k:neo

LEARNING INSIGHTS 2015-16

Finding your true north in a digital blizzard



INTRODUCING OUR SPEAKERS



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3 YEARS, 3 THEMES

2012-13: THE NEW LEARNING AND TECHNOLOGY ARCHITECTURE

How successful organisations are evolving their L&D approach with the support of technology

2013-14: LEARNING AT THE SPEED OF NEED

How learning has become pervasive in the workplace and what this means for L&D

2014-15: ADDING BUSINESS VALUE THROUGH LEARNING

How the consumerisation of technology is driving workplace change and the challenge of keeping up

NEW REPORT FOR 2015-16
The changes over the last decade



WE ASKED...

How have learners' expectations changed?

What's been the biggest surprise in the last 10 years?

What technology has had the biggest impact?

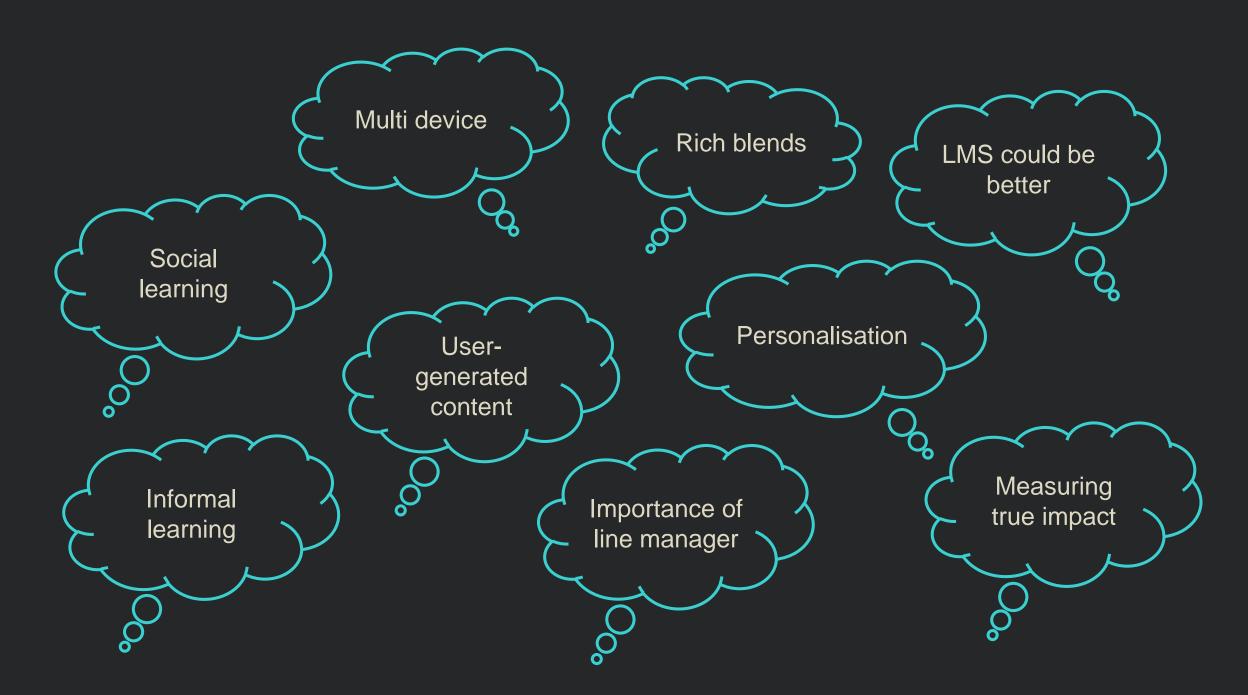
What are your top priorities for the future?

What's driving change in the workplace?

What is the biggest elephant in the room?

What's the big challenge everyone is avoiding?

...A LOT OF COMMON ASPIRATIONS



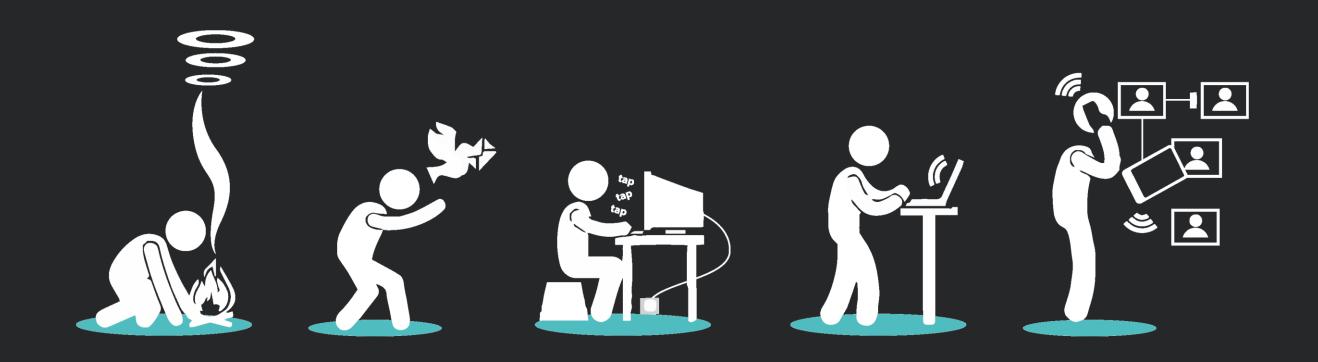
WHAT'S HAPPENING?



IN THE DIGITAL BLIZZARD, HOW DO YOU FIND YOUR TRUE NORTH?



TECHNOLOGY IS DRIVING...

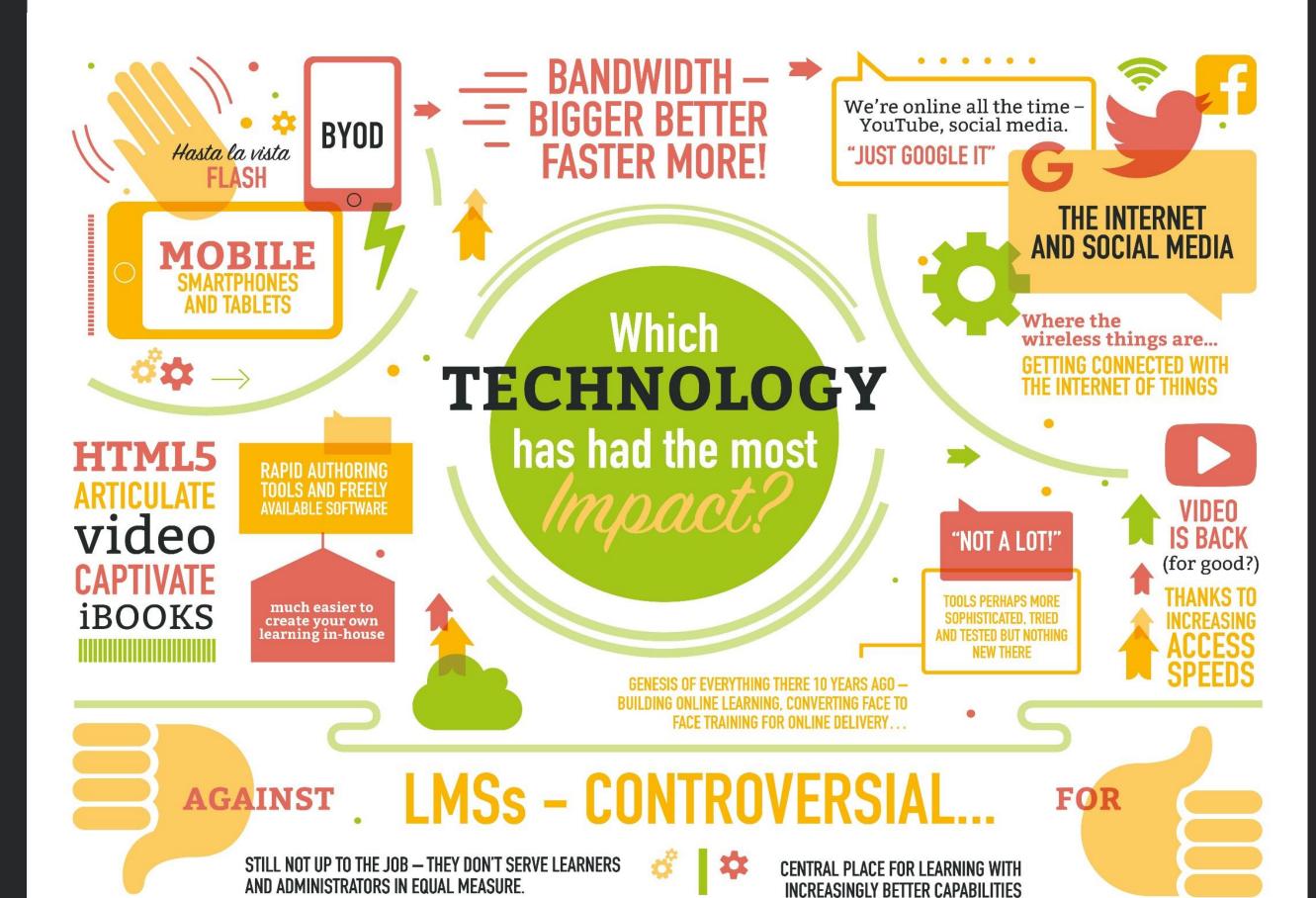


HOW WE WORK & LEARN



LET'S BEGIN OUR EXPEDITION...





WHAT ARE WE TAKING ON OUR DIGITAL EXPEDITION...
...AND WHAT ARE WE LEAVING BEHIND?



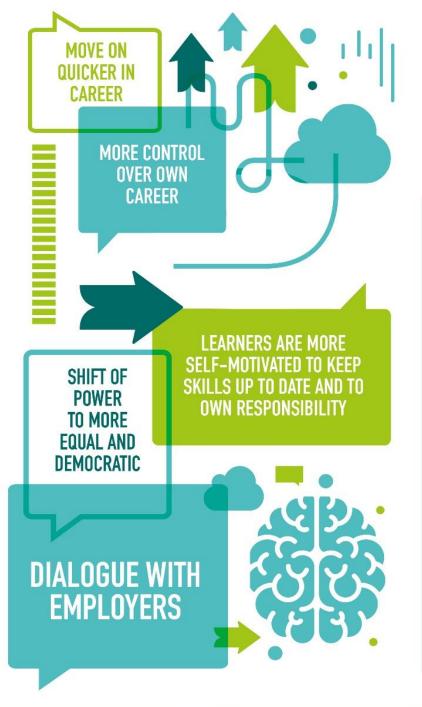
OUT

- Overly long courses
- Boring learning
- Single channel delivery
- Barriers to learning and sharing
- Top-down training
- Inflexible LMS
- IT barriers
- Being protective of knowledge
- Measuring training take up

IN

- Making content easy to find, accessible and relevant
- Support for social learning
- Supporting multiple devices and channels
- Design thinking and UX
- Intelligent blends and curation
- Personalised experiences
- BYOD
- Big and small data
- Measuring learning impact
- Tangible assessment and rewards













How have learners

EXPECTATIONS

CHANGED

over the last 10 years?

INSTANT GRATIFICATION LED BY INFLUENCE OF INTERNET

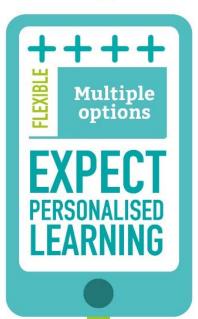
Connectivity and compatibility of systems













DEPENDS ON THEIR AGE (OR DOES IT?) MULTI-GENERATIONAL WORKFORCE

STILL EXPECT SOME FACE-TO-FACE ENGAGEMENT

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TRADITIONAL ELEARNING IS NOT ENOUGH

QUALITY
PRODUCTION
VALUES



WHAT'S OUR TEAM LIKE?



LEARNERS

Use multiple devices

Google what they need to know

Learn from YouTube videos

Less patient, used to instant gratification

Can find long courses boring



Take charge of their learning

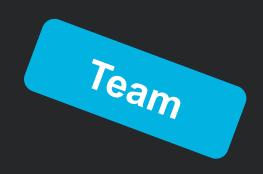
Want a personalised experience

Like to share what they know

Multi generation

Multi location

WHAT'S OUR TEAM LIKE?



L&D SPECIALISTS

Aligned to business needs

Listen to learners —

Support learners

Work closely with line managers



Embrace new technology

Encourage social learning

Prefer resources to courses

Develop for diversity





NEED FOR SPEED, SCALE AND REACH

Developing online e-learning takes too long and costs too much – we need to speed up



Fewer face to face trainers

WHAT'S DRIVING

NEED FOR MORE

BITE-SIZED, STACKABLE AND FLEXIBLE CONTENT

BETTER BLENDS **ENABLED BY HUGE INCREASE IN AND** THE REDUCED COST OF PROCESSING **POWER, STORAGE** AND BANDWIDTH

SO MANY OPTIONS -WE CAN CHOOSE THE **RIGHT TOOL FOR** THE JOB

We need to cater for five generations with a wide range of digital skillsets



DESIRE FOR A BLEND

ENABLING PEOPLE TO CONNECT, COLLABORATE & FORM COMMUNITIES

How can we reach people without an internet connection?

MAKING LEARNING ACCESSIBLE TO EVERYONE



More flexible working patterns and time away from office

RESPONSIVE HIGH LEARNER WEB DESIGN EXPECTATIONS FLOWING INTO AND CONSUMER ONLINE LEARNING BEHAVIOUR BY 0











A FORMULA FOR FINDING YOUR TRUE NORTH

Tools



Team



Camp

- Keep an eye on what's out there and filter
- Think about what's useful to your business & learners
- What's within your capability? Try it out!
- Understand what your learners are like
- Involve, encourage and support them to contribute
- Work with the business
- Be the L&D person you want to be ©
- Be aware of how your workplace has changed
- Design learning that helps meet business objectives
- Measure impact to prove what works

SLOW SPEED OF INTERNAL PROCESSES VS UNREALISTIC DEMANDS INTERNALLY ON L&D

WANT SEAMLESS ACCESS TO ALL LEARNING SUPPORT FEATURES

Want one that meets the needs of learners as well as admin

BEST USE OF

MEETING BUSINESS

DEMANDS ON L&D

FOCUS ON COST

VS DEMANDS FOR

HIGHER QUALITY

Crucial to employee engagement

Fear of social media and loss of control

KEEP PACE

TECHNOLOGY

TECHNOLOGY IS CHANGING HOW WE PROVIDE LEARNING. BUT **ARE HUMANS CHANGING HOW THEY LEARN IN THE** SAME WAY?

OUR INFRASTRUCTURE DOESN'T SUPPORT A BLEND OF DIGITAL ASSETS

Our

hardware is

still catching up with our

software

NO LEARNING **CENTRES?** NO WI-FI?

HOW DO YOU CATER FOR LEARNERS WHO HANDHELD DEVICE?

HOW TO EVALUATE BEYOND KIRKPATRICK LEVEL 2?

COMPLEX TO MEASURE AS SO MANY FACTORS IN PLAY

Need for a best practice model

SHOWING ROI



THE LMS

IN THE ROOM?

LACK OF

RESOURCES

NEEDS TO BE DRIVEN BY LEADERSHIP AND EMBEDDED IN CULTURE

EMBEDDING LEARNING

. . . **NEED FOR ONLINE** TRAINING FEEDBACK LOOPS

. .

Training alone is not enough

IS IT TECHNOLOGY FOR TECHNOLOGY'S SAKE?

Is it training for training's sake?

GAMIFICATION IS NOT ALWAYS FIT FOR PURPOSE

We don't always need bells & whistles



Develop and commission

DEVELOP BETTER QUALITY PRODUCTS, STAYING AHEAD Learning activities and services

FASTER AND CHEAPER

Curation

MAKING USE OF USER GENERATED CONTENT AND EXTERNAL CONTENT MOBILE LEARNING

TAILORED LEARNING PATHWAYS VIRTUAL

GAMIFICATION COLLABORATING

WITH LEARNERS

PIPELINE

TURN THE
PRISONER INTO
THE EXPLORER —
MAKE LEARNING A
SOLUTION NOT
A PUNISHMENT!

PUSH A
GENUINE
LEARNING
CULTURE
AS FAR AS
WE CAN



WHAT ARE YOUR TOP PRIORITIES FOR THE FUTURE?





VALUE

PLAN
AHEAD TO
IDENTIFY
MEASURABLE
OUTCOMES

HAVE L&D TEAM FULLY
ALIGNED WITH BUSINESS
NEEDS AND MORE EMBEDDED
ACROSS THE ORGANISATION



MAKE BETTER USE OF LMS DATA TO DETERMINE WHERE WE FOCUS EFFORT Within the L&D DEPARTMENT

HAVE STRONG PROCESSES, SYSTEMS AND GOVERNANCE AROUND LEARNING AND KNOWLEDGE SHARING



TO BECOME MORE
IN LINE WITH
CURRENT
MARKETING AND
WEB DESIGN

TO BE MORE AGILE AND RESPONSIVE TO BUSINESS NEEDS

Upskill

OF MULTIPLE
DEVICES WITH
IN-HOUSE
SYSTEMS







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