

Global Learning Preferences RESULTS

by Innbox



DEMOGRAPHICS

4 Continents

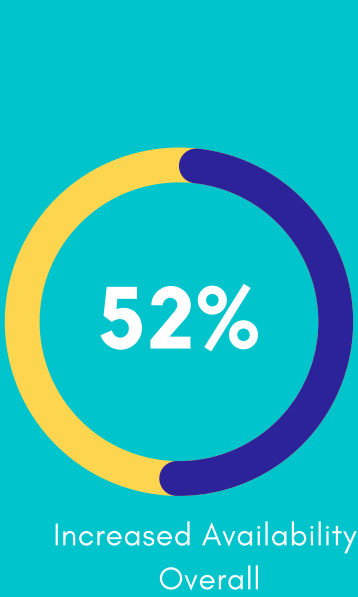
17 Countries

+ 20 Industries



Respondents were negatively impacted professionally by COVID (change of career; reduced income, made redundant etc.)

LEARNING AVAILABILITY during PANDEMIC



Overall, Leadership Roles, mainly Executive level seem to have had a higher negative impact in learning availability. Management levels also had a higher negative impact compared to individual contributors

Executive Level had a higher negative impact in learning availability during pandemic

TIME invested in LEARNING during PANDEMIC



HOURS

Despite the overall increase in availability; a majority is still spending LESS than 60 hours in learning / year

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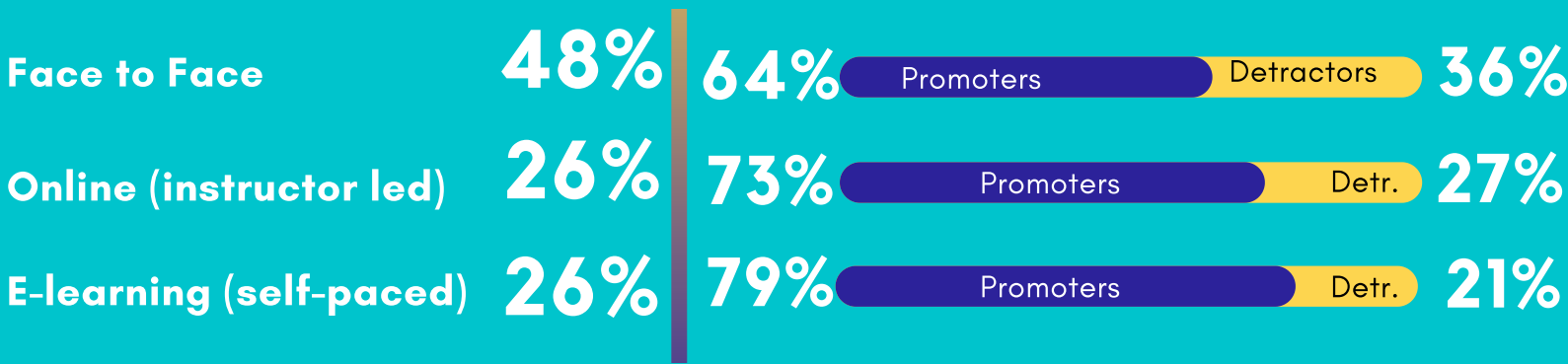
UTILIZED Learning Channels during Pandemic



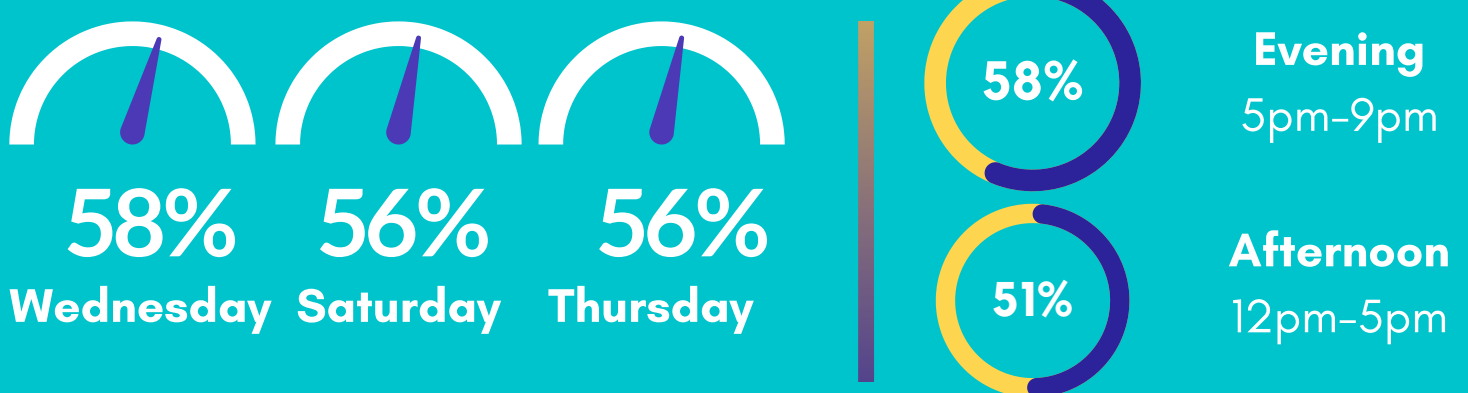
While it is obvious why during pandemic learning events happened online (self paced or instructor led), current learning preferences and most appreciated learning experiences reveal an interesting fact: we like to mix them however, when it comes to describing the best learning event of our lives, face to face has a high percentage.

Best Learning XP

Preferred Way of Learning

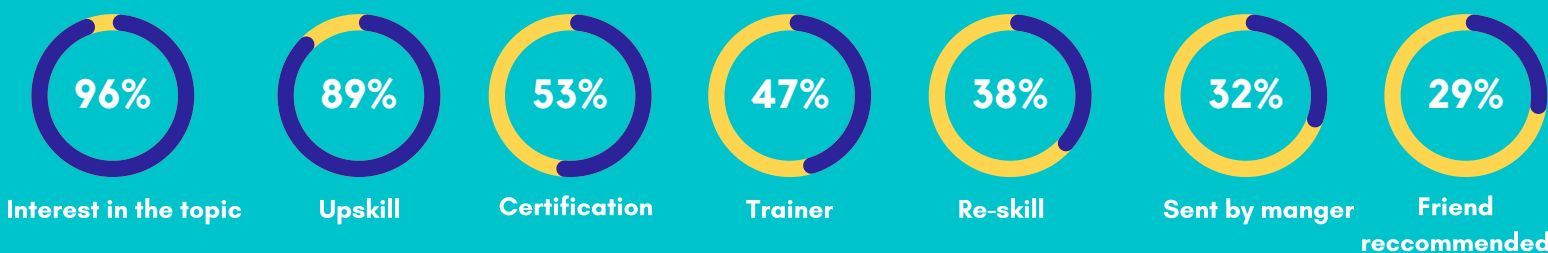


Preferred Learning TIME



Percentages represent Promoters; scoring with high availability

Motivation to enroll



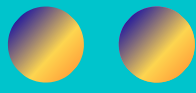
Percentages represent Promoters; scoring with high probability

Reason for enrollment in pandemic year

Percentage out of total replies

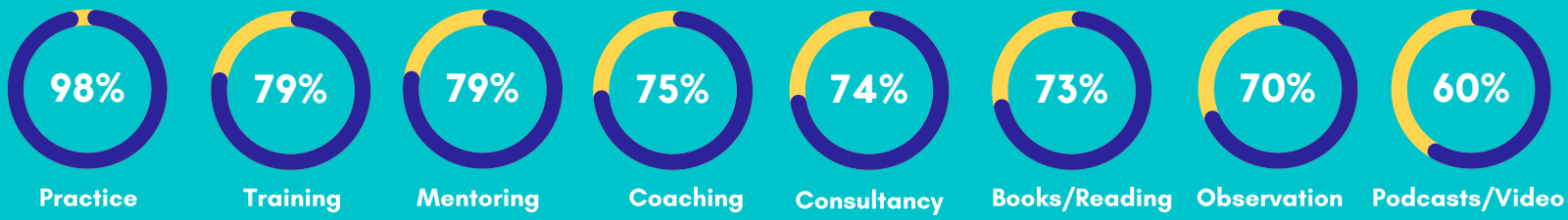


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Preferred Learning Methods



Percentages represent Promoters; scoring with high probability

Gamified Learning - is it here to stay?

A high majority did not experience Gamified Learning or are unaware of this learning experience



For those who experienced it; the beneficiaries satisfaction in terms of engagement and usefulness of the experience is mostly high.



Data was collected between March 2021 - May 2021
Individual results are confidential and fall under GDPR protection
Design in canva.com

www.innovationbox.org

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