

2019 Global Learning Landscape

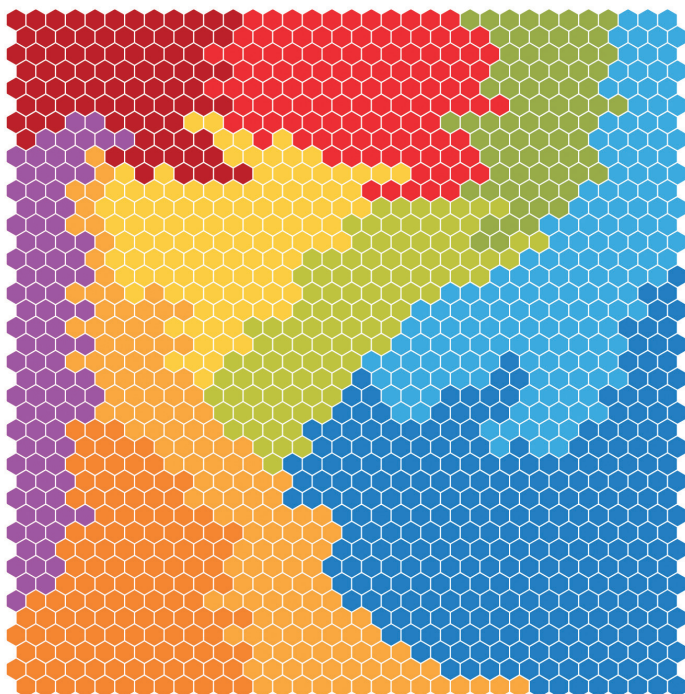
An open source taxonomy for the future of education. Mapping the learning and talent innovation landscape.

<div>K1KnowledgeB2B, B2C</div>	<div>Em6ManagementB2B</div>	<div>Pk11Pre KB2C</div>	<div>Mo16MOOCB2C, B2B2C</div>	<div>X21XR, AR, VRB2C, B2B2C</div>	<div>L26Language LrnB2C</div>	<div>Tr31TeacherP2P, B2C</div>	<div>A36AssessmentB2B,B2B2C</div>	<div>Wp41WorkforceB2B</div>	<div>Us46UpSkillinB2C, P2P</div>	<div>Gg51Global GiantB2B, B2C</div>
<div>Or2Open ResearcP2P, B2C</div>	<div>Le7Learning EnvB2B</div>	<div>S12SchoolB2C</div>	<div>Pr17Prop OnlineB2C, B2B2C</div>	<div>Ro22RoboticsB2C, B2B2C</div>	<div>Lt27Language TestB2C</div>	<div>Sn32Study NotesB2C, P2P</div>	<div>Po37PortfolioB2C, B2B2P</div>	<div>T42Talent AcqB2B</div>	<div>It47InternshipsB2C, B2B2C</div>	<div>I52InvestorsB2B</div>
<div>Cu3CurriculumB2B</div>	<div>Ct8Class TechB2B</div>	<div>V13VocationalB2C</div>	<div>Op18OPMB2B</div>	<div>Ai23Voice & ChatB2C, B2B2C</div>	<div>Di28DiscoveryB2B2C, B2C</div>	<div>As33After SchoolB2C, P2P</div>	<div>C38CredentialingB2B2C, B2C</div>	<div>Cd43DevelopmentB2B2C</div>	<div>At48ApprenticeshipB2C, B2B2C</div>	<div>Ac53AcceleratorsB2B</div>
<div>Er4Ed ResourcesB2B, B2C</div>	<div>Ad9AdmissionsB2B</div>	<div>Al14AlternateB2C</div>	<div>Bc19Bootcamp 2.0B2C, B2B2C</div>	<div>Ga24Games & SimB2C,B2B2C</div>	<div>Is29Int SchoolsB2C</div>	<div>Tu34TutoringP2P, B2C</div>	<div>Cp39CareerB2C, B2B</div>	<div>Pm44PerformanceB2B</div>	<div>Gi49GigsP2P, B2B2C</div>	<div>Ev54EventsB2C, B2B</div>
<div>Qa5Q&AP2P</div>	<div>Fi10FinanceB2C</div>	<div>U15UniversityB2C</div>	<div>Ap20AppsB2C, P2P</div>	<div>St25STEM/ CodingB2C, B2B2C</div>	<div>In30Intl StudyB2C, B2B2C</div>	<div>Tp35Test PrepB2C</div>	<div>Sv40VerificationB2B2C, B2C</div>	<div>Wl45WellnessB2B, B2B2C</div>	<div>Mn50MentoringP2P</div>	<div>Aw55AwardsB2B, B2C</div>



About the Taxonomy

The 2019 Global Learning Landscape is an open source taxonomy for mapping innovation in learning and talent. This framework provides common structure and language for identifying, tracking and making sense of the complexity and volume of innovation happening in education all around the world. Licenced under Creative Commons and as an open source project, the taxonomy is available for anyone to support their own work in education innovation. The global community can track and contribute to the taxonomy's ongoing development via GitHub. github.com/HolonIQ/learning-landscape



Bottom-up analysis using Machine Learning

In order to support the development of the taxonomy, we initially undertook 'bottom-up' analysis using machine learning and natural language technology by analysing 50k education organisations and edtech startups, 500k apps, and millions of schools, colleges and universities worldwide to identify overall patterns in the data. This machine intelligence approach uses 'Unsupervised Learning' to find hidden patterns or grouping in data that are not biased by the more traditional taxonomies of education.



Top-down analysis using Human Expertise

Drawing on the work of a global community of education innovators, researchers and practitioners, human expertise was then deployed to interpret patterns that the machine intelligence process produced. Consideration of context, history, purpose, business model, technologies and ecosystem relationships added depth and interpretive understanding to the process and enabled validation of findings against the models and innovations found in education today or expected in the future.