Corporate Learning 2020

What's ahead-2020?
- "Basics" redefined
- Automated mentoring
- Self-controlled learning
- Choice/personalization

WORK
- Blended work/learn
- Re-emergence of apprenticeship
- Virtual/Anywhere
- Based on networks, games, interaction with peers

PEOPLE
- Widely distributed
- Many careers
- Work communities
- Relationships rule
- Learn/work/live integration

Learner-controlled,
Highly networked,
Game-based
Mobile-accessed,
Anytime/Anywhere
Learning

LEARNING
- Technology-centric
- Learner-centric
- Informal/Formal
- Portals/Expert systems

SYSTEMS/TOOLS
- Platform independent
- Mobile-based (iPhone/iPad)
- Open source (learner-created)

SUPPORTS
- Blend of work/learn
- More control over what/when/where
- Internet-savvy generation
- Mobile technology

KEY TECHNOLOGIES
3G/4G and Beyond

Internet- wireless

Open Source

Social Networks

Collaboration Tools

Games

CHALLENGES
- Tradition
  - Grades
  - Academia
    - Nature of work
    - Classrooms
    - Formal Assessment

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