
Effects of the Pandemic on Learning Technology Roadmaps

Executive Summary

A recent survey from The Learning Guild extends previous research examining the effects of COVID-19 on L&D. This report examines data obtained from asking how plans for implementing specific technologies and approaches were affected in 2020. The data, gathered nearly a year into the pandemic, starkly showed that L&D teams accelerated their plans in more tried and true technologies, while plans for implementing newer technologies tended to be slowed down. Nearly half of respondents reported being ahead of their planned use of virtual classroom technology. eLearning, video, and LMS were all more ahead of plan than behind plan for 2020. On the other hand, L&D teams were more likely to be stalled than ahead on their plans for implementing augmented reality, virtual reality, AI content generation, and AI and machine learning for analytics.

The report also details findings around organizations' ability to plan, hire, and secure funding and includes numerical survey results, text-response comments, and interview material from learning leaders at several organizations who were able to bring about transformations in 2020 as a direct result of the shifts caused by the pandemic.

Download the [full report](#).