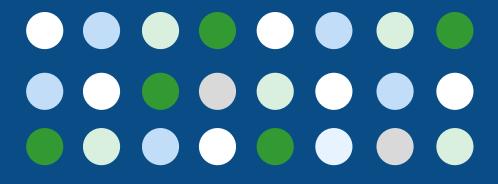
THE STATE OF VIRTUAL TRAINING

Virtual training - live, online, facilitator-led learning - is here to stay. More than 86% of organizations report using the virtual classroom for training, and it's an integral part of most organizational training strategies. Yet we have moved into a new era for the virtual classroom. Participants have increased expectations, and platforms have updated with new capabilities. Video is emphasized and hybrid learning is on the rise. This year's State of Virtual Training report includes survey data collected in Aug-Nov 2023. Over 450 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/2024sovt





75% OF VIRTUAL CLASSES HAVE 25 OR FEWER PARTICIPANTS (60% HAVE FEWER THAN 20)

HOW DO YOU DEFINE VIRTUAL TRAINING?

live online interactive training class

live online presentation with one or more speakers

both of the above, or something else altogether

120

MINUTES

(14%)

DURATION



Most common length of a virtual class

30-45 **MINUTES**

(9%)

60 - 75**MINUTES**

(29%)

90 **MINUTES**

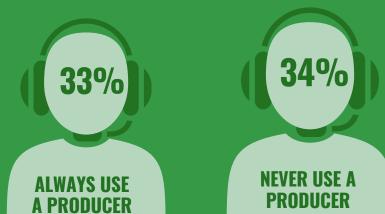
(14%)

3 **HOURS OR MORE**

29% are 3 hours or more

67% of all virtual classes are 2 hours or less

PRODUCERS



33% of virtual facilitators always (or almost always) have a Producer or Co-Facilitator. 34% never have one.

WEBCAM USE



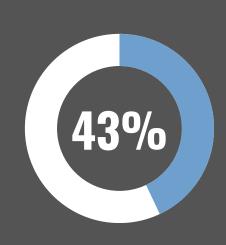
ARE USING WEBCAMS MORE **BUT 59% SAY IT'S STAYED THE SAME** 67%

OF FACILITATORS USE WEBCAMS SOME OR ALL OF THE TIME

39%

PARTICIPANTS ALWAYS USE **WEBCAMS**

31% OF PARTICIPANTS SOMETIMES USE THEM



of virtual training classes are part of a blended curriculum Average amount of time reported spent developing a 1 hour interactive virtual class



52%

52% are facilitating hybrid classes



36% have no plans to offer hybrid classes

7%

are incorporating XR/VR into their virtual classes



MOST POPULAR PLATFORMS

63%		ZOOM
59%		MICROSOFT TEAMS
16%	WEBEX TRAINING CENTER	
13%	ADOBE CONNECT	
6 %	GOOGLE MEET	
4 %	GOTOMEETING/GOTOTRAINING	

Other platforms mentioned include Butter, Saba, Engageli, Big Marker, Ring Central, and Collaborate

COLLABORATION TOOLS

29%	MENTIMETER
28%	MICROSOFT FORMS
27%	КАНООТ
19%	MICROSOFT WHITEBOARD
20%	POLL EVERYWHERE
15%	SURVEY MONKEY
12%	MIRO
11%	JAMBOARD
9%	MURAL

Others mentioned include Mootup, Klaxoon, Padlet, Slido, and Aha!Slides

TOP CHALLENGES OF VIRTUAL TRAINING

Unengaged **Participants** (38%)

Not enough Resources (11%)

Technology Challenges (14%)

Participants not on webcam (6%)

Need better Program Design (14%)

Unskilled **Facilitators** (5%)

Lack of **Buy-in** (14%)

