## **WEBCAST:**

**Learners are from Mars, L&D Leaders are from Venus:** 

**Understanding What Everyone Wants from Corporate Learning** 





## Speakers



Kabir Chadha Global Head of Customer Success Coursera



Dr. Seth-Aaron Martinez
Program Manager,
Technical Talent Dev
Adobe

# Coursera is the **global leader** in online education from the world's top universities.



Diana
Bilimoria
Chair & Professor
Case Western
Reserve University



Martin Odersky
Founder of the Scala
Programming Language



**Barbara Kahn**Professor of Marketing
University of Pennsylvania











**2,000+** courses

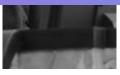


150+ content partners



10+ languages

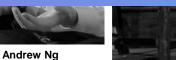
LBS



Robert Shiller
Professor of Economics
Yale University



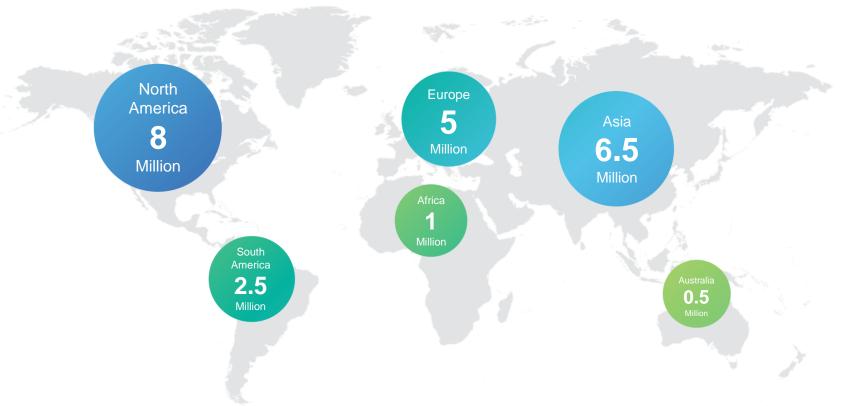
Coursera Co-Founder Chief Scientist, Baidu Professor of Computer Science, Stanford



**Timothy Geithner** Former U.S. Secretary of the Treasury



# We're reaching **over 30 million learners** around the world



#### **UNMATCHED QUALITY**

## Covering a breadth of topics across disciplines

Coursera hosts courses in every subject, including 163 in data science, 571 in business, 270 in social sciences, and 207 in the arts and humanities.



Entrepreneurship



**Business Essentials** 



Machine Learning



Probability & Statistics



Mobile & Web Development



Software Development



Data Analysis



Marketing



Finance



Product Design



Physical Science



Personal Development



Leadership



Strategy



Computer Science



Life Science



Computer Science & Networks



Algorithms



Languages



Social Sciences

What are the most common things that drive learner satisfaction?

## L&D Leaders:

51% expect an increase in budget 69% expect to support more employees





#### Most Followed Trends in L&D

## **Building a culture of continual learning 51%**

Mentoring to accelerate learning 45%

Big data to analyze learning outcomes 35%

Virtual/augmented reality to improve training experiences 33%

Design thinking to reimagine learning experience 33%

New learning credentials 27%

Gamification to motivate learners 26%

Artificial intelligence to guide course choice and development plans 24%

Crowdsourcing best content for team 24%

Only 48% of employees are satisfied with their current learning experience

#### What Matters Most to L&D Leaders

## **Quality 51%**

Cost 29%

Ease of implementation 22%

Ability to assess employee learning 20%

User-friendliness 19%



#### Why Employees Learn

### Do current job better 42%

Build on existing skill at current job 42%

Learn skills for future jobs 36%

Increase credibility and expertise 36%

Stay up-to-date in industry 31%

Feel more confident professionally 28%

Learn new skill to complete a task 23%

Explore alternative career path 10%

Get a new job 9%

# 69% of learning leaders 65% of employees

agree there's not enough time to learn







sales@coursera.org