



## *ATD 2020 State of the Industry*

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# The 2020 Report

283 organizations reported on fiscal or calendar year 2019 (last year).

# Data and Benchmarking

- The data reported are averages, and participating organizations change from year to year.
- Don't aim to replicate the figures; instead, use them as benchmarks for comparison.
- BEST benchmarking group refers to companies that won ATD BEST awards this year for excellence in TD.

# *State of the Industry* Timeline



# Direct Learning Expenditure

## Includes

- Talent development staff salaries (gross wages including benefits or employer-paid taxes)
- Travel costs for TD staff
- Administrative costs
- Nonsalary development costs
- Nonsalary delivery costs (classroom facilities, online infrastructure, and so on)
- Outsourced activities
- Tuition reimbursements

## Does NOT Include

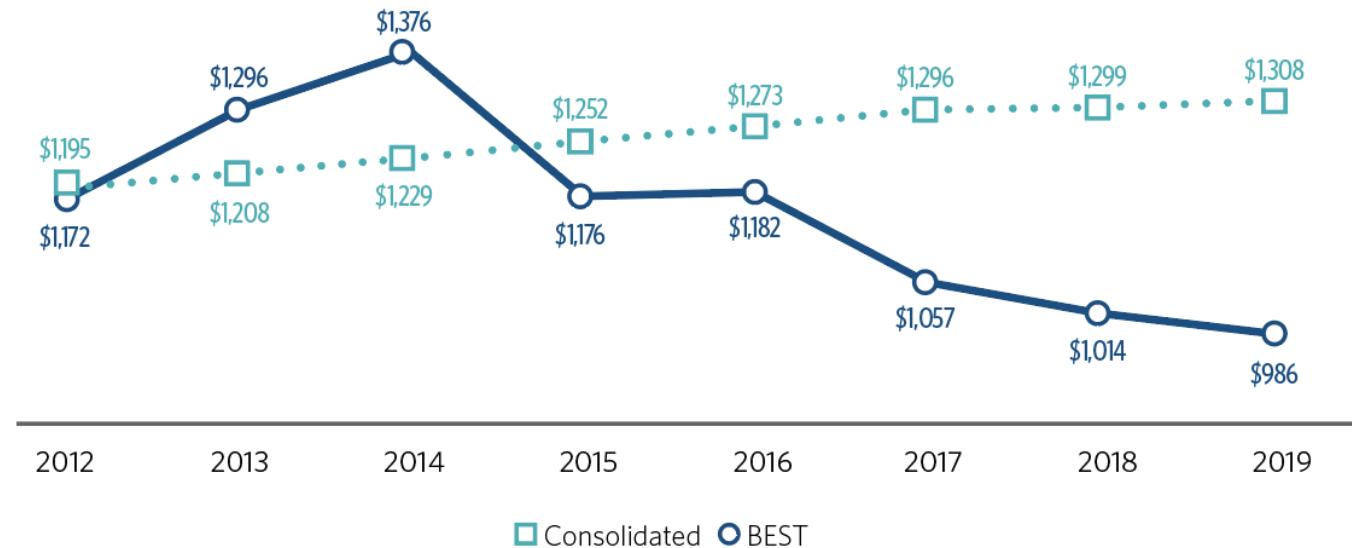
- Learners' travel expenses
- Costs of participants' conference attendance, fees, and travel
- Cost of lost work time while engaged in learning activities



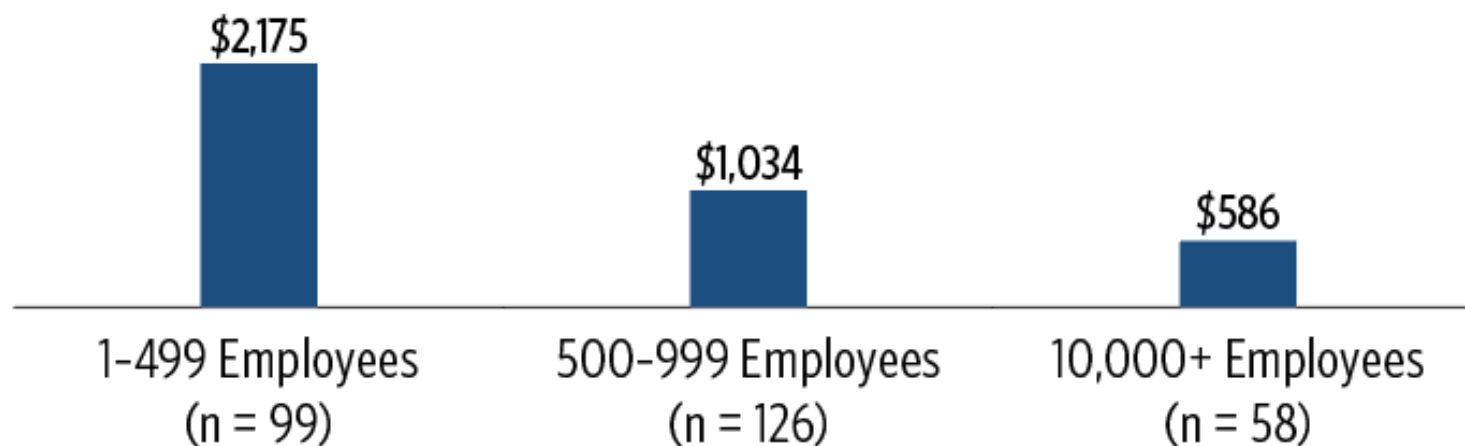
# Direct Learning Expenditure per Employee

- For the average participating organization, this is up a small amount to \$1,308 in 2019 from \$1,299 in 2018.
- Growth was less than inflation.

# Average Direct Learning Expenditure per Employee



# Average Direct Expenditure per Employee by Organization Size



Per employee spending drops as the number of employees rises.



# Defining Hours Used

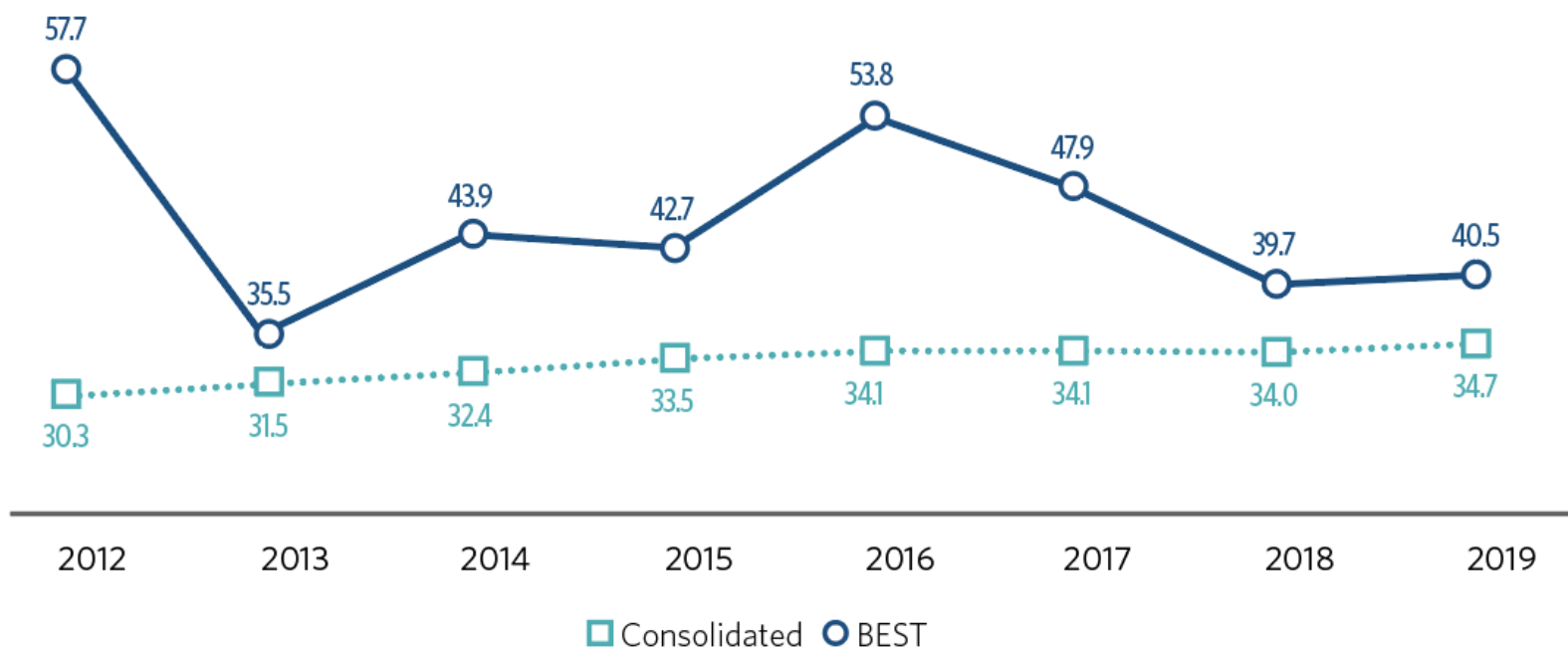
## Includes

- Length of live, virtual, and remote classroom courses provided
- Length of all self-paced courses, learning objects, and materials provided (online and offline)
- Length of all video, audio, and print content provided
- Length of all e-learning content provided

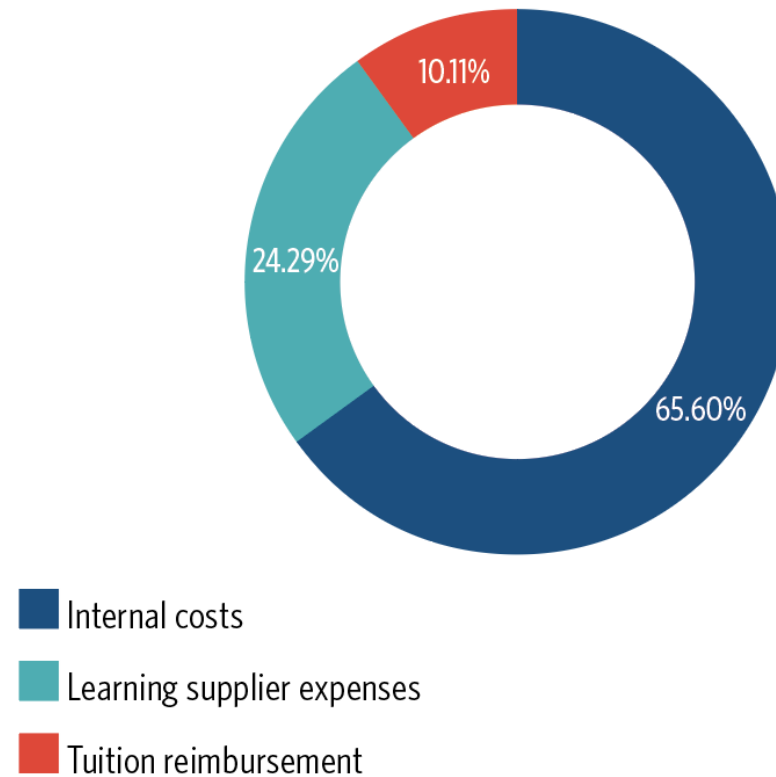
## Does NOT Include

- Hours of on-the-job training and coaching
- Learning and performance support materials embedded in work processes or tools

# Average Learning Hours Used per Employee



# How Is the Expenditure Distributed?



## External Services

### Includes

- Consultants and services
- Content development and licenses
- Workshops and training programs delivered by external providers

### Does NOT Include:

- Tuition reimbursement for education programs at educational institutions

## Tuition Reimbursement

### Includes

- Community college courses and programs
- University courses and programs
- Continuing professional education or certification

### Does NOT Include:

- Training courses provided by vendors and consultants

# Offerings

- What is being offered?
- How is it being delivered?

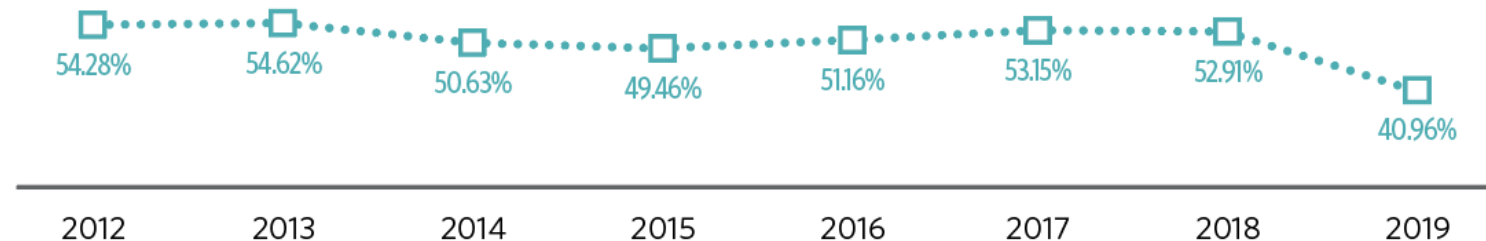
# Percent of Portfolio Dedicated to Top 5 Content Areas





# Percentage of Hours USED That Are Delivered in the Traditional Live Classroom

*Average Percentage of Formal Learning Hours Available via Instructor-led Classroom (Consolidated)*



# Technology Explains Decline in Traditional Classroom

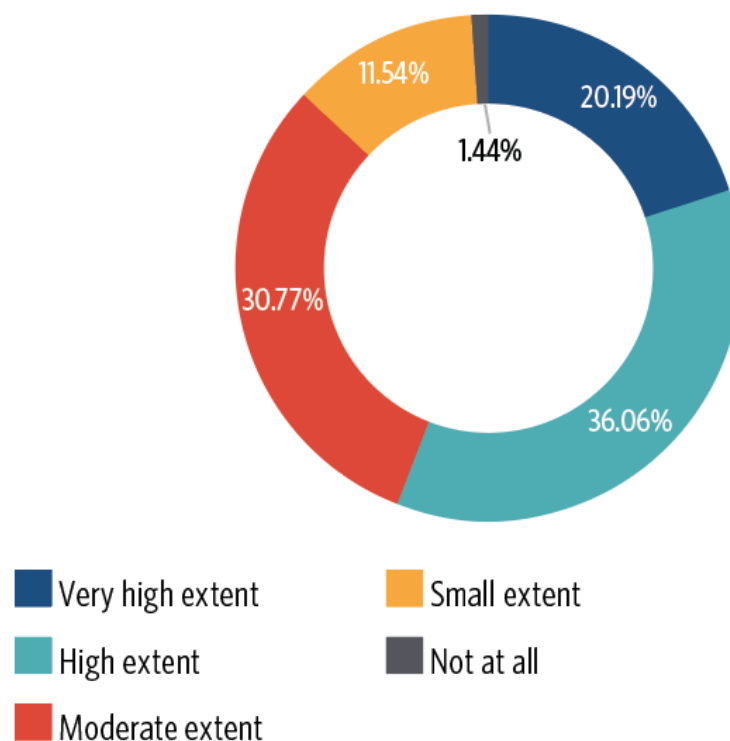
- E-Learning: Now 26 percent of hours available
- Virtual Classrooms: Now 19 percent of hours available

# On-the-Job Learning

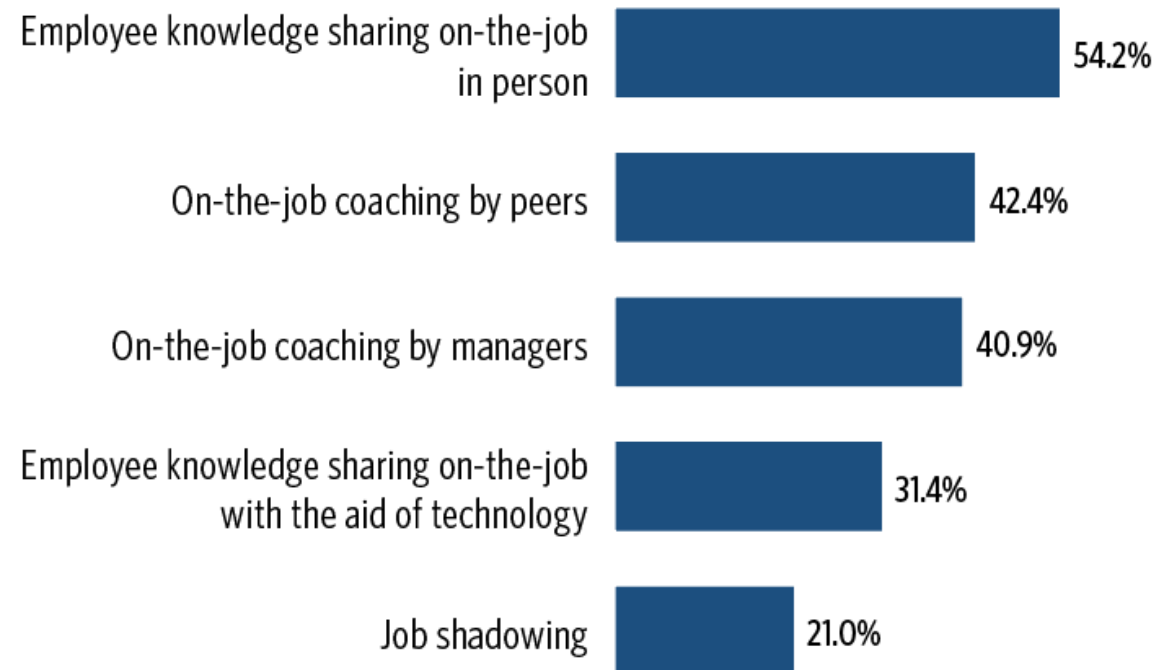
**Definition:** Learning that is embedded in work activities

**Examples:** On-the-job coaching, knowledge sharing on-the-job, job shadowing, job rotations, “stretch” assignments, apprenticeships, and so forth

# Extent to Which Organizations Emphasized On-the-Job Learning



# Organizations That Used Top 5 Types of On-the-Job Learning to a High or Very High Extent







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