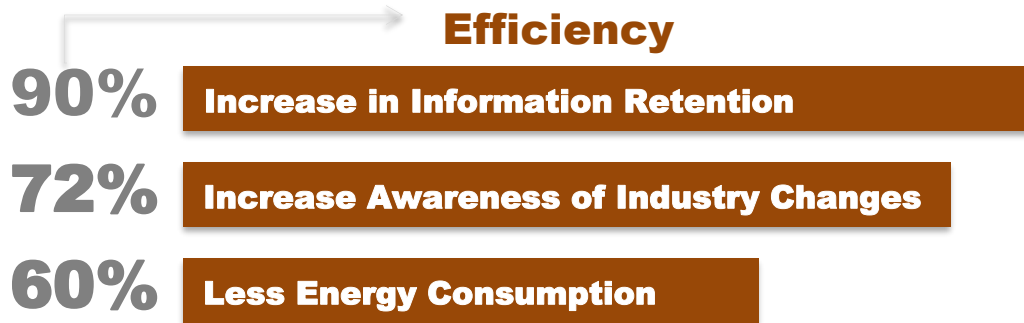


# Technology Impacts Learning



**Measurability**

- 60% Reduction in Learning Time ↓
- 50% Increase in Productivity ↑
- 25% Increase in Employee Retention ↑
- 18% Boost in Employee Engagement →

## Mediums & Edutainment

### Technology Changes Learning Delivery

#### 1 Devices

**American Adults**  
 90% use cell phones  
 58% use smartphones  
 32% use tablet computers  
 42% use e-readers

#### 2 Devices

**American Households**  
 87% use internet  
 74% use social media  
 70% high-speed connection  
 6.5% no cable or satellite  
 5% zero TV

#### 3 Education + Entertainment = Edutainment

##### Media

Audio and Video  
 Tactile Learning Activities  
 Gamification

Virtual and Augmented Reality  
 Software Simulations  
 People Partner Learning

Accessibility	Human	Hardware	Services
	Vision Hearing Interactive	Tablet Smartphone Computer	High Speed -Home Internet -Cellular Technology