## The State of 2019 Virtual Training

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 studies that I conducted in mid-2017 and early 2019. Over 235 global professionals provided insights into their virtual training initiatives. How do these numbers compare to your own? Read more, and join the conversation here: https://www.cindyhuggett.com/blog/2019sovt.

93% of all organizations are using live online learning now (or plan to use it by 2020)<sup>4</sup>

~10%
of all formal
training
programs are
live online
(virtual)¹

## Top Benefits of Virtual Training<sup>2</sup>

87% of organizations use it to reach geographically dispersed workforce

**81%** use it to save on travel costs



Most virtual classes have under 20 participants

(81% have 25 or less participants)<sup>5</sup>

60 minutes in length<sup>5</sup>

66% of all virtual classes are under 90 minutes<sup>5</sup>

Most virtual classes are



**42%** of virtual trainers turn on their webcams at the start of online classes.

Only **23%** keep them turned on the entire time.<sup>5</sup>







Despite the rising popularity of mobile devices,

LESS 10% of learners use them to participate in virtual training classes. <sup>5</sup>



**91%** of learners across all demographics say "collaboration" is a key to learning success.<sup>3</sup> Therefore interactive virtual classes are a 'must'.



## SUCCESS FACTORS

- ( Interactive Design
- Engaging Facilitators
- Prepared Participants



Average amount of time spent developing a one hour interactive virtual class:

21 Hours<sup>5</sup>



Top Challenges of Virtual Training<sup>7</sup>

38%	Unprepared Participants
37%	Technology Challenges
36%	Unengaged Participants
25%	Unskilled Facilitators
24%	Non-interactive program design
23%	Lack of Buy-In

**Most Popular Platforms Used Are**<sup>5</sup>

Adobe Connect

WebEx Training Center

Zoom

GoToMeeting/GoToTraining

WebEx Meeting Center

Skype

Others Mentioned: Blackboard Collaborate, Jigsaw, AirClass by Lenovo, Saba Virtual Classroom 1 Training Magazine's 2018 Training Industry Report

2 ATD Research. (2017). Virtual Classrooms Now: Using Technology to Reach Today's Workforces

3 Towards Maturity CIC Ltd. & Overton. L. How Modern Workers Learn.

4 Towards Maturity CIC Ltd, & Overton, L. Learning Technology Trends for 2019.

5 Huggett, Cindy. (2019). [2019 Research Study]. https://www.cindyhuggett.com/blog/2019sovt

6 Huggett, Cindy. (2017). Virtual Training Tools and Templates: An Action Guide to Live Online Learning, ATD Press

7 Huggett, Cindy. (2018). [2018 Research Study]. http://cindyhuggett.com/blog/sovt

For more information and resources on virtual training, visit www.cindyhuggett.com

