TOP 10 LEARNING SYSTEMS REPORT 2022

BY CRAIC WEISS, CEO AND LEAD ANALYST, THE CRAIG WEISS GROUP (TCWG)

THE REPORT

Something different. Not your typical report. This is how I think about what you are about to read, view, and dissect. Data-driven - right to the point, without a bunch of information that is about as relevant as the sun shining outdoors. The systems listed here - the best of the best, is based on an analysis of 1,000 learning systems worldwide.

THE VISION

The Report is broken down in this manner:

- Vendor Name by Ranking
- My Quick Takeaway Insight that goes beyond the usual verbiage
- Vendor Profile Competitors, Strengths, Weaknesses, Additional Points
- Vendor Data How they stack up with Workforce Dev, Skills, NexGen, and Metrics

THE EXPERIENCE

After all the vendors, comes an additional slice of information

- Skills Development and Skill Ratings Comparison
- Overall Skills Functionality Comparison
- NexGen Comparison
- Screenshots of each vendor's system







Pros and Cons



QR CODES - A NEW WAY TO EXPLORE

Throughout this report, you will see QR Codes. Scan them, and they will take you to each vendor's website. On the introduction page, the first code takes you to my website, where services are available for buyers and suppliers. The second code takes you to the FindanLMS site, where you can compare (with more details), nine of the 10 vendors in this report (Pluralsight is not on the platform). Learn more about pricing, implementation timeframes, and much more. The last QR code takes you to the blog post where I cover each system and provide additional details.

THE METHODOLOGY

The analysis is based on over 20 variables, including target markets, industry segments, types of learning systems (employee-focused, combo, customer education/learning focused), features and capabilities, data - what story does it provide to you, for your learners, business approach, customer service and support, UI and UX - for the learner and administrator, where the vendor is heading in 2022, roadmap success rate and overall structure - do they really "get it" about their users (admins and clients) and their needs in this new business environment, where remote workforce and hybrid will be the norm?

CONSIDER THIS

- Workforce development functions as a whole are in the early stages for many vendors. I
 based this analysis on the Learning System Template <u>employee version</u> and <u>customer</u>
 <u>education</u> version.. Features that I see as "down the road" or "rare" were not counted as a
 factor in the analysis.
- Skills The industry is still at the early stages here as well. My analysis of the market, found the average to be around 15 percent. That said, Skill ratings are pretty much the norm, with the majority of systems, having something they state as this capability. However, what they offer within the ratings is all over the map.
- Skill development is another area at the early stage across the industry There are vendors though that are way above the average, which hasn't crossed the 20 percent line.
- A system focused on customer education/learning will be at a far different stage around workforce dev, skill dev, and skills in general, compared to an employee-focused or combo system. I see this slowly changing for one simple reason consumer competitive comparison. I look at a combo that has it, then I assume the other system should, even though they are not the same i.e. combo (employee and customer), versus customer learning-driven.



TWO NOTES

Every vendor in the top 10, was offered the option to provide screenshots of their system. One vendor, Docebo declined. This is why you will not see any screens from their system.

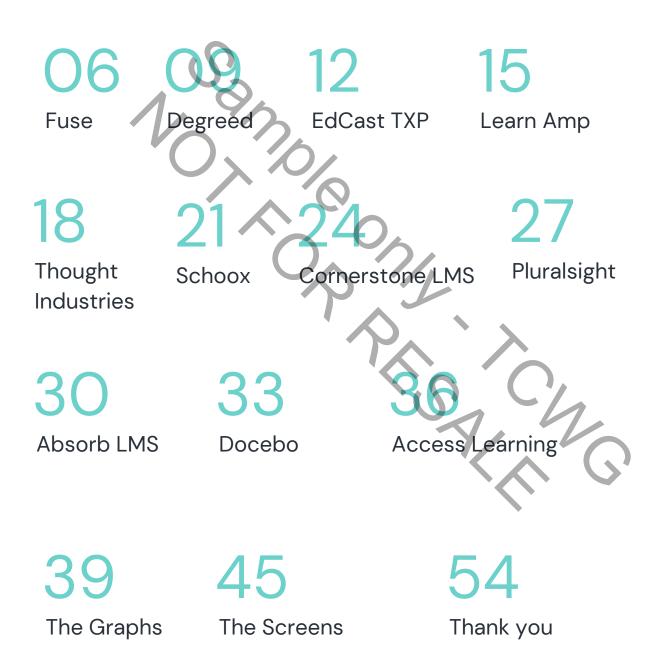
Learning and Training are driven by data. Yet, way too many people believe that it is something else. Without data, you are left in an unknown state. Data tells a story. One that will present you with the right information. Each system in this report pushes out metrics. Some do a better job than others. In fact, the industry as a whole, is still a work in progress.

Remember assigned learning doesn't tell a story. It forces one upon your learners.
Retention and Synthesis - the bedrock of knowledge acquisition is based on interest in the content and skills by the learner themselves.





Table of Contents







CRAIG'S QUICK TAKE

Fuse isn't your typical learning system, so comparing them in UI/UX to others, would be a mistake. This system brings the "human" experience back into learning and training. And, it works exceptionally well.

It doesn't seem fair to compare Fuse to say a Degreed or EdCast TXP, without understanding their approach, which is wrapped around communities and groups. Engagement is the driver here - from courses to content, to the acquisition of skills, and even developing interests.

Fuse's search function - as part of their system is the power behind the engine. The ability to ask questions (common that one would do in any search engine) tailors and targets the enduser with stronger and more accurate content. Generic is easy to do, specificity isn't - and yet that is what Fuse does. The result? Metrics that matter - pinpointed if you will, to the information that is relevant to your learning and training.

The UI/UX needs a refresh, which is on their roadmap for 2022. While they are not recognized for the level of skills capabilities they do possess in their system, expect to see even more in the coming year.

Fuse's Customer Support is Certified by TCWG.



FUSE

Learning Suite

Feature-rich system that comes with everything you need to deliver exceptional learning and training. Metrics out of the box is the best in the industry - extensive would be an understatement. The system plays more on the employee side, but they can handle customer education/learning. Digital coaching is on the horizon. Skill metrics are on the roadmap for 2022.

RANKING

#1. Ideal for Enterprise and Large Enterprise. Could play in mid-market. Minimum number of end-users, I recommend, is 1,000.

TOP COMPETITORS

EdCast TXP, Degreed, 360Learning, Docebo

TOP STRENGTH

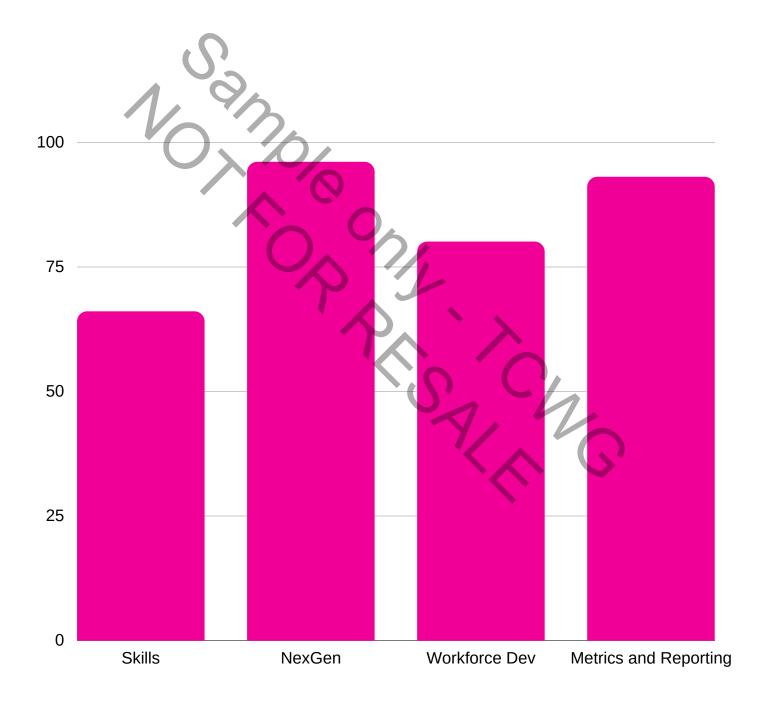
Learner-centric with a twist. This is a system that thrives a the human element, which is often missing in today's system. A.I. fuels this system, and the outcomes are visible Skill capabilities are underrated.

TOP WEAKNESSES

Digital coaching, UI/UX on the learner side needs a refresh, especially around the catalog and search areas.



FUSE DATA





The Graphs

Overall Skills Functionality

Skills Development and Skills Ratings (Specific)

NexGen - A.I., Content, and Playlists

Learner Environment

Screen Time

Fuse

Degreed

EdCast TXP

Thought Industries

Schoox

Cornerstone LMS

Pluralsight

Absorb LMS

Access Learning

Every vendor was given the option to provide screenshots of their system. Docebo declined.





THANK YOU

I would like to thank you for purchasing this report. I hope you find the information useful and beneficial. Whether you are starting out looking for a learning system or debating between a few in this report, you can be assured that this analysis is 100% independent. I never do any quid pro quo or seek payment or any fees for a vendor to be considered.

If you have any questions, please feel free to reach out to me. Simply, use the QR Code, below.



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