



ELEARNING MARKET TRENDS AND FORECAST 2017-2021

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EXECUTIVE SUMMARY

The state of the eLearning market globally continues to shift, grow, and evolve. This is illustrated by increasing budget allocations for eLearning programs, the growing prevalence of eLearning in various geographic markets around the world, new trends in emerging technologies and tools that support eLearning, and the swelling role of social learning as a top learning and development (L&D) priority.

The global L&D industry is complicated, with many moving parts, disruptive technologies, and shifting priorities. That's why we have developed Elearning market trends and forecast 2017-2021, a complete report outlining the global state of L&D and eLearning in particular. For this comprehensive report, we have pored over metrics and insights pulled together by some of the leading analyst voices in the space. We have also collected a wide array of data and statistics that show how eLearning is changing and evolving.

Some of the key topics readers can look forward to in the pages ahead include:

- An assessment of the size of the eLearning market globally, including budget allocations for eLearning purposes and the drivers of growth and development in the L&D industry.
- Emerging trends in the eLearning market, including social learning, mobile learning, microlearning, corporate MOOCs, and more.
- A look at potential "game-changers" and disruptive technologies and approaches to eLearning, including game-based learning, gamification, and wearable technology.
- Insights into the adoption and continued use of eLearning in geographical markets around the world, including considerations of what might be driving change and growth in these markets.

We hope this comprehensive report is a great source to help learning and development professionals assess the global landscape of eLearning across 2017 through 2021 and make informed decisions that will enable them to take their learning strategies and programs to the next level and drive more success in L&D performance overall.

ELEARNING MARKET

The size of the eLearning market was estimated to be over USD 165 billion in 2015 and is likely to grow by 5% between 2016 and 2023, exceeding USD 240 billion. Factors such as the possibility of allocating a lower budget for eLearning purposes (compared to traditional education methods) together with increasing flexibility in learning are expected to drive industry growth.



The U.S. eLearning market is likely to be valued at over USD 27 billion by the end of 2016, primarily as a result of the fact eLearning and related products and services have significantly expanded across the region in recent years. Users have developed an appreciation for the ease of access and improved effectiveness new animated, engaging, interactive learning tools provide. Also, as the use of online and mobile devices becomes increasingly prevalent, the eLearning market is expected to grow over the next years. The adoption of eLearning tools by more and more both academic and non-academic sectors (especially corporate) together with all the abovementioned factors, is expected to positively impact market size, fuel the demand for eLearning services, and drive industry growth over the coming years.

User experience across eLearning tools continues to undergo constant improvement, as the service suppliers provide these educational tools through newest available technologies and users are able to benefit from a visually engaging interface and a media driven learning experience. Further, these services are expected to boost employee productivity, a large part of the reason many firms opt for eLearning solutions over traditional learning methods. Clearly, this factor is also anticipated to positively impact the eLearning market demand over the next five years. The eLearning sector will most likely benefit from the rising interest in distance learning, as well as the expanded use of these services on smartphones, tablets, other mobile devices, and wearable technology. These factors open several possible growing paths for industries engaged in eLearning products and services.

CORPORATE E-LEARNING MARKET

According to the latest market study released by Technavio, the size of the global corporate eLearning market is predicted to reach an approximate amount of USD 31 billion in revenue by the end of 2020.

Also, the corporate eLearning market is expected to grow at a CAGR of 11.41% during the 2016 to 2020 period, according to Technavio's analysts.

GLOBAL CORPORATE E-LEARNING MARKET



The corporate eLearning segment includes all forms of electronically-supported learning and training tools used by firms and organizations to facilitate continuous learning and development (L&D) of their workforce. eLearning allows organizations to switch to more advanced learning and training models that use digital formats to integrate information.

What are the main drivers of this huge growth?

Enterprises of different sizes have started considering eLearning as a viable solution to their budget and productivity-related issues, as changing business needs and technology improvements have encouraged the adoption of eLearning solutions at the expense of traditional teaching methods. The introduction of social, mobile, analytics, and cloud (known as SMAC) technologies has also facilitated the adoption of eLearning solutions.

SMAC (social, mobile, analytics and cloud)

is the concept that four technologies are currently driving business innovation.

Measuring Knowledge Investment
The Corporate Learning Review, January 2014

Dozens of new types of learning and training technologies were introduced in the market place in the last decade. Gamification, mobile learning and social learning have all become buzz words within the L&D community. These new technologies offer the advantage of being able to reach a wider number of trainees at a fraction of the cost of the traditional instructor-led classroom model.

Another main driver is people's growing attitude towards self training for job related purposes, based on personal initiative.

According to the Pew Research Center:

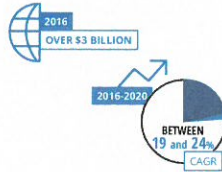
- 73% adults consider themselves lifelong learners
- 63% of those who are working (or 35% of all adults) are professional learners (that is, they have taken a course or gotten additional training in the past 12 months to improve their job skills or expertise connected to career advancement.)

GLOBAL LEARNING MANAGEMENT SYSTEM (LMS) MARKET

According to Analyst Josh Bersin, the learning management system (LMS) marketplace is currently over \$3 billion in size (2016), and includes hundreds of platforms to help companies manage all aspects of their employee training.

The global learning management system (LMS) market is expected to grow at a CAGR of 24% during the 2016 to 2020 period (according to Research and Markets and Technavio.)

GLOBAL LMS MARKET



GLOBAL LEARNING MANAGEMENT SYSTEM (LMS) MARKET REVENUE SHARE By Geography, 2015 (US\$ Mn)



Source: IIR Analysis, October 2016

HOSTED DEPLOYMENT OF LMS TO SURPASS ON-PREMISE DEPLOYMENT BY 2024

A market analysis based on deployment shows on-premise deployment dominated the market in 2015, especially in the Middle East, Africa, and South America. This fact can be primarily attributed to the adoption of learning management systems by large enterprises. However, analysts predict hosted deployment is expected to lead the market in the upcoming years, with the increasing adoption of LMS by small and medium enterprises due to its cost benefits compared to on-premise deployment.

"IT spending is steadily shifting from traditional IT offerings to cloud services (cloud shift). The aggregate amount of cloud shift in 2016 is estimated to reach \$111 billion, increasing to \$216 billion in 2020."

Source: Gartner July 2016



"More than \$1 trillion in IT spending will be directly or indirectly affected by the shift to cloud during the next five years, said Gartner, Inc. This will make cloud computing one of the most disruptive forces of IT spending since the early days of the digital age."

Source: Gartner July 2016



Cloud LMSs are the most exciting group in the LMS industry.

John Len, CEO, Lead Analyst
Talent Learning, LLC

According to a Deloitte recent survey, SaaS and Cloud computing LMS are becoming dominant.

SaaS addresses the issues of customization and integration with which so many organizations have struggled. SaaS and specifically cloud are now the dominant delivery model in LMS today.

John Brown,
Principal and Founder, Gartner by Deloitte



E-LEARNING CONTENT



Ambient Insight Research 2015 Self-paced eLearning Packaged content (corporate+high education)

Presently, corporations are considered wise purchasers of eLearning content. L&D professionals within corporates are viewed as eager to buy different eLearning contents in the name of pursuing a variety of learning goals. From off-the-shelf courses to in-house bespoke courses, the scenario is characterized by a wide range of solutions adopted.



According to different sources, half of L&D content is developed from scratch by internal/external L&D practitioners.

CPD, Learning and Development survey 2015

According to Brandon Hall Group there is a common pattern amongst enterprises to choose what to develop internally and what provide externally.

"Internal trainers are more likely to be used for topics that are core to the business or complicated to outsource. For instance, trainers within the organization are more likely to be able to speak to product/service knowledge or the specific ethics program than an external resource."

Brandon Hall Learning and Development
Answer Book 2015

AUTHORING TOOL TRENDS AND FORECASTS

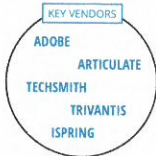
What is an authoring tool? In simple terms, it is an eLearning course creation tool. It allows anyone, not just computer programmers, to create and package engaging pieces of eLearning material and deliver them to the end user.

There is a fresh interest in Learning Content Management, but few solutions can manage the widening content management agenda

Source: Fosway, 9-Grid™ Authoring Tools January 2016

According to Research and Markets Report, the global content authoring tools market is expected to grow at a CAGR of 7.72% over the 2016-2020 period. (Research and Markets)

The Learning Authoring Tools market continues to be dominated by desktop tools, with Articulate and iSpring claiming a total aggregate user base around 90,000 organisations (2015)



Year 2015 saw relatively recent market entrants such as gomo, adapt and elucidat, all build market momentum. With competitive price points and rapid deployment through SaaS, they are likely to maintain their disruptive influence into 2016 as well (Fosway)

Other main authoring tools suppliers:

- Allen Interactions
- Brainshark
- DominiKnow
- Elucidat
- GoMo
- Softchalk
- Composea
- Websoft
- Lessonly

According to Fosway, corporates are increasingly looking for innovation in content delivery.

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Buyers pursue responsive design, increased video usage, user generated content creation and management - all elements central to many content authoring tools.

xAPI (Tin Can) compatibility is another emerging feature demanded of authoring tools. While it still represents a niche product in terms of adoption, it is expected to become a game-changer in the upcoming years.

With xAPI, it's possible to overcome understanding who took and completed a course to track experiences like:

- Mobile learning
- Serious games
- Simulations
- Informal learning
- Real-world performance



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ELEARNING TRENDS

Broadly, the entire eLearning landscape around the globe is changing rapidly and new trends continue to emerge. Some of these trends are related to the eLearning industry itself, while others have been generated by the transformation of the human resources management across enterprise. Additionally, a number of significant consumer trends that directly or indirectly impact the eLearning landscape have arisen.

LEARNING AND TRAINING IS HOT AGAIN

There is a broad agreement between analysts about the fact that in the near future organizations of all sizes will increase their budget expenditure for training purposes. The anticipated increase in an organization's training budgets could be attributed to the following reasons:

- A broadening of the scope of the training programs
- Additional training staff
- An increase in the number served learners

Learning and training leaders have also noted economic constraints, new technologies, and workforce re-skilling as influencers of future budget allocation, according to the 2015 Training Industry Report by Training Magazine.

According to Brandon Hall Group, L&D leaders will allocate future budgets to stay in line with company growth goals. In the upcoming years, they are expected to consult more and more C-level executives to ensure their learning strategies are aligned with future business objectives.



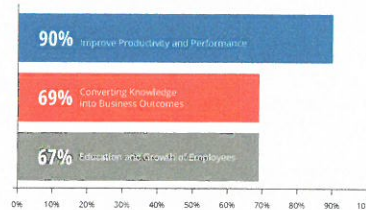
Source: Mosher & Conferences, 2014

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"Today's learning and training departments define themselves as the gatekeepers of productivity and performance improvement with nine out of ten survey respondents citing 'improved productivity and performance' as a major goal of their learning and development department. These leaders also emphasize the importance of showing the real world applications of the knowledge they provide workers, with nearly 70% of respondents selecting 'converting knowledge into business outcomes' as their department's goal. Rounding out the top three is 'education and growth of employees,' which two thirds of respondents named as a goal of their department."

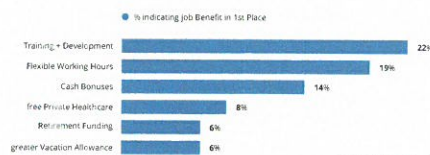
GOAL OF LEARNING AND TRAINING DEPARTMENT



Meteking, Knowledge Investment, Benchmarking Report from the Corporate Learning Network, January 2014

THE ALLIANCE: MILLENNIALS IN THE WORKFORCE

For Millennials, "Training + Development" is the Most Coveted Job Benefit



Source: #PCB Internet Trends 2016

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PERSONALIZED LEARNING

Personalized learning refers to the range of educational programs, learning experiences, instructional approaches, and academic support strategies intended to address the specific learning needs, interests, aspirations, or cultural backgrounds of individual students.

Source: <http://edg.org>

Personalization represents a move away from the one-size-fits-all training strategy. And this concept – even if it's not new – is gaining its momentum. Facebook Founder and CEO Mark Zuckerberg, for example, has publicly committed to investing in personalized learning, citing it as a pathway for students to gain skills and confidence to learn any subject they pursue.

Today's learners want a learning experience that fits their personal needs, learning speed, preferred learning style, and, most importantly, their learning pathway – in other words, learning personalized for them. In a personalized learning environment, contents display is adapted to individual learning styles and needs. Content discovery moves from a "course catalogue" style to an adaptive model. In the old model, everyone learns from the same materials at the same pace. In an adaptive model, students are presented with learning activities based on what they know, what they need to know, and what has worked for other students like them.

"Recommendation Engines" are so ubiquitous that they have become an "invisible technology."

Source: forbes.com, 2014

Google uses recommendations to show you websites that people with the same search terms clicked on. Amazon recommends products based on the activity of people who have bought the same items. Spotify suggests songs by mapping the music you like and proposing it to similar listeners. The more you and other people use these products, the better the recommendations get.

The adaptive learning mechanism comprises embedded assessments associated with the designed content.

Technavio's market research analyst predicts the global adaptive learning software market to grow at an impressive CAGR of close to 31% during the forecast period 2016-2020. The adaptive learning software market in the Americas is the largest among all the geographical segments and is expected to generate revenues of over USD 2 billion by the end of 2020.

<http://www.technavio.com/press/global-education-technology-adaptive-learning-software-market>

An organization ready to support and build personalized learning needs to begin collecting learning analytics. Learning analytics, in many ways, is "big data," applied to education.

Whereas traditional forms of analytical processing rely on existing management data, such as student demographics, grades, and recruitment figures, more recent approaches to analytics rely on data that has greater variety and arises from traces left as people use IT systems. This is a central concern for learning analytics, where the data arises from normal use of multiple pieces of software designed for accessing learning resources, social interaction, content creation, etc. In many cases, therefore, practical learning analytics requires that data moves from operational to analytical systems and be put to a different use than originally intended. For example, the data structures in a VLE or LMS are likely to have been designed not for analytics, but to realize teaching and learning use cases – e.g. for accessing video content, participation in forums – in a way that is technically scalable and maintainable. When statistical processing or data mining is undertaken, for example to support analysis of learner engagement, data has to be re-interpreted. This situation is further amplified by the necessity of combining data from various sources, or maybe to use cloud computing based data mining engines, to build, test, and apply useful statistical and predictive models.

Source: [Technology Insights: Interoperability – The Big Picture in Brief](http://www.technologyinsights.com), Adam Cooper, CEO, University of Bedford, UK

As personalized learning integrates into the corporate space, learners will be able to collect and report on their own learning accomplishments using the Experience API, also called XAPI or Tin Can. Organizations and learners can use the Experience API to collect data outside of an LMS from any learning experience, completed in any environment, on any device.

MOBILE LEARNING

MarketsandMarkets forecasts the Global mobile learning Market to grow from \$7.98 billion in 2015 to \$37.60 billion by 2020, at a Compound Annual Growth Rate (CAGR) of 36.3%. North America is expected to be the largest market in terms of market size, while Europe and Asia Pacific are expected to experience an increase in market traction during the forecast period.

According to Ambient Insights Analyst, the US was the top buying country for mobile learning in 2014, followed by China. Spending on mobile learning in China will start to outpace US expenditure amounts in the 2017-2018 timeframe and China will be the top buying country by 2019, followed closely by the US.

In January 2015, the China Internet Network Information Center (CNNIC) reported that the number of mobile Internet users in 2014 increased by 57 million people compared to the previous year. According to CNNIC, 195 million people in China use their phones to access mobile learning content on a monthly basis. Also, by 2019, the aggregate expenditure of China and the US will account for 31% of all mobile learning expenditures on the planet.

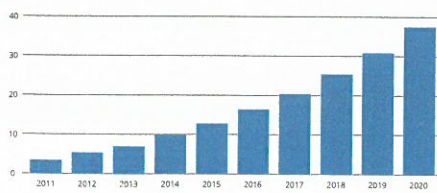
Asia is the most vibrant and unique mobile learning market on the planet. Mobile learning revenues in Asia reached \$4.5 billion in 2014 and will increase to \$7.7 billion by 2019.

"Asia is also unique in the proliferation of native mobile learning tools and platforms. While most of the legacy eLearning tools and platforms can now output mobile-ready content, users in Asia prefer native mobile learning products; new tools continue to come on the market."

Source: [Ambient Insights](http://ambientinsights.com)

MOBILE LEARNING MARKET BY 2020

\$38B

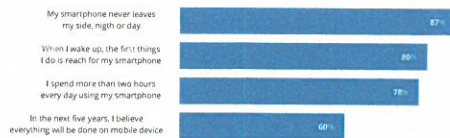


Source: Technavio.com, Technavio.com, McKinsey

The mobile experience is slowly impacting the browser experience. More than 40% of job candidates try to apply through their phones, and more than 60% of all online video is now consumed on mobile devices (Kleiner Perkins Internet Trends). According to Josh Bersin, the next generation of corporate learning systems, for example, could look more like social sites BuzzFeed and YouTube and less like a course catalog.

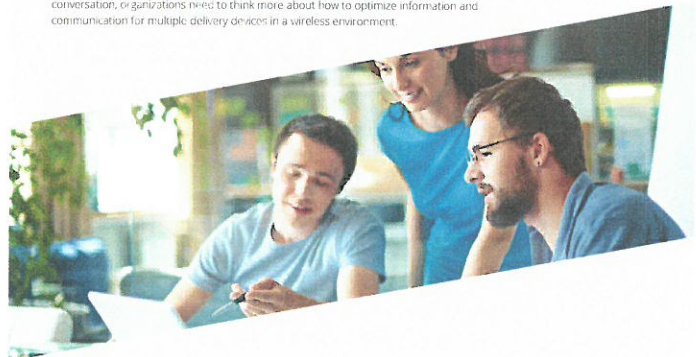
MILLENNIALS = LOVE THEIR SMARTPHONES...

87% = "Smartphone Never Leaves My Side"



Source: KPCB.com, 2014

In a world where tablets, phablets, headsets, and wearables are all part of the mobile conversation, organizations need to think more about how to optimize information and communication for multiple delivery devices in a wireless environment.



LEARNING PUTS THE 'HEART' IN TALENT MANAGEMENT

To be able to compete and win in business today, organizations need to address talent, talent acquisition, and/or talent management. While this is a topic that the HR industry has focused on for some time now, it is more and more also becoming a boardroom topic.

Talent management is more than just attracting and retaining talent. It is about building and enhancing employee potential which automatically supports the organizations in meeting its goals and objectives.

MarketsandMarkets forecasts that the global talent management software market is expected to grow from \$5,270.3 million in 2014 to \$11,367.0 million by 2019, at a Compound Annual Growth Rate (CAGR) of 16.6%. In the current scenario, North America is expected to be the largest market on the basis of spending and adoption of talent management software.

According to Brandon Hall "since implementation of a talent acquisition technology solution, many organizations have seen an improvement of 10% or more in their organizations' productivity, employee engagement and revenue".

L&D is the 'Engine Room' of an integrated Talent Strategy. This is because learning touches nearly every part of the talent cycle.

For example:

- Learning via induction is critical to on-boarding new recruits and reducing time to competency
- Learning opportunity is a critical factor in employee engagement and retention
- Learning is a key tool for raising performance
- Learning is core to developing existing staff and building future skills
- Learning is central to individual career advancement and for building organisational capability

GAME CHANGERS

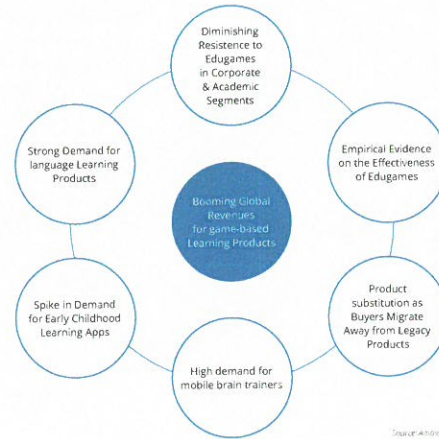
According to Ambient Insight, worldwide revenues for Game-based Learning products reached \$2.6 billion in 2016. The global five-year compound annual growth rate (CAGR) is a robust 22.4%. Revenues will surge to \$7.3 billion by 2021.

GAME-BASED LEARNING

People of all ages love games. Some 67% of American households play computer or video games – and while 26% of those are over the age of 50, it's the 74% under age 50 that are moving into the workforce with their strong preference for games.

Source: Ambient Insight

PRIMARY CATALYSTS DRIVING THE 2016 - 2021 WORLDWIDE GAME BASED LEARNING MARKET



Source: Ambient Insight

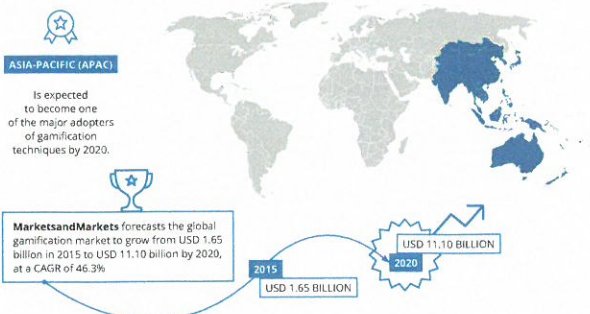
"Until recently, Game based Learning was perceived to be incompatible with the corporate culture and very time consuming and expensive to develop. This has changed dramatically in just the last two years. Game-based recruiting and job application assessments are rapidly gaining traction in the corporate segment and creating the breakthrough moment for the uptake of Game based Learning by corporations and businesses."

Source: Ambient Insight

Studies (particularly those conducted in the field of cognitive science) reveal that games have a remarkable ability to engage long term memory. A second critical factor is that games stimulate mental modularity by requiring numerous tasks to be performed simultaneously.

GAMIFICATION

Gamification makes learning motivating and engaging. Gamification in eLearning is the use of game theory and game mechanics in non-game contexts to engage users in solving problems. The main goal of gamification is to motivate learners so that they are capable of performing better. Gamification in eLearning follows exciting technologies and innovations within the gaming industry. Imagine an even more realistic learning experience potential using virtual and augmented reality.



As a strategic initiative, gamification is growing in business. Gartner predicted that by 2015, 40% of Global 1000 organizations will use gamification as the primary mechanism to transform business operations.

Today, many companies provide ready-to-deploy gamification solutions. Often, they can go live in just a few weeks. These modules focus on creating an engaging experience by using badges, points and leaderboards.

WEARABLE TECHNOLOGIES

The U.S. market for wearable technologies in education is expected to grow at a rate of nearly 46% per year through 2020, according to market research firm Technavio. Much of the growth in the wearables market will take place at colleges and universities.

The terms "wearable technology", "wearable devices", and "wearables" all refer to electronic technologies or computers that are incorporated into items of clothing and accessories which can comfortably be worn on the body.

This is a trend driven substantially by consumers.

According to Global Market Insight, North America wearable devices market is expected to dominate global demand in the next five years. Asia Pacific is anticipated to exhibit substantial growth due to low production costs in India and China. UK and Germany are estimated to lead the European industry in this regard.

According to a Vanson Bourne survey of 300 IT decision makers in the UK, 29% of UK businesses have some form of wearable technologies projects in practice. The main reasons for such projects are employees well-being (16%), instant access to important information (15%), and improved customer service (14%). The greatest perceived barrier to entry for wearable technology at work was having an IT infrastructure that could take advantage of the data being collected and analyzed (26%).

Source: www.technavio.com/press-releases/education-technology-classroom-wearables-in-classroom

According to the EU SME Centre's survey, companies that already adopt online tools in China are using them primarily for employees' skill development (35%) and recruitment (20%), as shown in the figure below.

KEY REASONS FOR COMPANIES TO ADOPT ONLINE EDUCATION TOOLS



Source: EU SME Centre Education Market in China



LATIN AMERICA

There is a strong demand for Latin American companies and governments to provide industry with a highly trained workforce. Latin America is looking for innovative and efficient techniques to bridge the skills gaps and increase productivity levels, safety standards and overall efficiency.

According to a Global Market Insight Report Latin America (LATAM) is expected to witness considerable growth from 2016 to 2020. LATAM eLearning market share was valued around USD 2.1 billion in 2016 and is likely to grow at a CAGR of over 14% over the next five years. <https://www.gminsights.com/industry-analysis/eLearning-market-size>

With more than 600 million people, and an educational system that has lagged behind the developed world and hasn't been accessible to everyone, Latin America indeed presents an interesting opportunity for ed tech players. Digital English language learning products is a subsector of the self-paced eLearning market that will have a huge growth in LATAM with a CAGR of around 14%, according to Ambient Insight.

The two largest eLearning buying countries in Latin America are Brazil and Mexico. Santikana is the largest education publisher in Latin America, 35% of their global revenues are generated in Brazil. In recent years, several countries in Latin America have adopted MOOCs on a larger scale. Mexico and Brazil are two of the 10 countries that use MOOCs the most worldwide.

Yeduca is a Brazilian MOOC which offers more than 300 free online courses in 21 knowledge areas. According to OECD, thanks to eLearning access to education by traditionally excluded groups has increased. 68% of universities report eLearning has benefited people living in rural areas, 53% report benefits to women, 50% to low-income groups, and 38% to people with disabilities. The Inter American Development Bank, in partnership with EdX, created the IDBx platform to offer online courses focused on economic and social development.

Mobile learning will be the preferred product in the next years in LATAM, especially in Brazil. According to Ambient Insight, revenues for mobile learning products and services in Brazil reached \$338.3 million in 2014. The growth rate is a robust 25.7% and revenues will surge to over \$1.0 billion by 2019. Brazil generates the largest revenues for mobile learning in Latin America by a wide margin.

* <https://www.gminsights.com/industry-analysis/eLearning-market-size>

MIDDLE EAST

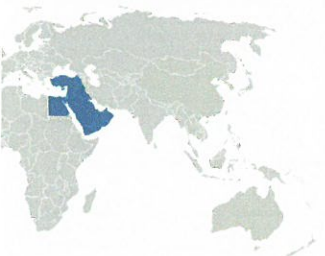
Many countries in the Middle East region are working on "ization" programmes in order to diversify their economies and ensure human capital meets the requirements for the future workforce. Vocational programmes are gaining popularity and the digital revolution has a big part to play in this process. The governments of the GCC are actively striving to lessen their dependence on both their petroleum-based economies as well as the large expatriate populations that make up the majority of human resources in the workplace.

According to Ambient Insight the self-paced eLearning market in Middle East will be around \$690m by the end of 2016. Turkey and Egypt are the largest buyers in the Middle East.

Edraak is a massive open online course (MOOC) platform born from an initiative of the Queen Rania Foundation (QRF).



MIDDLE EAST



- BAHRAIN
- CYPRUS
- EGYPT
- IRAN
- IRAQ
- ISRAEL
- JORDAN
- KUWAIT
- LEBANON
- OMAN
- QATAR
- SAUDI ARABIA
- SYRIA
- TURKEY
- UNITED ARAB EMIRATES
- YEMEN

English is widely considered to be the language of business for the region, as well as the key to careers abroad. It is therefore a focus of many countries' education systems to improve the quality of their ELT approach and delivery, in order to better opportunities for students.

USA

According to Ambient Insight, the U.S. eLearning market size should be over USD 27 billion by the end of 2016.

The North American region currently accounts for more than 50% of the total self-paced eLearning market share.

According to the latest market study released by **Technavio**, the market size of the global **corporate eLearning market** is predicted to reach close to USD 31 billion in revenue by the end of 2020.

Due to the growing preference towards continuous learning, many corporates have become more conscious about effectively using their technologies to deliver content and accessibility to the content from anywhere and anytime. This change in the focus towards continuous learning will lead to the growth of the market in this region during the next 5 years.

According to GSV the Corporate segment of the US Education market was valued around \$236B in 2015 and is predicted to reach \$310B by 2020.

REGION	2016
North America	\$23,337.4
Latin America	\$2,106.0
Western Europe	\$7,976.6
Eastern Europe	\$1,024.8
Asia	\$10,936.5
Middle East	\$682.7
Africa	\$607.7
Totals	\$46,674.7

U.S. EDUCATION MARKET BREAKDOWN




LEVERAGE THESE E-LEARNING INSIGHTS TO POWER YOUR LEARNING STRATEGY TO 2017 AND BEYOND


We hope you've enjoyed this exclusive document on the state and future of eLearning trends!


As the world of eLearning continues to evolve, the road of eLearning technology can be a challenging one to navigate. Have you implemented a learning management system portal yet? Are you unsatisfied with the system you are using presently?


We're here to help! Contact us today to request a demo and learn more about how our industry-leading LMS products can help keep your learning and development strategy effective and ahead of the curve

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