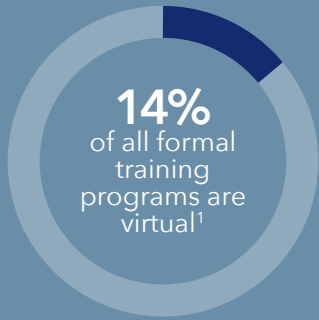# The State of Virtual Training 2018

Virtual training - live, online, facilitator-led classes - isn't new. It's become a common learning method for many organizations. Yet new technologies, new collaboration tools, and new ways of working mean that virtual training continues to evolve and grow.

This curated summary of key virtual training statistics comes from industry reports plus my own research study that I conducted in mid-2017. Over 330 global professionals provided insights into their virtual training initiatives. How do these numbers compare to your own? Read more, and join the conversation here: cindyhuggett.com/blog/SOVT.

14% of all formal training programs are virtual[1]

86% of all organizations are using virtual training (or say they will be soon)[2]

28 Hours average instructional development time to create 1 hour of interactive virtual training[3]

Top Benefits of Virtual Training[2]

87% of organizations use it to reach geographically dispersed workforce
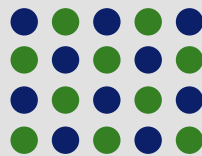
81% use it to save on travel costs

Virtual classes make up **58%** of blended learning programs[5]
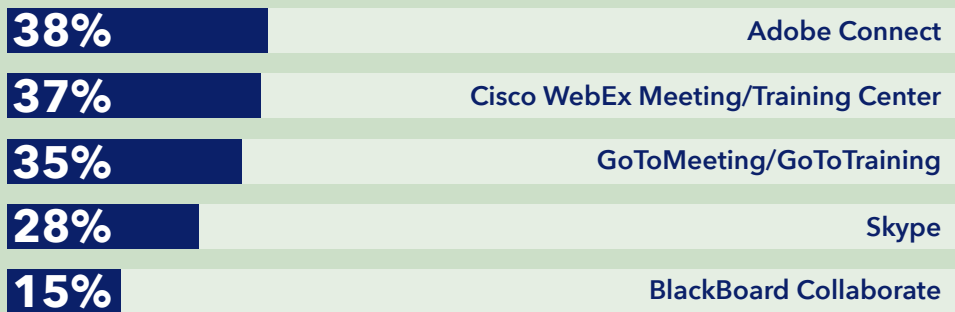
Most virtual classes are **60 minutes** in length[7]

78% of all virtual classes are under 90 minutes[7]

Most virtual classes have **under 20** participants
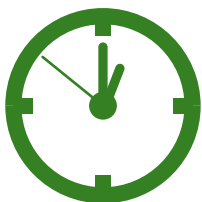*(79% have 25 or less participants)[7]*

52% of virtual training classes use a Producer[7]

Most Popular Platforms Used Are[7]

- **38%** Adobe Connect
- **37%** Cisco WebEx Meeting/Training Center
- **35%** GoToMeeting/GoToTraining
- **28%** Skype
- **15%** BlackBoard Collaborate

Others Mentioned: Zoom, Jigsaw, AirClass by Lenovo, Saba Virtual Classroom
Note that virtual classroom/training platforms have the most robust features for live online learning events.

77% of learners across all demographics rate "collaboration" as key to learning success[6]

Therefore interactive virtual classes are a must.

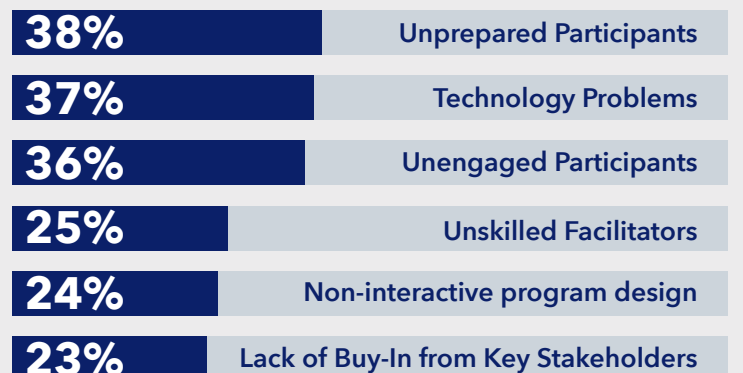Virtual classes should engage participants with the tools or each other at least every **4 minutes**[8]

17% of virtual events use live streaming video/webcams[4]

3 Key Success Factors[8]

- ✓ Interactive Design
- ✓ Engaging Facilitators
- ✓ Prepared Participants

Top Challenges of Virtual Training[7]

- **38%** Unprepared Participants
- **37%** Technology Problems
- **36%** Unengaged Participants
- **25%** Unskilled Facilitators
- **24%** Non-interactive program design
- **23%** Lack of Buy-In from Key Stakeholders

CindyHuggett

[1] Training Magazine's 2017 Training Industry Report
[2] ATD Research. (2017). Virtual Classrooms Now: Using Technology to Reach Today's Workforces
[3] Defelice, Robyn "How Long to Develop One Hour of Training? Updated for 2017"ATD Insights Blog Post
[4] 2016 ON24 Webinar Benchmark Report
[5] Chapman, B. (2013) Large Scale, Blended Learning Development: Benchmark [Research Study]. Published by Chapman Alliance LLC.
[6] Towards Maturity CIC Ltd, & Overton, L. The Learner Voice: Part 2.
[7] Huggett, Cindy. (2017). [2017 Research Study]. http://cindyhuggett.com/blog/SOVT
[8] Huggett, Cindy (2017) Virtual Training Tools and Templates: An Action Guide to Live Online Learning, ATD Press

For more information about virtual training, visit **www.cindyhuggett.com**