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OPENSESAME + MERIDIAN KNOWLEDGE SOLUTIONS

What's hot (and what's not) in learning and development

Meet today's panelists



Carrie BarnettStrategic Partner Manager
OpenSesame





Sean OsborneSVP of Product
Meridian Knowledge Solutions





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Meridian By The Numbers



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High Customer Retention Rates



Over 20 Years in learning



Key Strategic Partners for Growth

Global Sentiment Survey





Results from 2021

Key themes The Covid effect

Where next?

Conclusions















Results from 2021









"What will be hot in workplace L&D in 2021?"

- Year 8
- Choose 3 options from 16
- > 3,000 voters
- 95 countries



What do you think will be hot in workplace L&D in 2021?

Artificial intelligence Performance support

Coaching/mentoring Personalization/adaptive delivery

Collaborative/social learning Mobile delivery

Consulting more deeply with the business Neuroscience/cognitive science

Curation Reskilling/upskilling*

Learning analytics Showing value

Learning experience platforms Virtual and augmented reality

Micro learning Other

^{*}new in 2021

Results for 2021

GSS 2021		Δ%
4.5 198 / 198 /	12.00/	
1. Reskilling/upskilling (new)	13.0%	new
2. Collaborative/social learning (3)	9.4%	^
3. Learning analytics (1)	8.8%	Ψ.
4. Personalization/adaptive delivery (2)	8.7%	Ψ.
5. Learning experience platforms (4)	7.4%	Ψ.
6. Coaching/mentoring (8)	7.0%	\leftrightarrow
7. Micro learning (6)	6.9%	Ψ.
8. Showing value (9)	6.1%	4
9. Consulting more deeply with the business (7)	6.0%	Ψ
10. Performance support (11)	5.5%	\leftrightarrow
11. Mobile delivery (12)	4.7%	↔
12. Artificial intelligence (5)	4.3%	4
13. Virtual and augmented reality (10)	4.3%	Ψ
14. Curation (14)	3.2%	Ψ
15. Neuroscience/cognitive science (13)	2.6%	Ψ
16. Other (16)	2.0%	^

n = 3,114

Figures in brackets show previous year's ranking

The Covid Effect

- Reskilling/upskilling new at #1
- ♦ Collaborative/social learning rebounds
- ♦ 'Hot' technologies fall

GSS 2021		$\Delta\%$
1. Reskilling/upskilling (new)	13.0%	new
2. Collaborative/social learning (3)	9.4%	1
3. Learning analytics (1)	8.8%	4
4. Personalization/adaptive delivery (2)	8.7%	4
5. Learning experience platforms (4)	7.4%	Ψ.
6. Coaching/mentoring (8)	7.0%	\leftrightarrow
7. Micro learning (6)	6.9%	4
8. Showing value (9)	6.1%	4
9. Consulting more deeply with the business (7)	6.0%	4
10. Performance support (11)	5.5%	\leftrightarrow
11. Mobile delivery (12)	4.7%	\leftrightarrow
12. Artificial intelligence (5)	4.3%	4
13. Virtual and augmented reality (10)	4.3%	4
14. Curation (14)	3.2%	4
15. Neuroscience/cognitive science (13)	2.6%	4
16. Other (16)	2.0%	1

n = 3,114

Figures in brackets show previous year's ranking







Key themes



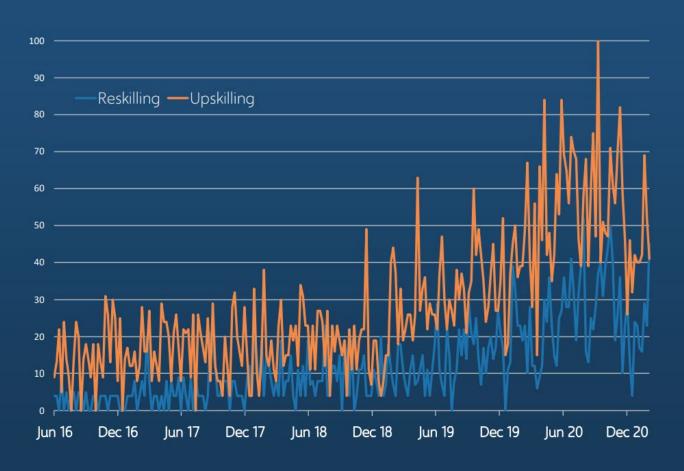




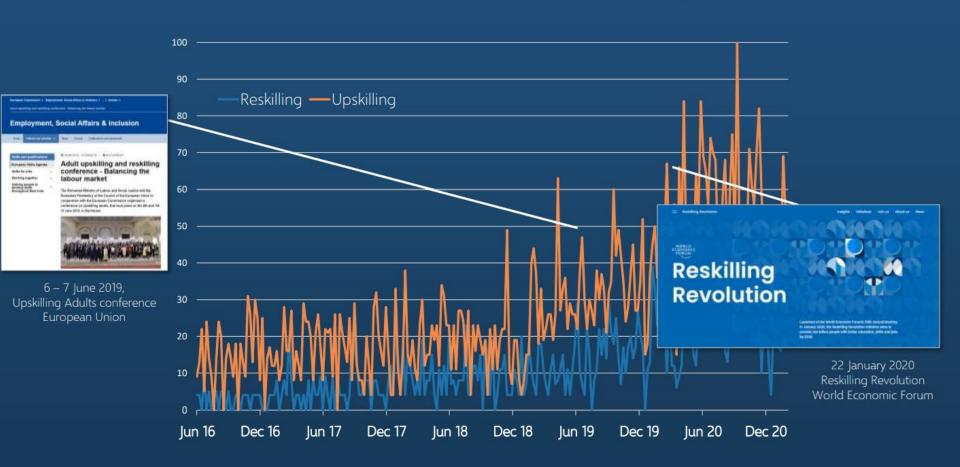


- ♦ Reskilling/upskilling new at #1
- Collaborative/social learning rebounds
- 'Hot' technologies fall

Global Google searches for Reskilling and Upskilling



Global Google searches for Reskilling and Upskilling



Personalisation and Collaborative learning over time



Five years of the GSS

GSS 2017	GSS 2018	GSS 2019	GSS 2020	GSS 2021
Personalization/adaptive delivery	1. Personalization/adaptive delivery	1. Personalization/adaptive delivery	1. Learning analytics	1. Reskilling/upskilling
2. Collaborative/social learning	2. Collaborative/social learning	2. Artificial intelligence	2. Personalization/adaptive delivery	2. Collaborative/social learning
3. Micro learning	3. Artificial intelligence	3. Learning analytics	3. Collaborative/social learning	3. Learning analytics
4. Virtual and augmented reality	4. Consulting more deeply with the business	4. Collaborative/social learning	4. Learning experience platforms	4. Personalization/adaptive delivery
5. Consulting more deeply with the business	5. Micro learning	5. Micro learning	5. Artificial intelligence	5. Learning experience platforms
6. Showing value	6. Showing value	6. Learning experience platforms	6. Micro learning	6. Coaching/mentoring
7. Mobile delivery	7. Virtual and augmented reality	7. Virtual and augmented reality	7. Consulting more deeply with the business	7. Micro learning
8. Artificial intelligence	8. Next generation learning platforms	8. Mobile delivery	8. Coaching/mentoring	8. Showing value
9. Curation	9. Curation	9. Consulting more deeply with the business	9. Showing value	9. Consulting more deeply with the business
10. Games/gamification	10. Mobile delivery	10. Showing value	10. Virtual and augmented reality	10. Performance support
11. Neuroscience/cognitive science	11. Neuroscience/cognitive science	11. Performance support	11. Performance support	11. Mobile delivery
12. Video	12. Developing the L&D function	12. Neuroscience/cognitive science	12. Mobile delivery	12. Artificial intelligence
13. Developing the L&D function	13. Video	13. Video	13. Neuroscience/cognitive science	13. Virtual and augmented reality
14. Personal knowledge mastery (PKM)	14. Games/gamification	14. Curation	14. Curation	14. Curation
15. Other:	15. Other:	15. Developing the L&D function	15. Video	15. Neuroscience/cognitive science
16. MOOCs	16. MOOCs	16. Other:	16. Other:	16. Other
n = 909	n = 1,015	n = 1,955	n = 2,278	n = 3,114

Most options are heading down

GSS 2017	GSS 2018	GSS 2019	GSS 2020	GSS 2021
1. Personalization/adaptive delivery	Personalization/adaptive delivery	1. Personalization/adaptive delivery	1. Learning analytics	1. Reskilling/upskilling
2. Collaborative/social learning	2. Collaborative/social learning	2. Artificial intelligence	2. Personalization/adaptive delivery	2. Collaborative/social learning
3. Micro learning	3. Artificial intelligence	3. Learning analytics	3. Collaborative/social learning	3. Learning analytics
4. Virtual and augmented reality	4. Consulting more deeply with the business	4. Collaborative/social learning	4. Learning experience platforms	4. Personalization/adaptive delivery
5. Consulting more deeply with the business	5. Micro learning	5. Micro learning	5. Artificial intelligence	5. Learning experience platforms
6. Showing value	6. Showing value	6. Learning experience platforms	6. Micro learning	6. Coaching/mentoring
7. Mobile delivery	7. Virtual and augmented reality	7. Virtual and augmented reality	7. Consulting more deeply with the business	7. Micro learning
8. Artificial intelligence	8. Next generation learning platforms	8. Mobile delivery	8. Coaching/mentoring	8. Showing value
9. Curation	9. Curation	9. Consulting more deeply with the business	9. Showing value	9. Consulting more deeply with the business
10. Games/gamification	10. Mobile delivery	10. Showing value	10. Virtual and augmented reality	10. Performance support
11. Neuroscience/cognitive science	11. Neuroscience/cognitive science	11. Performance support	11. Performance support	11. Mobile delivery
12. Video	12. Developing the L&D function	12. Neuroscience/cognitive science	12. Mobile delivery	12. Artificial intelligence
13. Developing the L&D function	13. Video	13. Video	13. Neuroscience/cognitive science	13. Virtual and augmented reality
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Most options are heading down

GSS 2017	GSS 2018	GSS 2019	GSS 2020	GSS 2021
Personalization/adaptive delivery	Personalization/adaptive delivery	Personalization/adaptive delivery	1. Learning analytics	1. Reskilling/upskilling
2. Collaborative/social learning	2. Collaborative/social learning	2. Artificial intelligence	2. Personalization/adaptive delivery	2. Collaborative/social learning
3. Micro learning	3. Artificial intelligence	3. Learning analytics	3. Collaborative/social learning	3. Learning analytics
4. Virtual and augmented reality	4. Consulting more deeply with the business	4. Collaborative/social learning	4. Learning experience platforms	4. Personalization/adaptive delivery
5. Consulting more deeply with the business	5. Micro learning	5. Micro learning	5. Artificial intelligence	5. Learning experience platforms
6. Showing value	6. Showing value	6. Learning experience platforms	6. Micro learning	6. Coaching/mentoring
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9. Curation	9. Curation	9. Consulting more deeply with the business	9. Showing value	9. Consulting more deeply with the business
10. Games/gamification	10. Mobile delivery	10. Showing value	10. Virtual and augmented reality	10. Performance support
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15. Other:	15. Other:	15. Developing the L&D function	15. Video	15. Neuroscience/cognitive science
16. MOOCs	16. MOOCs	16. Other:	16. Other:	16. Other
n = 909	n = 1,015	n = 1,955	n = 2,278	n = 3,114

Slowly being adopted: Micro learning, Mobile delivery, Video

"Wallflower": Curation

VR and AR over five years

GSS 2017	GSS 2018	GSS 2019	GSS 2020	GSS 2021
Personalization/adaptive delivery	Personalization/adaptive delivery	Personalization/adaptive delivery	1. Learning analytics	1. Reskilling/upskilling
2. Collaborative/social learning	2. Collaborative/social learning	2. Artificial intelligence	2. Personalization/adaptive delivery	2. Collaborative/social learning
3. Micro learning	3. Artificial intelligence	3. Learning analytics	3. Collaborative/social learning	3. Learning analytics
4. Virtual and augmented reality	4. Consulting more deeply with the business	4. Collaborative/social learning	4. Learning experience platforms	4. Personalization/adaptive delivery
5. Consulting more deeply with the business	5. Micro learning	5. Micro learning	5. Artificial intelligence	5. Learning experience platforms
6. Showing value	6. Showing value	6. Learning experience platforms	6. Micro learning	6. Coaching/mentoring
7. Mobile delivery	7. Virtual and augmented reality	7. Virtual and augmented reality	7. Consulting more deeply with the business	7. Micro learning
8. Artificial intelligence	8. Next generation learning platforms	8. Mobile delivery	8. Coaching/mentoring	8. Showing value
9. Curation	9. Curation	9. Consulting more deeply with the business	9. Showing value	9. Consulting more deeply with the business
10. Games/gamification	10. Mobile delivery	10. Showing value	10. Virtual and augmented reality	10. Performance support
11. Neuroscience/cognitive science	11. Neuroscience/cognitive science	11. Performance support	11. Performance support	11. Mobile delivery
12. Video	12. Developing the L&D function	12. Neuroscience/cognitive science	12. Mobile delivery	12. Artificial intelligence
13. Developing the L&D function	13. Video	13. Video	13. Neuroscience/cognitive science	13. Virtual and augmented reality
14. Personal knowledge mastery (PKM)	14. Games/gamification	14. Curation	14. Curation	14. Curation
15. Other:	15. Other:	15. Developing the L&D function	15. Video	15. Neuroscience/cognitive science
16. MOOCs	16. MOOCs	16. Other:	16. Other:	16. Other
n = 909	n = 1,015	n = 1,955	n = 2,278	n = 3,114

Artificial intelligence over five years

GSS 2017	GSS 2018	GSS 2019	GSS 2020
1. Personalization/adaptive delivery	1. Personalization/adaptive delivery	1. Personalization/adaptive delivery	1. Learning analytics
2. Collaborative/social learning	2. Collaborative/social learning	2. Artificial intelligence	2. Personalization/adaptive delivery
3. Micro learning	3. Artificial intelligence	3. Learning analytics	3. Collaborative/social learning
4. Virtual and augmented reality	4. Consulting more deeply with the business	4. Collaborative/social learning	4. Learning experience platforms
5. Consulting more deeply with the business	5. Micro learning	5. Micro learning	5. Artificial intelligence
6. Showing value	6. Showing value	6. Learning experience platforms	6. Micro learning
7. Mobile delivery	7. Virtual and augmented reality	7. Virtual and augmented reality	7. Consulting more deeply with the business
8. Artificial intelligence	8. Next generation learning platforms	8. Mobile delivery	8. Coaching/mentoring
9. Curation	9. Curation	9. Consulting more deeply with the business	9. Showing value
10. Games/gamification	10. Mobile delivery	10. Showing value	10. Virtual and augmented reality
11. Neuroscience/cognitive science	11. Neuroscience/cognitive science	11. Performance support	11. Performance support
12. Video	12. Developing the L&D function	12. Neuroscience/cognitive science	12. Mobile delivery
13. Developing the L&D function	13. Video	13. Video	13. Neuroscience/cognitive science
14. Personal knowledge mastery (PKM)	14. Games/gamification	14. Curation	14. Curation
15. Other:	15. Other:	15. Developing the L&D function	15. Video
16. MOOCs	16. MOOCs	16. Other:	16. Other:
n = 909	n = 1,015	n = 1,955	n = 2,278





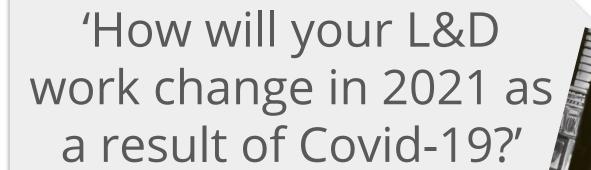




The Covid effect







1,390 answers (44%) 24,573 words

ROBERT LOUIS STEVENSON



Responding to Covid-19

66

L&D will finally be evaluated on the output it produces

I do not see an end to Covid's reach

what we knew as normal will change dramatically

as a result of Covid-19 I am seeing a bigger emphasis on cost savings which results in fewer innovation projects (e.g) VR/AI)

more focus on adding value as work forces streamline and departments shrink. Any time 'away from day job' needs to be for high-value return

nothing beats face-to-face

I'm increasingly an enabler of others, rather than a producer of assets

it is looking like classroom and extended sessions might be a thing of the past

We will no longer design for f2f Even if Covid-19 was eliminated tomorrow, we will maintain this design approach

technology enabled learning is no longer optional for organisations but essential

What will they focus on....

greater focus on learning in the flow of work enabled by truly digital delivery channels

focus on reaching people with virtual learning opportunities

[#1: Digital/hybrid delivery]

focus on upskilling digital capabilities

more focused on organisational development e.g. helping managers adjust to hybrid working

[#3: Digital skills]

more focus on supporting the business day to day

more focus on adding value as work forces streamline and departments shrink. Any time 'away from day job' needs to be for high-value return

focusing on performance, rather than just training delivery

[#2: Business value]









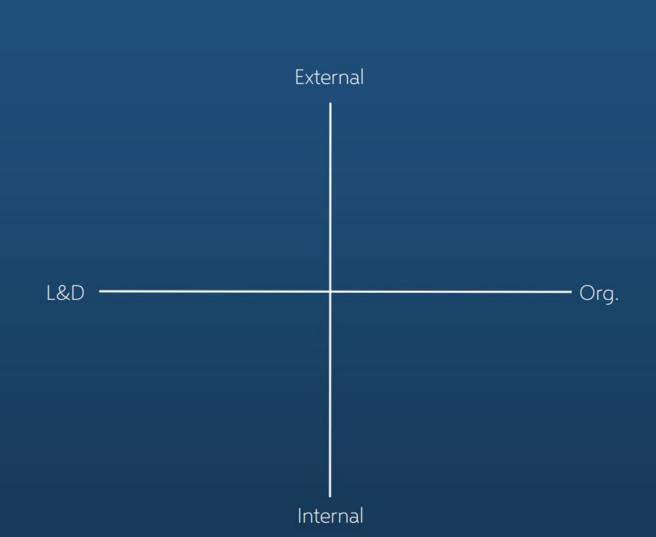


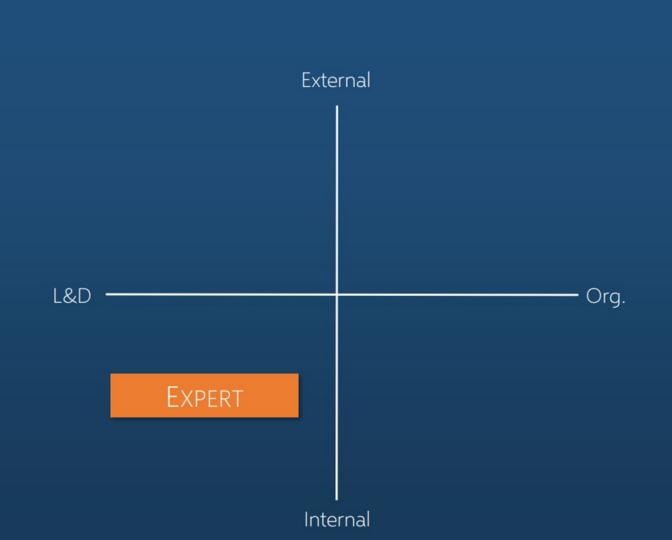
Where next?

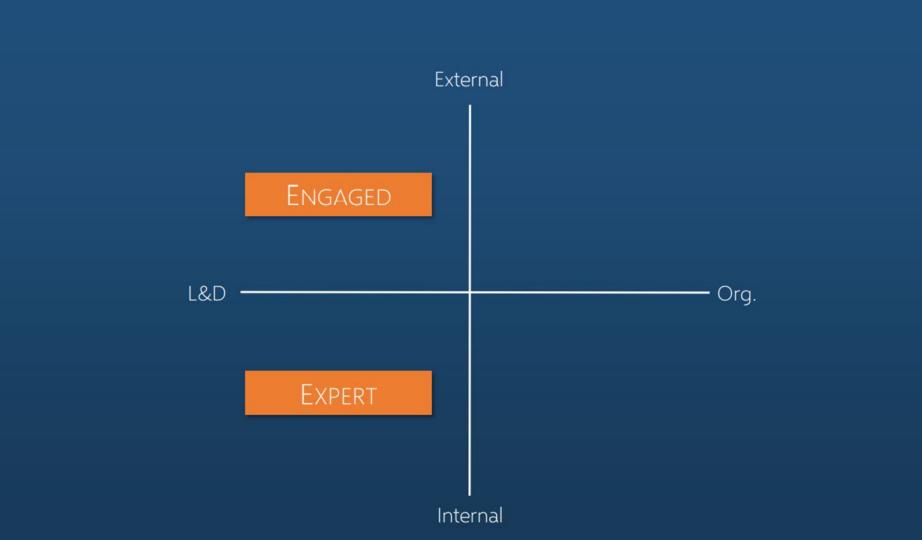


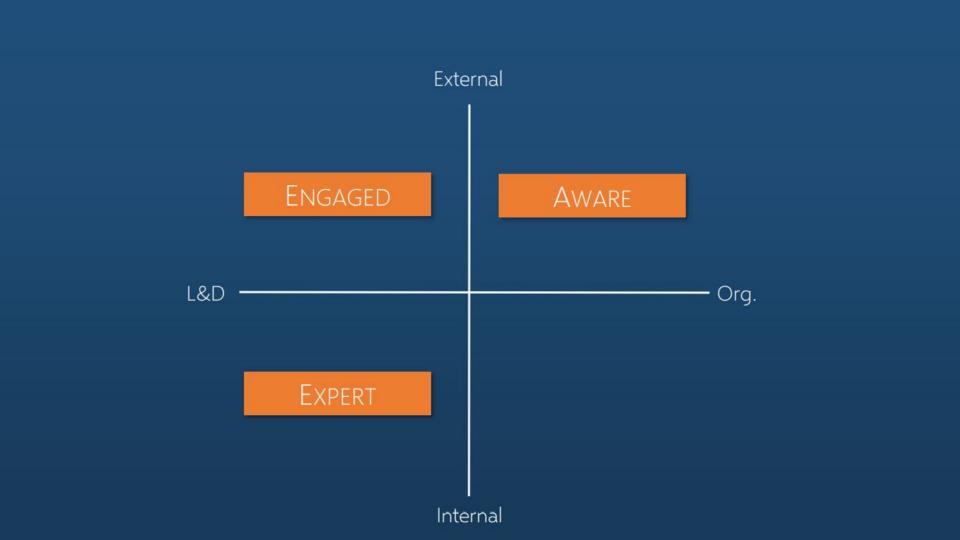
What next for L&D?

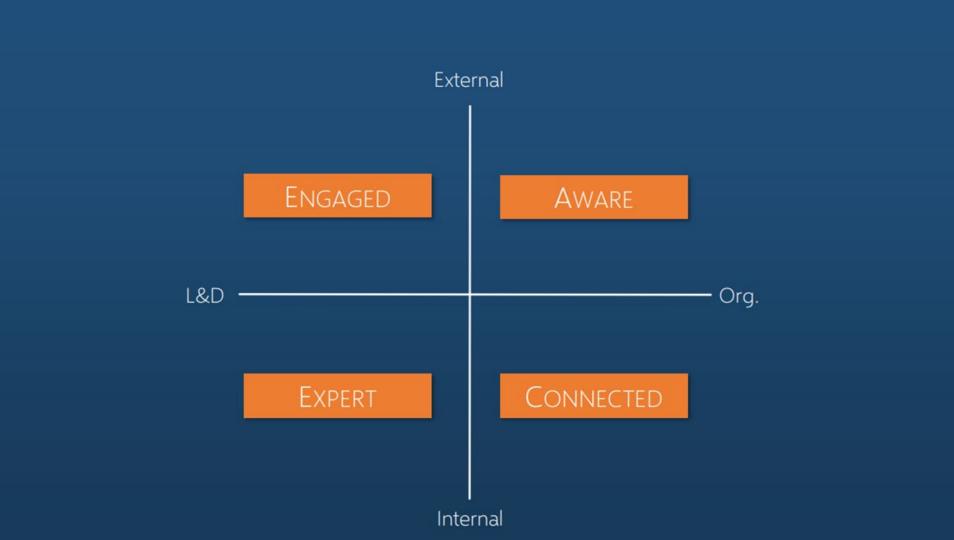
- Connect with each other
- Build your profile
- Build your skills
- Leave the office























Conclusions

Conclusions

Everyone is talking about reskilling and upskilling.

Collaborative learning has moved from theory to practice.

"Hot"
technologies are
out of favor
this year.

Looking ahead,
L&D can refocus
on building
strategic
influence on
solid
foundations.



Q&A

Join the conversation by sharing your questions and comments in the chat!



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THANK YOU!

Let's connect to see how we can help you elevate your training program today!



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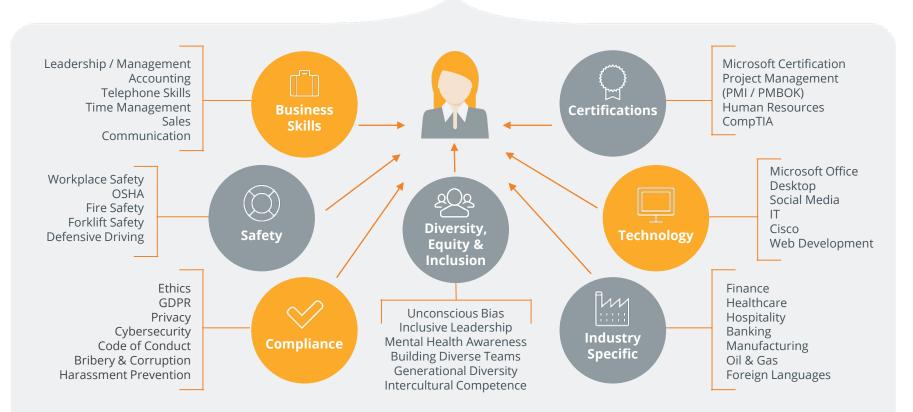


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- Over 2,000 APIs

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- Standardized file templates
- Manage your people data
 - User Accounts
 - Organizational & Manager hierarchies
 - Easily utilize your custom fields in data files
 - Jobs
 - Domain Assignments
- Define scheduled interval(s)
- Uses underlying API for validation & processing

