eLearning future

2: the future

This section is adapted from
http://www.slideshare.net/UpsideLearning/
10-elearning-trends-for-2015

UPSIDE LEARNING

10 eLEARNING TRENDS
FOR 2015

Technical

methodo logical
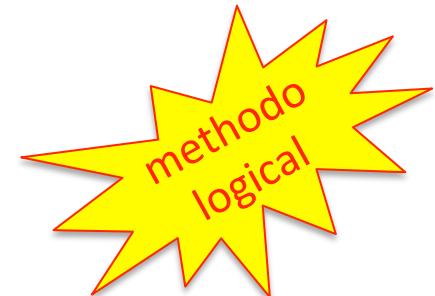
1 IT'S A MULTI-DEVICE WORLD!

3 devices used by

25% 🇺🇸   🇬🇧 **20%**
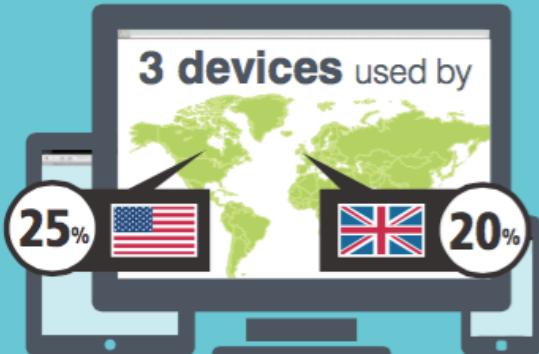
And more than 60% of online adults in the US and the UK use at least two devices every day.

GfK

Technical

Multi-device/ multi-screen behaviour is quickly becoming the norm.

2.9 devices 2015

5.2 devices 2017

Sophos Mobile Device Numbers Infographic

BYOD

The smartphone is by far the most popular device carried.

85%

65%

48%

Sophos Mobile Device Numbers Infographic

2 OUT WITH FLASH. IN WITH HTML5

WWW

25%
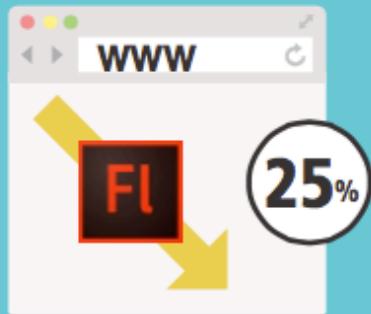
With increasing multi-device usage and Flash's growing incompatibility, HTML5 presents itself as a promising alternative.

W3Techs - World Wide Web Technology Surveys

HTML5 is now YouTube's default for playing videos.

HTML5 → You Tube

YouTube Engineering and Developers Blog

V.

Technical

Conversion of legacy eLearning courseware from Flash to HTML5

75%
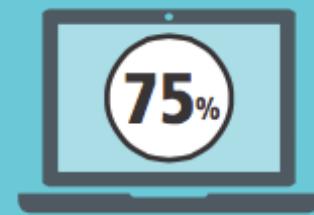
75% of web developers are currently using HTML5 in their design and development projects.

Accusoft

50% of web developers were already using HTML5 for mobile website development.

50%

Trends.Builtwith.com

3 GAMIFICATION

By end of 2015, more than 50% of organisations that have managed innovation processes will gamify those processes.

50%

Gartner

methodo logical

We have already spoken of some aspects of gamification:
Games with a purpose, like reCAPTCHA or ESP game bi Van Ahn

https://en.wikipedia.org/wiki/ESP_game
https://it.wikipedia.org/wiki/CAPTCHA

The number of new edugames coming to the North American market is exploding.

Ambient Insight's 2013-2018 North America Mobile Edugame Market research

$ 227.9 mn

CAGR 12.5%

$ 410.27 mn

2013

2018

4 AUGMENTED REALITY

CAGR

15%

$1bn

2013   2018

AR+
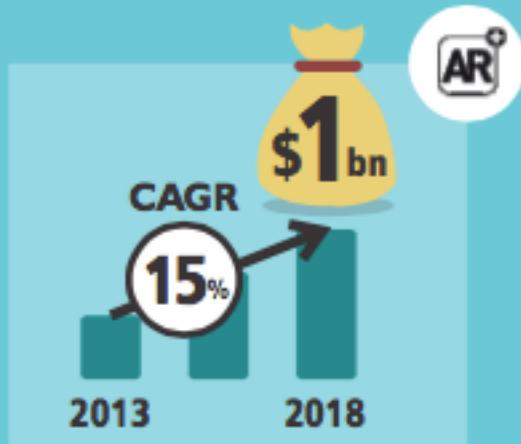
Over the last few years, Augmented Reality technology has shown significant growth.

Markets and Markets' March 2014 report 'Augmented Reality & Virtual Reality Market'

5 **MASSIVE ONLINE OPEN COURSES (MOOC)**

By 2020, at least a dozen universities
around the world will give university
degrees with 100% content on MOOC.

Anant Agarwal, edX

rise of co-branded MOOCs between corporations
and established academic universities

6 LEARNING MANAGEMENT SYSTEM (LMS)

$ 7.83 bn

$ 2.55 bn

CAGR 23.2%

CAGR 25.2%

2013 2014 2015 2016 2017 2018 2019
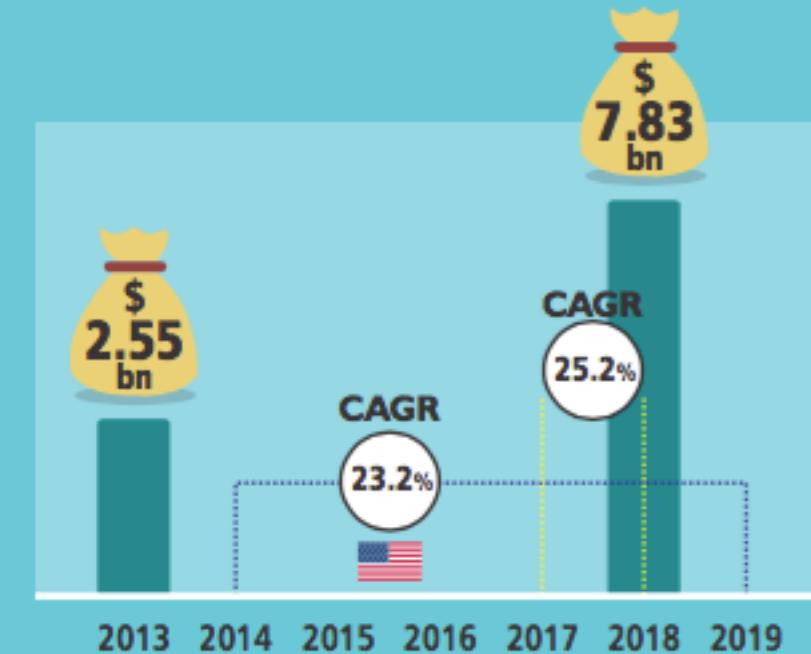
The overall size of the LMS market is equal to the sum of the revenues from academic and corporate users of LMS.

Markets and Markets,
Research and Markets

Responsive LMS
Coud LMS

Technical

7 SELF-PACED LEARNING

$42.7 bn
CAGR
4.4 %
$53 bn

2013   2018
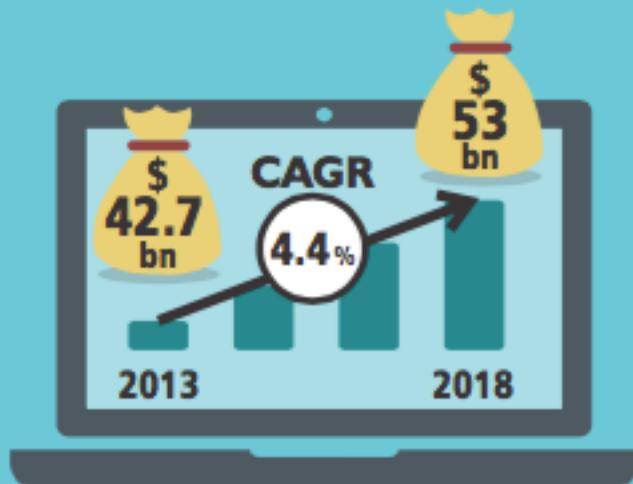
The rapid adoption of eLearning in developing economies and explosion in the number of new suppliers are leading to the growth of the world-wide Self-paced Learning market.

Ambient Insight's Self-paced eLearning Market report

8 BRING YOUR OWN DEVICE (BYOD)

Technical

The Bring Your Own Device (BYOD) movement is booming, with 74% of organisations either already using or planning to allow employees to bring their own devices to work.

Tech Pro Research

74%

$ 238.39 bn

2020

The BYOD market is expected to reach $238.39 billion by 2020.

Grand View Research

9 WEARABLE LEARNING

Currently 29% of respondent organisations were using, planning to use or budgeting for wearables and have included them in their BYOD plan.

29%

Tech Pro Research

methodo logical

Personalized coaching?

10 MOBILE LEARNING

$
2.3
bn

$
1.1
bn

CAGR
15.4%

2014   2019
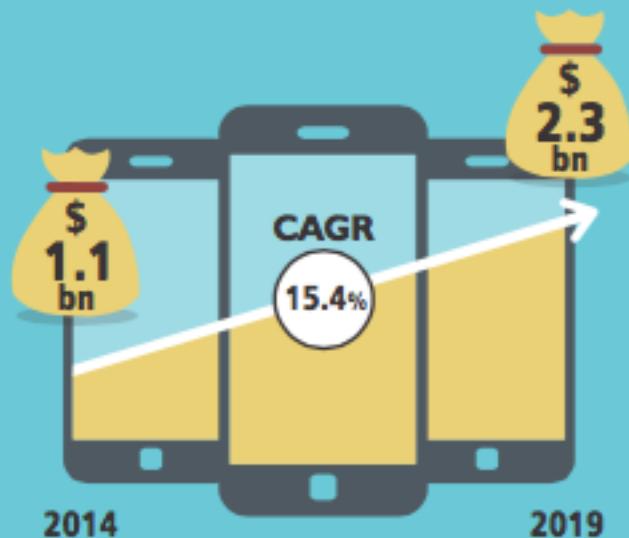
China was the second-largest Mobile Learning buying country after the US in 2014.

Ambient Insight's 2013-2018 North America Mobile Edugame Market research

Learning on the move

Top ten countries with the highest eLearning growth rates in the world are Myanmar, Thailand, Malaysia, Vietnam, Ethiopia, Slovakia, Nepal, Mozambique, Indonesia, and Pakistan.

Ambient Insight's Self-paced eLearning Market report

$560.7m
(2016)

The eLearning market sees revenues rising to $560.7m in 2016 in the Middle East.

GessDubai.com

Plus…

methodo logical
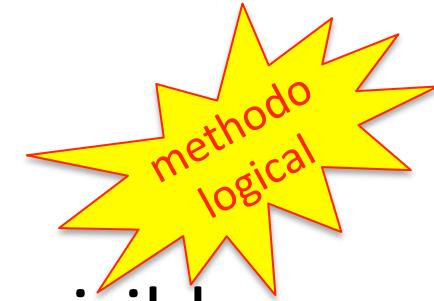
- Big Data & Advanced, Pervasive, Invisible Analytics

- Interoperability (APIs (Application Programming Interface)

  Technical

  – SCORM and Tin Can are examples of APIs in eLearning; basically these programs have inbuilt instructions for applications to talk to each other, such as allowing content to flow easily between different LMS platforms.

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