

ONLINELEARNING GOES MAINSTREAM

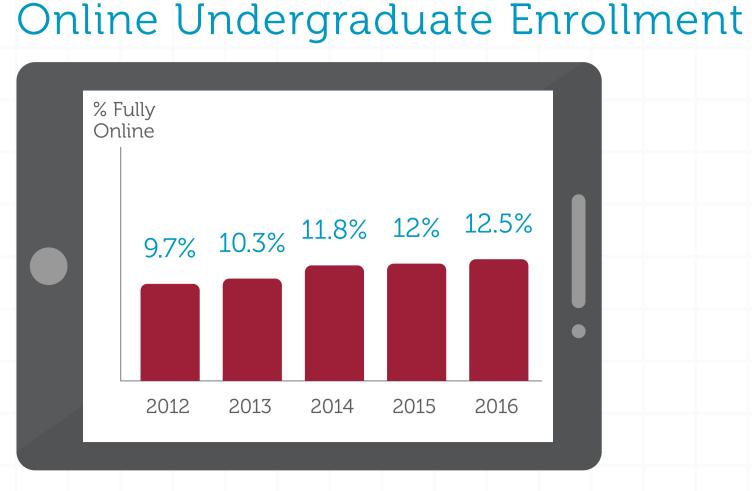
What's Next?

Based on the 2018 CHLOE Survey of Chief Online Officers and Report



ONLINE LEARNING IS STILL GROWING

% Fully



(as a percent of total enrollment; based on IPEDS data)

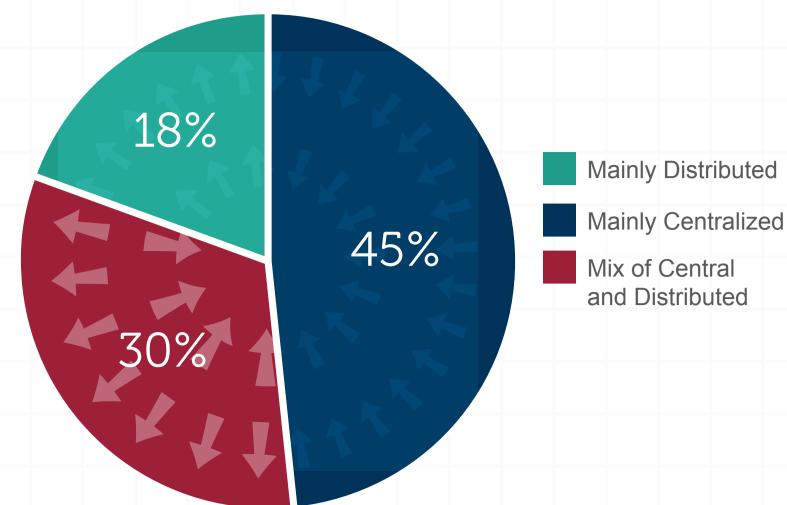
Online Graduate Enrollment

20% 22.2% 24.7% 26.1% 27.5% % Fully Online 2012 2013 2014 2015 2016 (as a percent of total enrollment; based on IPEDS data)

Centralization of Online

WHAT DOES MAINSTREAMING MEAN?

Support Functions



STRATEGIC PLANNING

FACULTY TRAINING

COURSE DEVELOPMENT

BUDGETING

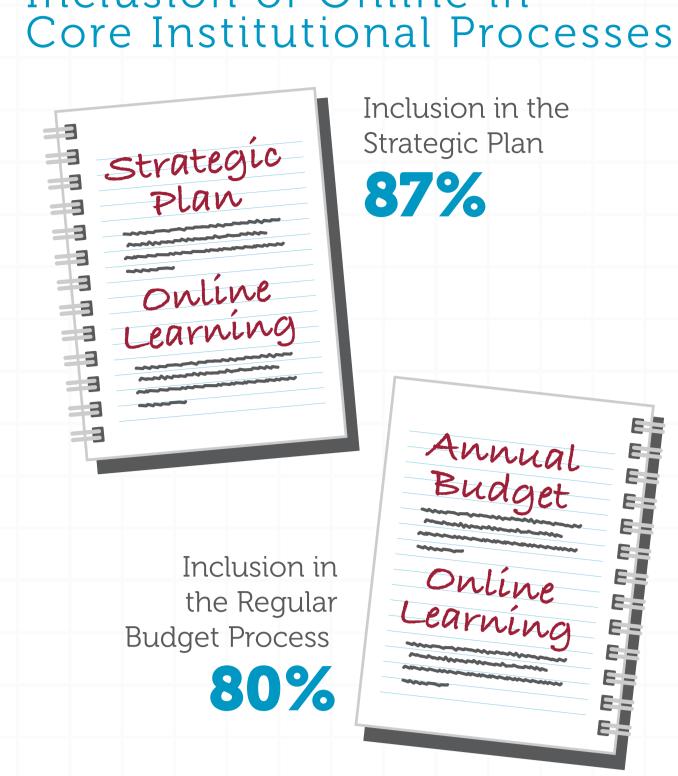
QUALITY ASSURANCE

ACADEMIC LIAISON

30%

13%

Inclusion of Online in Inclusion in the



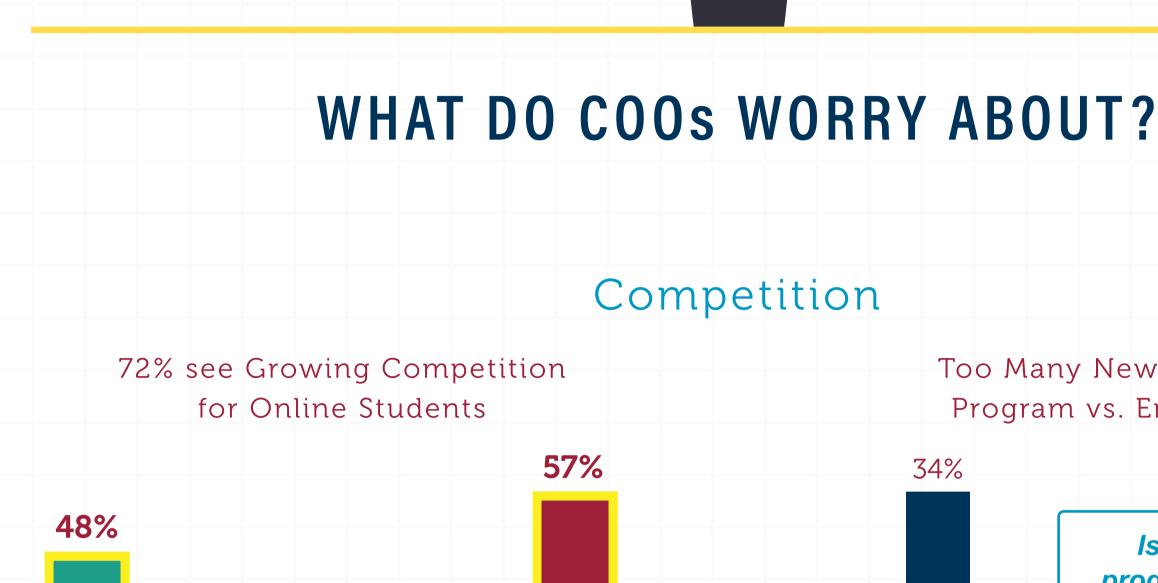
ONLINE ORIENTATION

TECH TOOL SELECTION

REGULATORY COMPLIANCE

PARTICIPATES IN MANAGES

Emergence of the Chief Online Officer



Community Colleges Large Program >7,500 **Local Competitors Regional Competitors National Competitors**

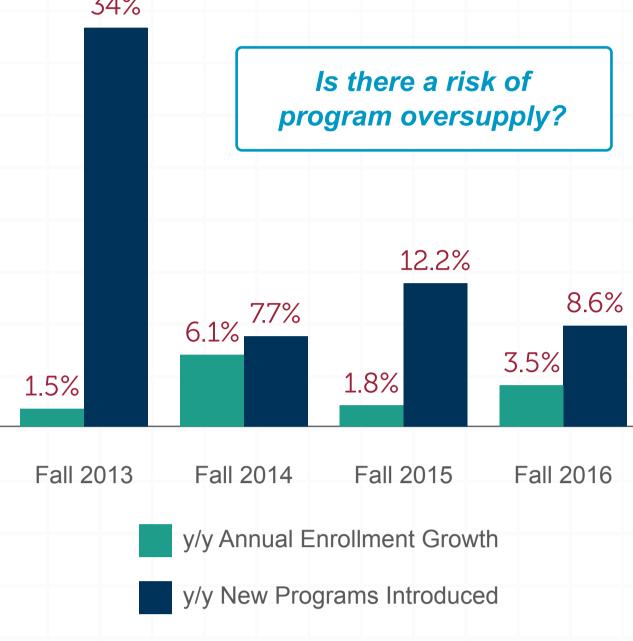
Students Prefer Blended

19%

33%

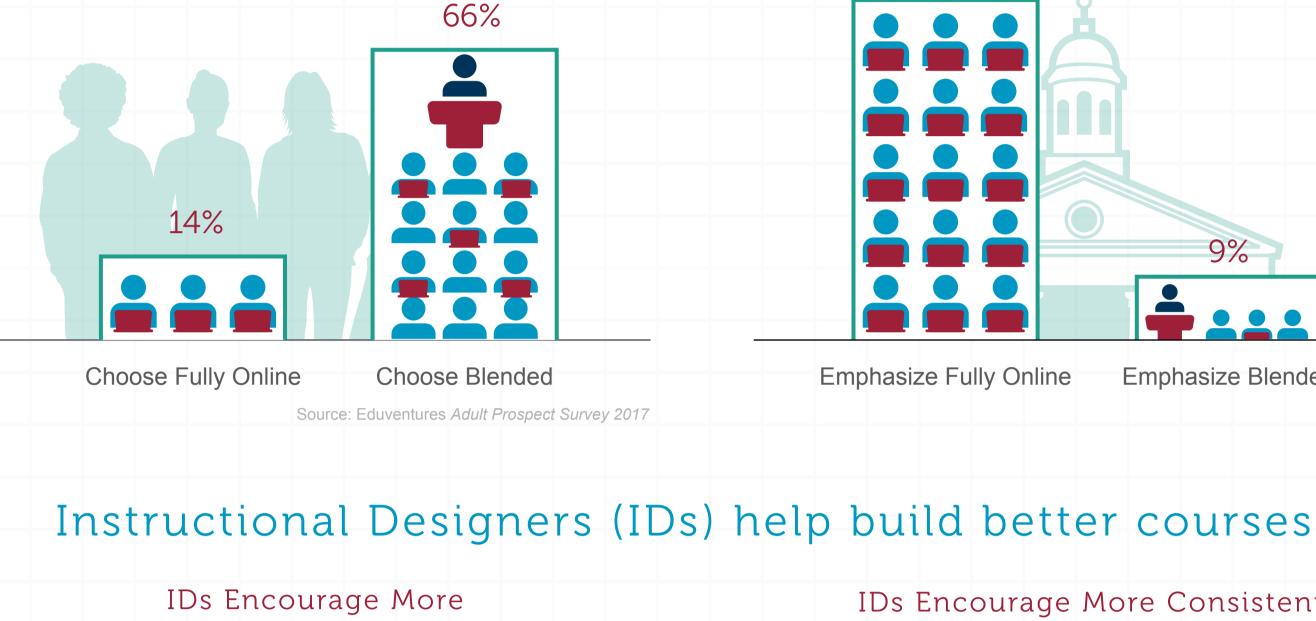
Program vs. Enrollment Growth 34% Is there a risk of

Too Many New Online Programs?



Learning to Fully Online... Online over Blended Programs

Fully Online vs. Blended



48% 9% **Emphasize Fully Online Emphasize Blended**

IDs Encourage More Consistent

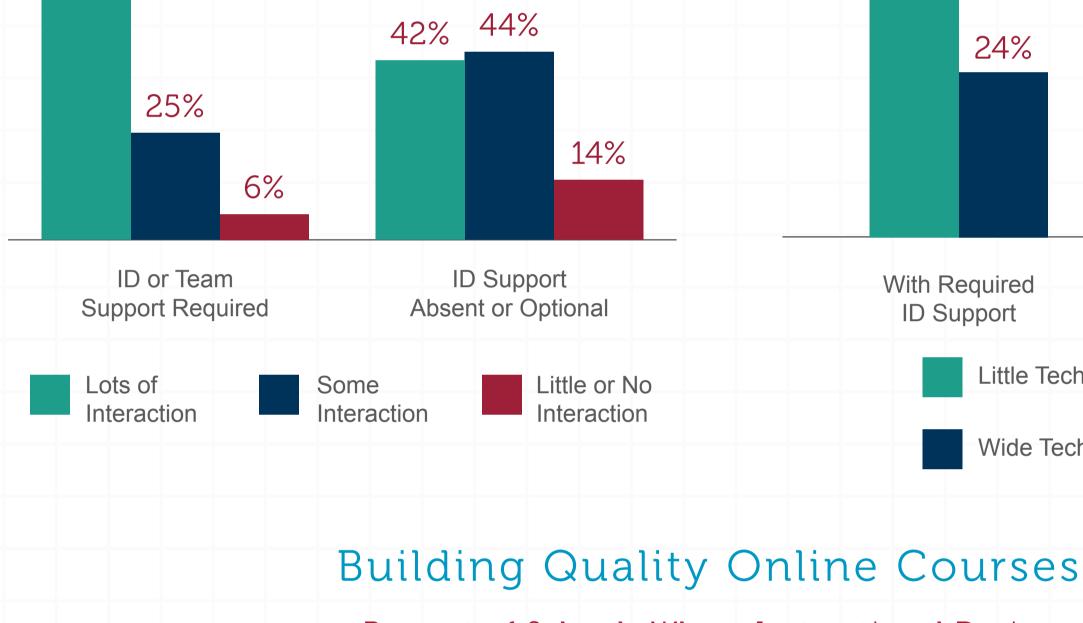
24%

29%

19%

...but Institutions Emphasize Fully

Student-to-student Interaction Use of Online Tools 46% 54%



25%

in Largest

Programs

With Required Without Required **ID** Support **ID** Support Little Technical Variation Among Courses Wide Technical Variation Among Courses Percent of Schools Where Instructional Design Support is Optional or Not Available

71%

Colleges

in Community



Institutional

Ownership

48%

34%

INNOVATING & MAKING TECHNOLOGY CHOICES

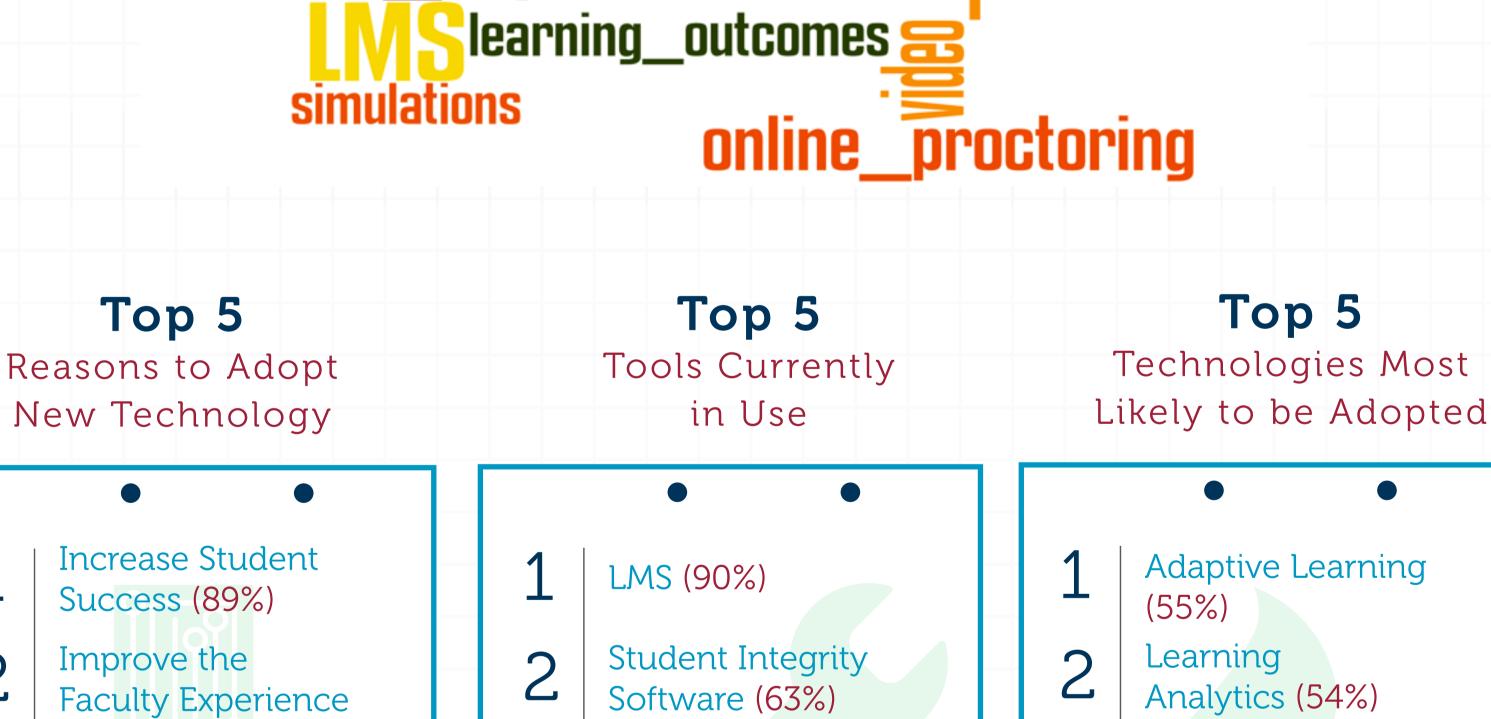
So Many Choices

18%

Faculty Ownership

adaptive_learning-Learning_analytics OFR_technology lecture_capture CBE_technology 量virtual_reality >>>。

student_dashboards anti-plagiarism



Solve Technical 3 Problems (42%) Experiment with New Technology (35%)

Meet Regulatory

Requirements (27%)

(52%)

Anticipated

Technology

Change

12%

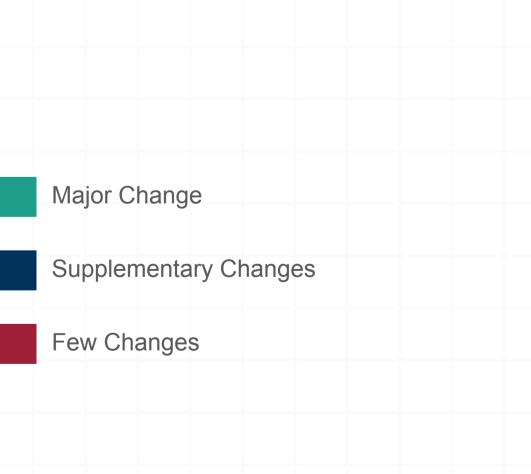
Conferencing (61%) Lecture Capture (59%) Online Proctoring (46%)

Audio/Video

Change Management: How Much Change in the Next Few Years? 24% 66%

Dashboards (46%) Simulations & Games (40%) Virtual Reality (37%)

Student



But only 1/3 currently seek

MEASURING THE QUALITY OF ONLINE PROGRAMS



WANT TO KNOW MORE? DOWNLOAD CHLOE 2: A DEEPER DIVE

qualitymatters.org/qa-resources/resource-center/articles-resources/CHLOE-2-report-2018

encoura.org/project/chloe-2/

Look for the third CHLOE Report from Quality Matters

and Eduventures Research early in 2019.

Acknowledgments The principal authors of the CHLOE 2: A Deeper Dive, wish to acknowledge the support of our platinum sponsor, iDesign, and our gold sponsor ExtensionEngine. We also wish to recognize the dedicated staff at

Ron Legon Richard Garrett

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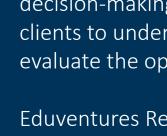
organization specializing in standards, processes and professional

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tools and resources are regularly revised to reflect current research and

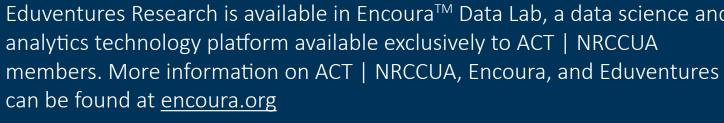
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Eduventures Research is available in EncouraTM Data Lab, a data science and



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