Virtual training - live, online, facilitator-led classes - has been around for over 20 years. Yet 2020 has ushered in a new era for the virtual classroom. Organizations have moved to virtual training en masse and embraced it as an effective way to learn. Participants have increased expectations, and platforms have updated with new capabilities. This year’s State of Virtual Training report includes survey data collected in May-July 2020. Over 870 global respondents provided insights into their virtual training initiatives. How do these numbers compare to your own? Read more about the survey details, and join the conversation here: https://www.cindyhuggett.com/blog/2020sovt

1. Most noted that break times are built into these longer events
2. 47% keep them on the entire class, 36% use them some of the class
3. 23% use them the entire time, 32% use them some of the time

Most virtual classes (77%) have under 25 participants

Most popular platforms used are:
- Zoom (51%) - technology challenges
- Microsoft Teams (28%) - technology challenges
- Webex Training Center (25%) - platform & challenges
- Adobe Connect (24%) - platform & challenges
- Webex Meeting Center (17%) - platform & challenges
- GoToMeeting/Gototrain (13%) - platform & challenges

Average amount of time spent developing one hour of an interactive virtual class: 9 hours

7% are incorporating use of virtual reality (VR) and/or augmented reality (AR) into virtual classes

For help with your virtual training programs, and for more resources, visit www.cindyhuggett.com