

Key trends in edtech



Trend 1:

Bite-sized or short-content videos

More content providers and educators are presenting content in short videos ranging from 5 to 15-minutes long. However, it's worth noting, that in the survey, 91% of learners also reported using digital books for learning, suggesting an opportunity for deeper exploration of this trend in accountancy education.

Trend 2:

Integrated learning and practice

With edtech, learning of content and application of learned content, such as the application of accounting software, is more interwoven in instruction rather than being presented in separate sessions of learning.

Trend 3:

Role of AI and machine learning in learning and assessment

AI shows promise in informing the design of adaptive learning systems, in remote invigilation, adaptive assessments, and translation of assessment items.

Trend 4:

Micro-credentials gain traction in professional learning and employment settings

Many employers value micro-credentials that demonstrate capability. Educators engaged in this study see micro-credentials as an easy and quick way of teaching new topics.

Trend 5:

Gamification and simulation

Games are seen as engaging for learners and accounting tasks can be practised with fidelity using simulations. Learning through games/game play (ie gamification) is reported by 82% of respondents.

Trend 6:

Augmented or virtual reality/Metaverse

Edtech's role in developing soft skills and the professional capabilities of communication, drive, and insight emerges in discussions on the metaverse. A majority of respondents (72%) had experienced digital simulations/scenario-based tasks (eg accessing software-based simulations); with augmented/virtual reality (eg immersive experiences in a digital environment) being reported by 53%. The metaverse is still in its infancy, but is envisioned as a possible avenue for training, competitions, global learning communities, and professional networking hubs.