

5 Trends In E-learning You Should Know For The Coming Decade



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COVID19 has accelerated e-learning from a “good to have” to a “must-have” option for every organization. Bringing to the forefront strategies that are on the rise and showing no signs of slowing down in the coming decade.

So if you’re thinking of creating a course for your company. Or adding new courses to your [e-learning website](#). Or are just curious about what the future of online learning looks like- this article breaks down 5 e-learning trends you should know.

1. Personalization of Learning Experiences

The great thing about e-learning is that it’s accessible to everyone from any part of the world with a strong internet connection. A downside to this is that it doesn’t allow a customized learning experience. Not accounting for different skill level or different timeframes for learning.

Course creators have turned to Big Data Analytics to solve this problem.

Using the analytics tools to get information on learner performance to offer personalized learning experiences.

Some e-learning platforms even requiring those viewing courses to take a test to evaluate knowledge level. So as to provide better learning material based on what they don't know about a particular topic. Saving students time sifting through stuff they already know.

From [Big Data Analytics tools](#), course creators can also tell whether the ROI from their training is increasing or not. Instructors can pinpoint exactly what's missing from their course. Making necessary adjustments to make the course more worthwhile to learners.

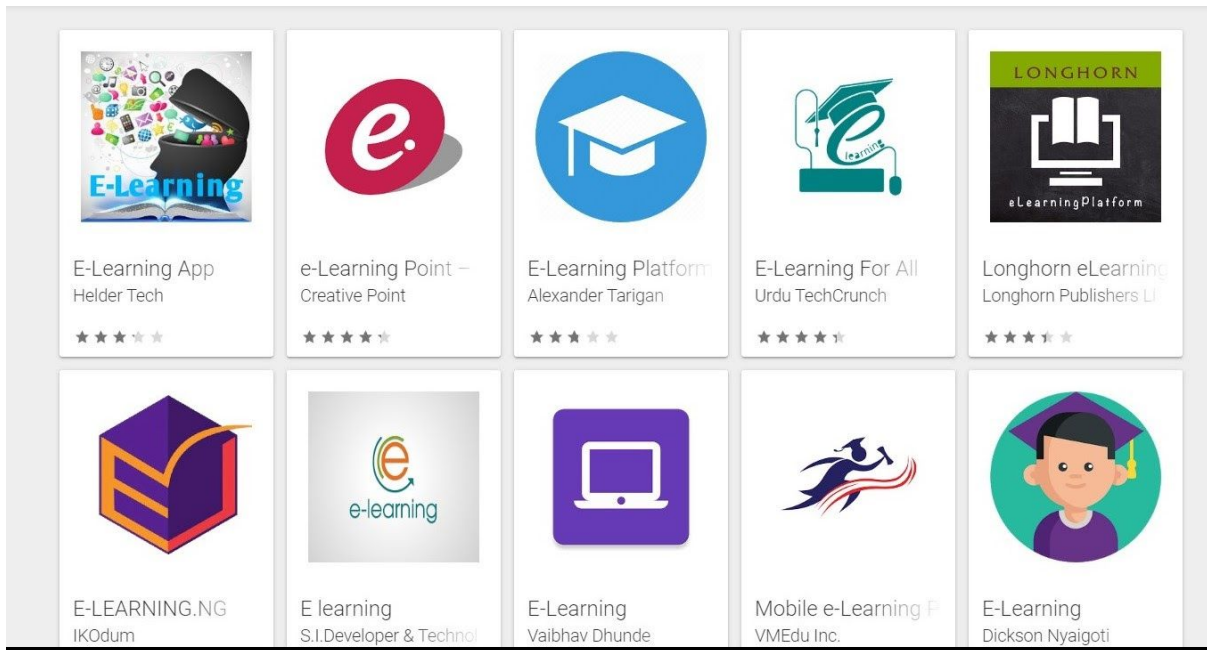
With the analysis from big data influencing training concepts and learning paths. The personalization of learning experiences trend is just getting started.

2. Mobile Learning

Quick- top three things modern learners want?

- Control on how much, when, and what pace they take a course.
- Access to training on demand.
- Training that syncs with lifestyle.

Given the above, it's no surprise that the mobile learning craze is only going to increase in the coming decade. With [over 91% of people](#) using phones. And 9.9% of them stating mobile learning offers a better learning experience. Course creators are catching up with this trend. Creating mobile apps that mimic the desktop software version of their site.



Mobile Apps On Playstore

Flexibility and accessibility of mobile combined with immersive technology of e-learning creates a high-impact learning experience that will only get better in the coming years.

3. Interactive Videos

Video has been a major player in the e-learning industry. In the US alone major tv networks make **less movies and shows in thirty years** than there are new videos created every thirty days. And it's impact only increased with the introduction of interactive videos. Where users can engage with the video content through the links and interactive objects that appear.

Something that was lacking in video sharing platforms like YouTube and Vimeo. Through interactive videos, students go from passive watchers to active learners. Navigating content using interactive transcripts, bookmarking, and content tables.

Course creators can even add questionnaire to assess the impact of the material at various stages. Or combine discussion and polls for a more experimental learning simulation. And to keep students engaged and monitor progress throughout the learning path.

Added benefits from interactive videos are slowly making traditional e-learning videos obsolete.

4. Focus on Soft Skills

You may be aware of the ever-widening skills gap. But what you may not know is that it's not the hard skills- programming or plumbing- people don't have. It's the soft stuff.

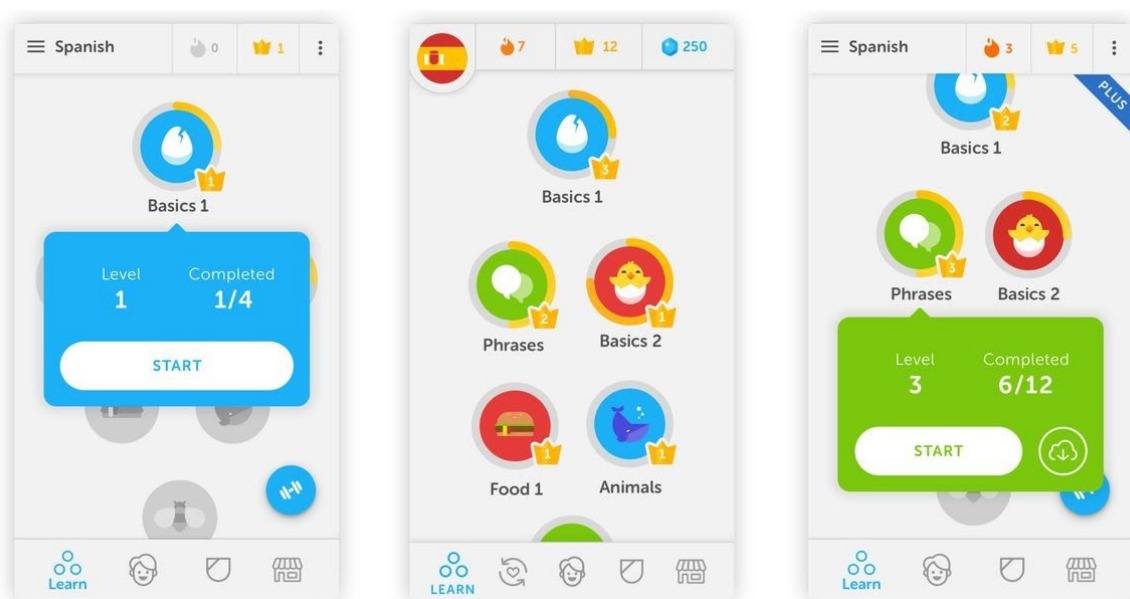
Research from [LinkedIn Learning](#) revealed that in 2019 the most sought skills from Fortune 500 Companies were analytical reasoning and creative persuasion. Normally employees learned these skills from coworkers or their bosses. But because this type of learning was infrequent, informal, not scalable, or repurposable, it created more problems than it solved.

A more effective method many companies have started to use is creating a learning platform. Where anyone in the company can quickly shoot a video tutorial and upload it on the platform. The subject experts can keep track of what they haven't covered. And student employees can take tests to demonstrate what they've learnt and send it over for evaluation.

Another option is having a course creator create learning materials for the company. Covering topics that are difficult to teach without hands-on experience. And helping employees stay current with soft skills trends and improve their ability to succeed in the company.

5. Game-Based Courses

Have a boring topic and want to make it fun? Make it a game, and watch as learners work hard to win. The fear of losing drives human beings to push themselves harder.



Duo Lingo Spanish Game Course UI

Game-based courses tap into this human condition. Turning difficult or dull topics into stages in a game. Students become so immersed in the easy-to-navigate UI and interactive design of the game they forget they're working through a course.

Unlike other mobile games where players become addicted to matching candies or shooting the villains. Students actually get something useful from the experience. And the more engaged you are the more you content you understand. Increasing the likelihood you'll retain the material and apply it.

Given the effectiveness of game-based courses in streamlining the learning path it's no surprise it's in our top five e-learning trends of the coming decade.