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Top e-Learning Trends For 2018 That e-Learning Pros Need To Know

In recent years e-Learning has become increasingly popular in the world. Thanks to the continuous evolution of technology and devices, the approach and applications to e-Learning are constantly changing.

Let's take a look at the 9 e-Learning trends that will prevail in 2018.

1. Virtual and Augmented Reality

Virtual and augmented reality are currently the most vivid ways to implement training in an immersive learning logic.

Traditionally, they are used for gaming and film experiences. Their application to learning has been discovered in recent years. In this case, **Virtual Reality** is used for teaching skills for the management of high-risk tasks and the execution of complex procedures.
Augmented Reality, on the other hand, is used to activate personalized learning. For example, a typical scenario of using augmented reality could be as follows: a student wants to know more about an object; using a QR code the student can scan the object and get more information about it.

Thanks to the reduction in market prices of devices dedicated to these two forms of reality (glasses and headphones), organizations will invest and explore these technologies more from 2018.

2. Intelligent Assistants / Chatbot

Ever heard of Siri, the smart voice assistant of the iPhone? Here it is.
Today it is not possible to say with certainty what the **intelligent vocal assistants** or the machine learning-enabled **chatbots** will be, since Artificial Intelligence is taking its first steps in the world of computing. That said, this will be a key trend to keep an eye on in 2018: organizations will try to develop **chat prototypes for specific topics** (such as information security or data protection, compliance, etc.) and implement them as a **smart search app**. It is these smart apps that will help students learn during the process and optimize learning in "time of need".

3. Gamification And Game-Based Learning

Gamification will continue to be a major trend in 2018. It is well established that game-based learning and gamification have a high degree of effectiveness.

Organizations will continue to invest in gamification with the intent to keep students' interest alive and to convince them to take learning seriously while having fun. Paradoxical as it may seem, **the game increases the "seriousness" of the students**, since they "immerse" themselves completely in the learning process.

In this way, courses of traditional compliance, information security, procedural training, product training, sales training and many other courses can be easily made interesting, thus encouraging students to "invest" their time and energy in an activity that they traditionally do not love.

4. Adaptive Or Personalized Learning Customized To Specific Learning Needs

Adaptive or personalized learning is based on the ad hoc selection of topics and training modules for a specific group of students. The biggest advantage for organizations is to avoid providing all modules to all students; on the contrary, **they can offer targeted training and costs are lowered**.

How? You can use pre-tests to assess the current understanding of each student and, based on the performance, each student is assigned the modules in which he has shown more gaps. Thus, students receive specific modules, questions and materials to improve certain areas. Existing LMS can be used to implement this type of learning. Therefore, adaptive learning will be an important trend to be further experimented in the course of 2018.

5. Microlearning

Microlearning has already become a strong trend: organizations seek to benefit from this new way of providing targeted learning in bytes. Specific benefits include rapid implementation, rapid learning by regular refreshers of the topic, increased productivity and ease of tracking.

Microlearning is defined as learning conveyed by **short videos**, but it can also be conveyed by interactive **videos, quizzes** or even **interactive infographics**.

Microlearning works well when organizations create modules that have specific learning objectives, work even better when they are "coordinated" to work and address a specific problem that the student can have at work. As the use of smartphones increases, the demand for microlearning will increase.

6. Content curation

Content curation refers to the collection, sorting and sharing of materials identified online and considered relevant. It will be a trend of 2018: its potential to create an alternative and reliable source to provide learning standards is consistent. Organizations will therefore focus more on personalized e-Learning and mobile learning solutions and will use **content curation for standard regulatory content**.

7. Interactive video-based learning

The popularity of video tutorials on YouTube continues to grow. Organizations are therefore leveraging the popularity of videos to train their employees by making their videos shared more and more (increasing interactivity and discussions) and then posting videos on internal sites. The plus of this method lies in the fact that employees will be more involved and invested in the learning process. With the branding of the organization, an archive is created with effective contents.

8. Social learning

When learning is shared and when sharing occurs between peers, education improves. Forums, chat boxes, sharing notes help people to share ideas in a collaborative environment. Many organizations are willing to experiment with social learning platforms built with a view to **implementing a collaborative workspace**. In this regard, some LMS support social learning capabilities.

9. Workforce Enablement

Research suggests that students tend to keep only 10% of what they have learned after 4 weeks of attending a training or eLearning program. It is therefore **important to constantly motivate employees** through regular learning interventions, chat sessions, learning forums and so on. Organizations will look for tools to improve student productivity and improve their involvement in the training process.

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