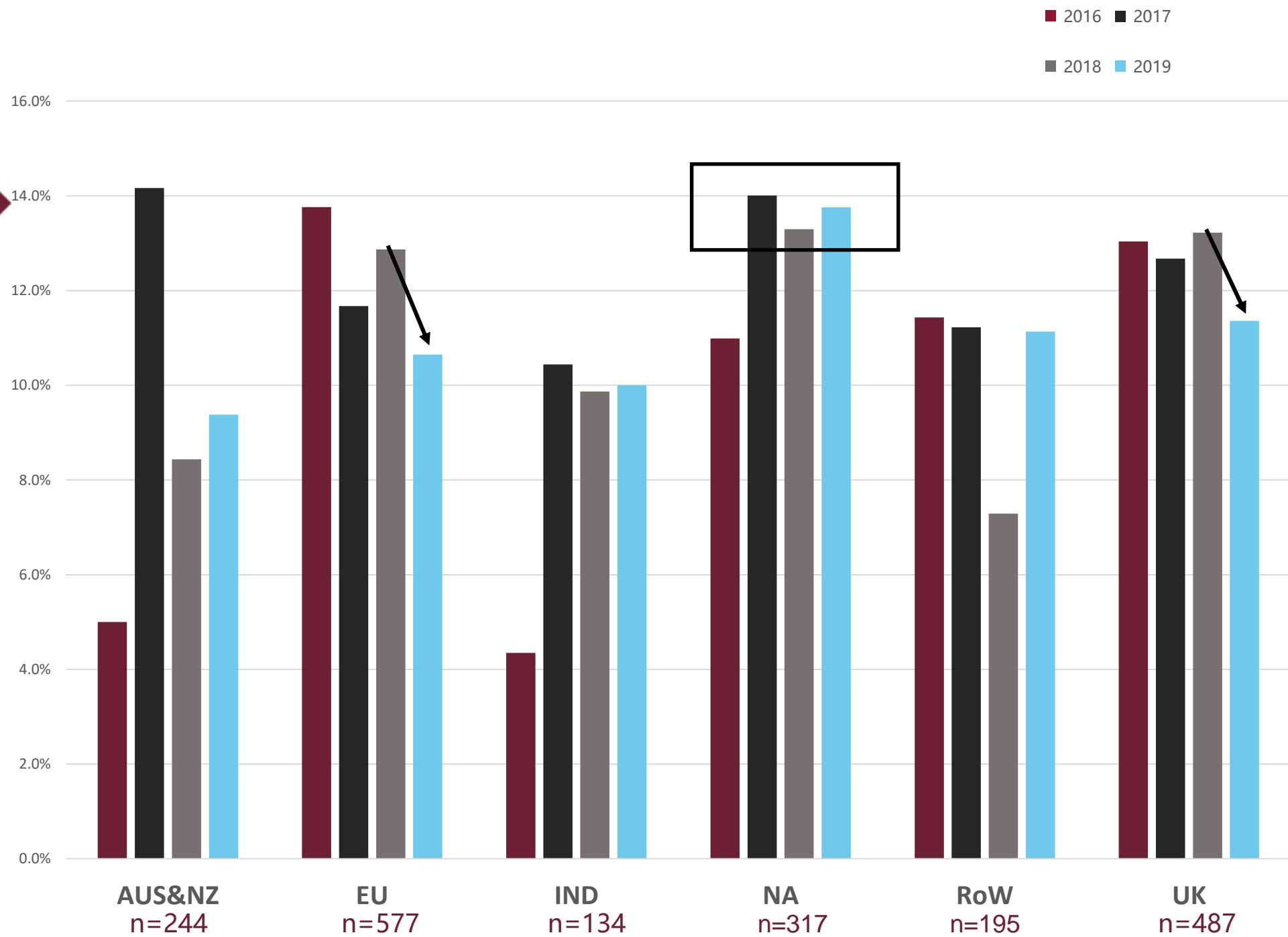




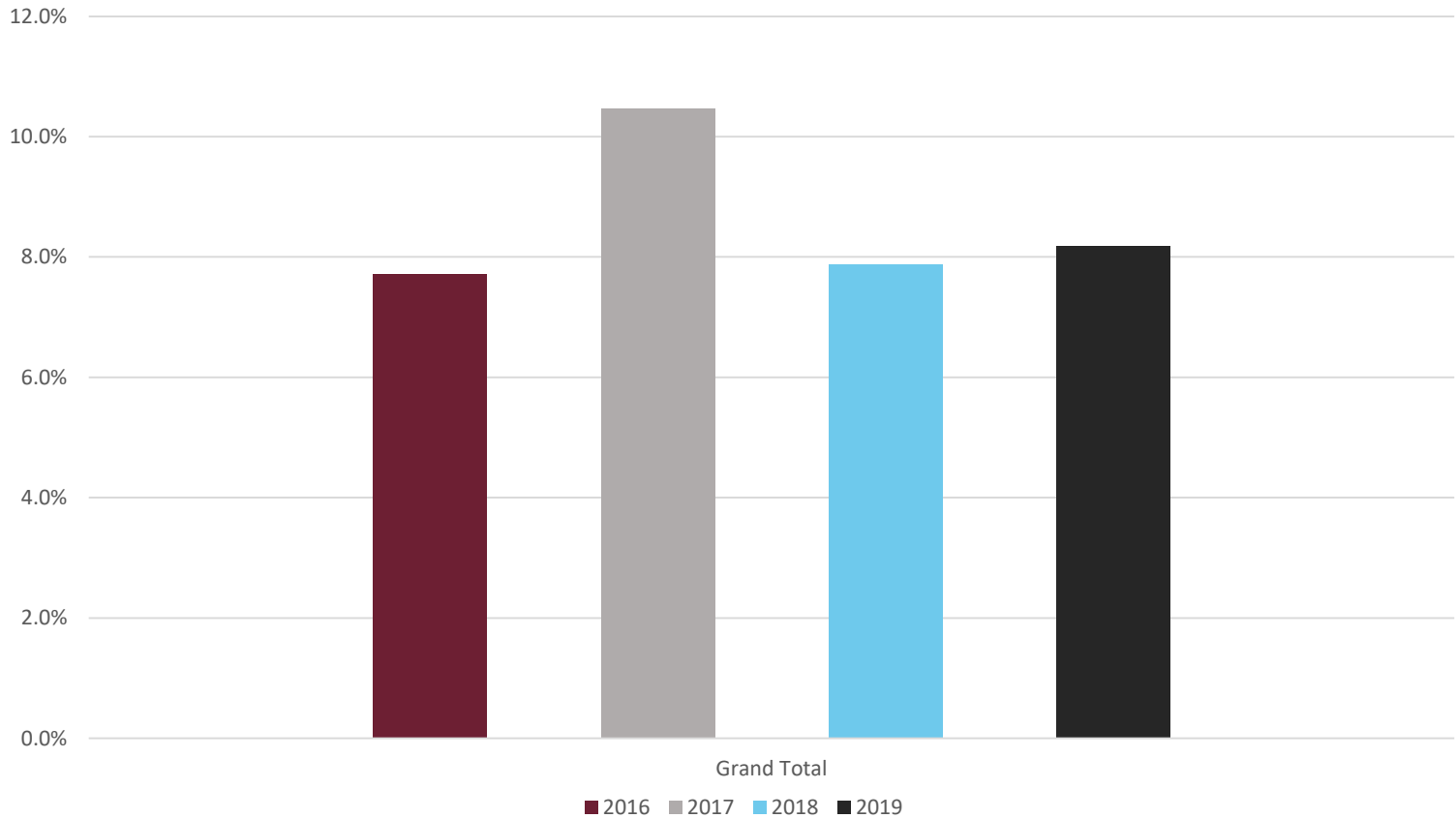
Top 5 options by region



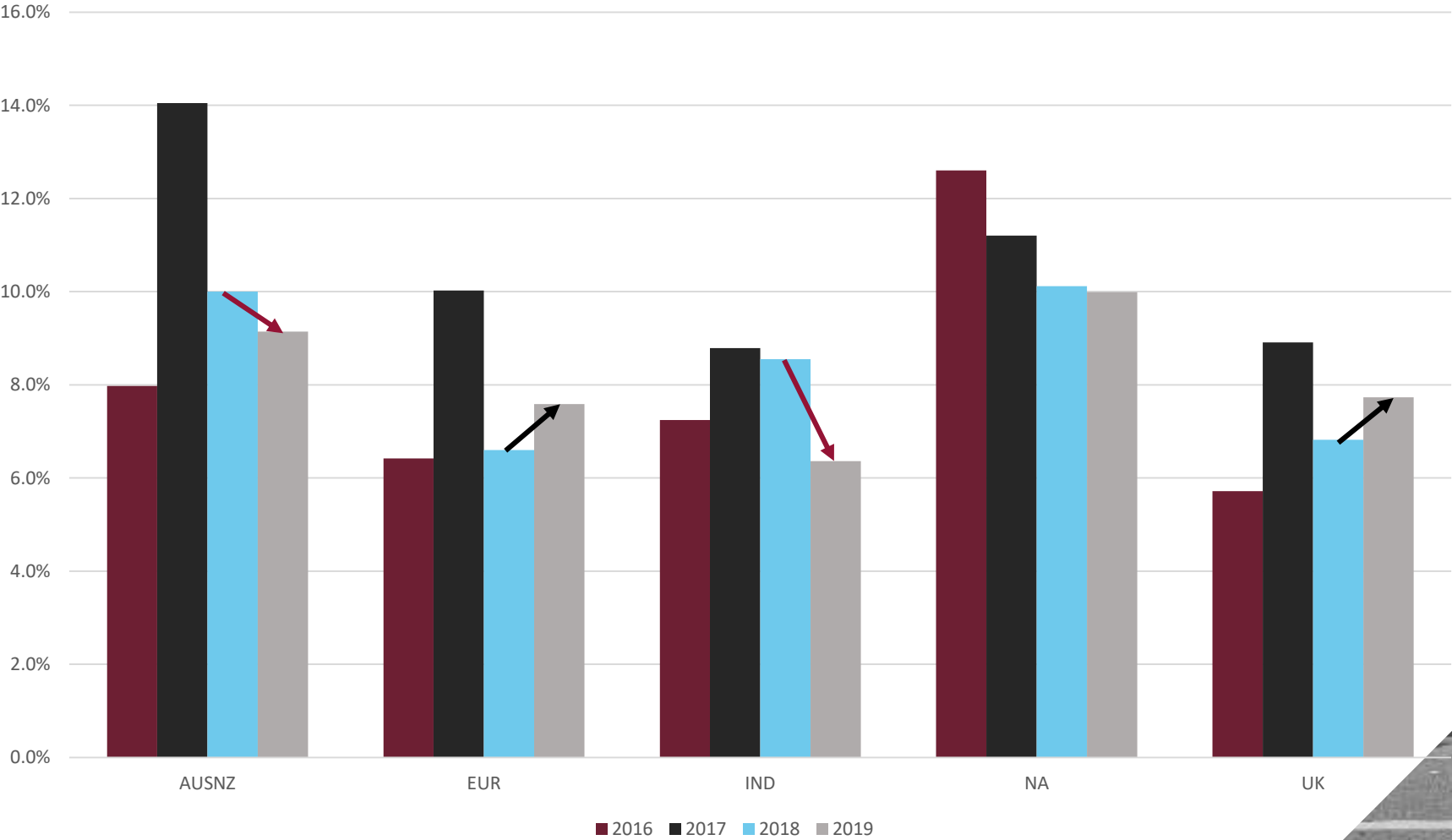
## Personalization/ adaptive delivery



# Vote over time: Micro learning



# Vote as share of regional total over time: Micro learning



# 5

It's time to think  
about the future







**Data**

**Profession**

**Teams**

**Toolbox**

# Today

2

Shifting to  
data-driven L&D

4

A world of difference

1

Results for 2019

3

Exploring the results

5

A different future

# Top trends in L&D for 2019

Donald H Taylor  
Chairman  
Learning and Performance Institute

