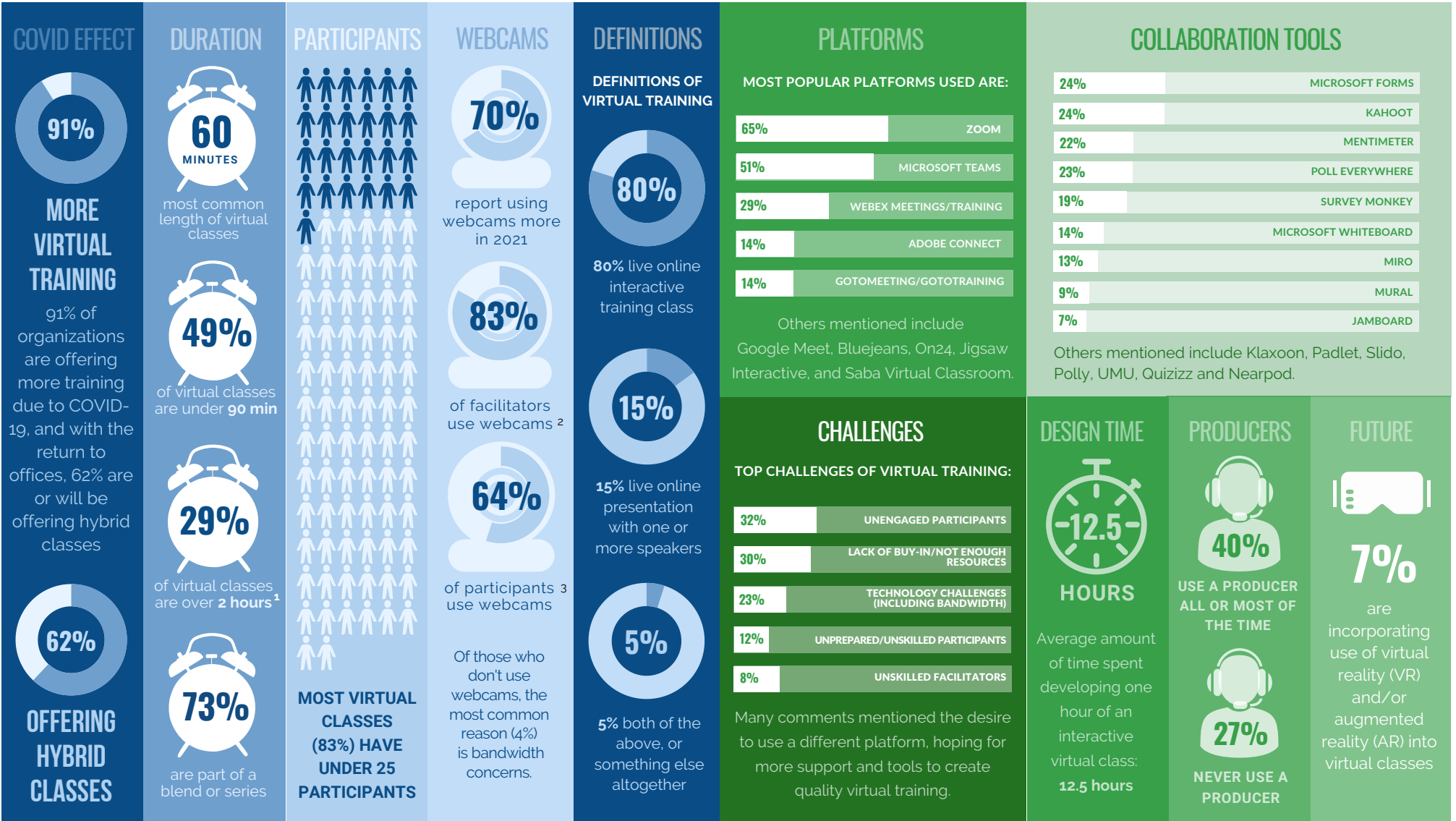# THE STATE OF VIRTUAL TRAINING 2022

Virtual training isn't new, but the last two years have solidified it as a popular and preferred way to deliver learning. With the increased adoption comes increased expectations from participants, facilitators, and other stakeholders. This year's State of Virtual Training report includes survey data collected in July-September 2021. Over 700 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/2022sovt

COVID EFFECT

91%

MORE VIRTUAL TRAINING

91% of organizations are offering more training due to COVID-19, and with the return to offices, 62% are or will be offering hybrid classes

62%

OFFERING HYBRID CLASSES

DURATION

60 MINUTES

most common length of virtual classes

49%

of virtual classes are under 90 min

29%

of virtual classes are over 2 hours[1]

73%

are part of a blend or series

PARTICIPANTS

MOST VIRTUAL CLASSES (83%) HAVE UNDER 25 PARTICIPANTS

WEBCAMS

70%

report using webcams more in 2021

83%

of facilitators use webcams[2]

64%

of participants use webcams[3]

Of those who don't use webcams, the most common reason (4%) is bandwidth concerns.

DEFINITIONS

DEFINITIONS OF VIRTUAL TRAINING

80%

80% live online interactive training class

15%

15% live online presentation with one or more speakers

5%

5% both of the above, or something else altogether

PLATFORMS

MOST POPULAR PLATFORMS USED ARE:

Platform	%
ZOOM	65%
MICROSOFT TEAMS	51%
WEBEX MEETINGS/TRAINING	29%
ADOBE CONNECT	14%
GOTOMEETING/GOTOTRAINING	14%

Others mentioned include Google Meet, Bluejeans, On24, Jigsaw Interactive, and Saba Virtual Classroom.

COLLABORATION TOOLS

Tool	%
MICROSOFT FORMS	24%
KAHOOT	24%
MENTIMETER	22%
POLL EVERYWHERE	23%
SURVEY MONKEY	19%
MICROSOFT WHITEBOARD	14%
MIRO	13%
MURAL	9%
JAMBOARD	7%

Others mentioned include Klaxoon, Padlet, Slido, Polly, UMU, Quizizz and Nearpod.

CHALLENGES

TOP CHALLENGES OF VIRTUAL TRAINING:

Challenge	%
UNENGAGED PARTICIPANTS	32%
LACK OF BUY-IN/NOT ENOUGH RESOURCES	30%
TECHNOLOGY CHALLENGES (INCLUDING BANDWIDTH)	23%
UNPREPARED/UNSKILLED PARTICIPANTS	12%
UNSKILLED FACILITATORS	8%

Many comments mentioned the desire to use a different platform, hoping for more support and tools to create quality virtual training.

DESIGN TIME

12.5 HOURS

Average amount of time spent developing one hour of an interactive virtual class: **12.5 hours**

PRODUCERS

40%

USE A PRODUCER ALL OR MOST OF THE TIME

27%

NEVER USE A PRODUCER

FUTURE

7%

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

CindyHuggett

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

1. Many noted that break times are built into these longer events
2. 60% keep them on the entire class, 31% use them some of the class
3. 32% use them the entire time, 31% use them some of the time