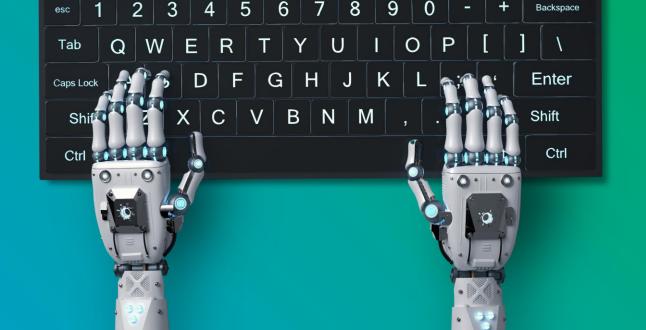


# Compensation Trends and Skills in the Age of Al

October 2025



#### Introductions

**Meet the speakers** 



**Dan Haelsig** 

Senior Principal

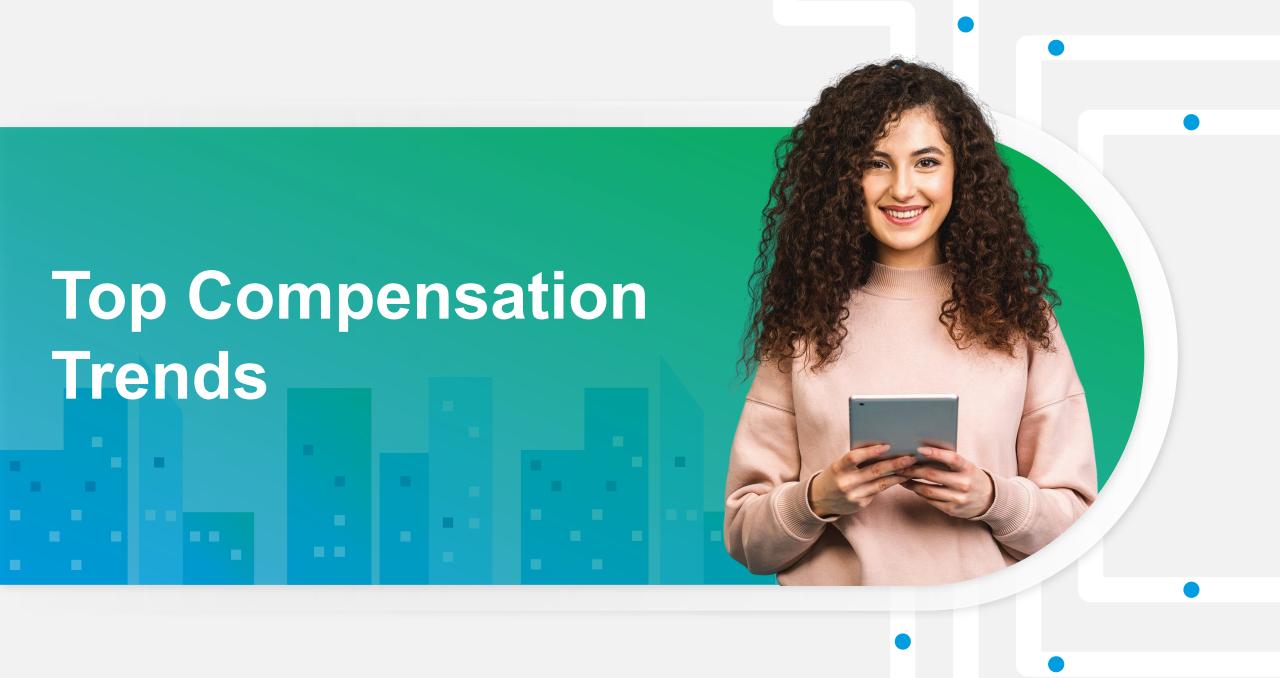
**Areas of Expertise:** Workforce Rewards and Sales Compensation



**Margarethe Conner** 

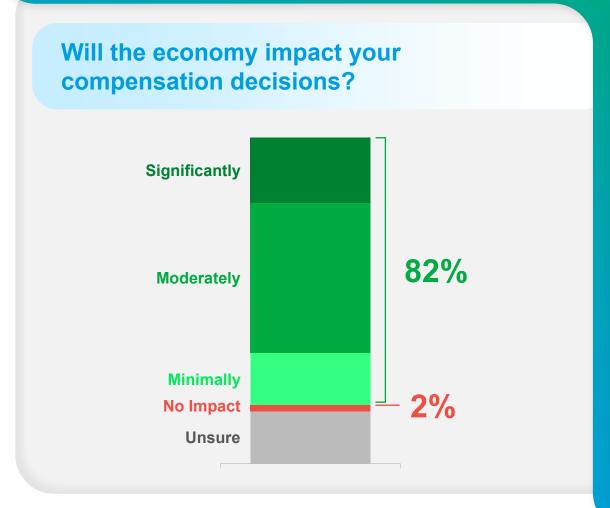
Senior Analyst

**Areas of Expertise:** Workforce Rewards and Communications



## US Economy impacting compensation decisions

Compensation decisions heavily influenced by environment of economic uncertainty



How are your priorities changing with the economic environment?



#### **Increasing Priorities**

#1 Market competitiveness

#2 Skill & talent development



#### **Decreasing Prioritization**

#1 Hiring

#2 Promotions

Source: Mercer US Compensation Planning Surveys, Average Increases (including companies reporting 0 increases). Actuals collected March; 2026 projections collected in August 2025



## Refocusing internally

2026 priorities surround retention

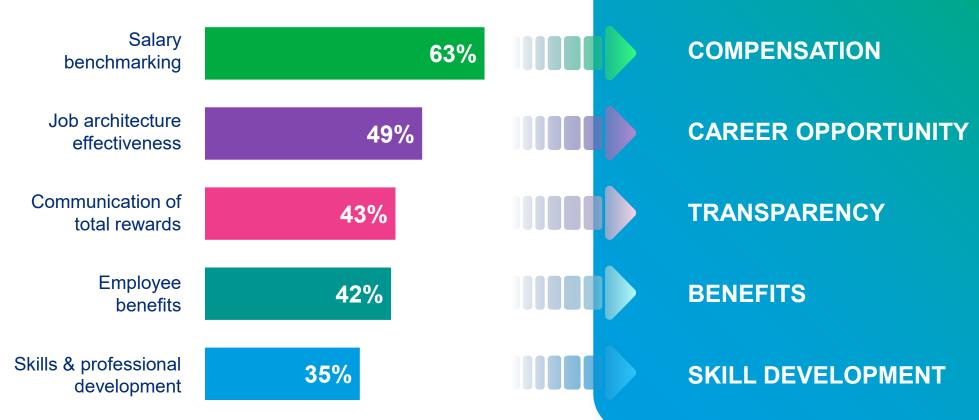


What are your key priorities for Total Rewards 2026?



Retain employees by investing in...

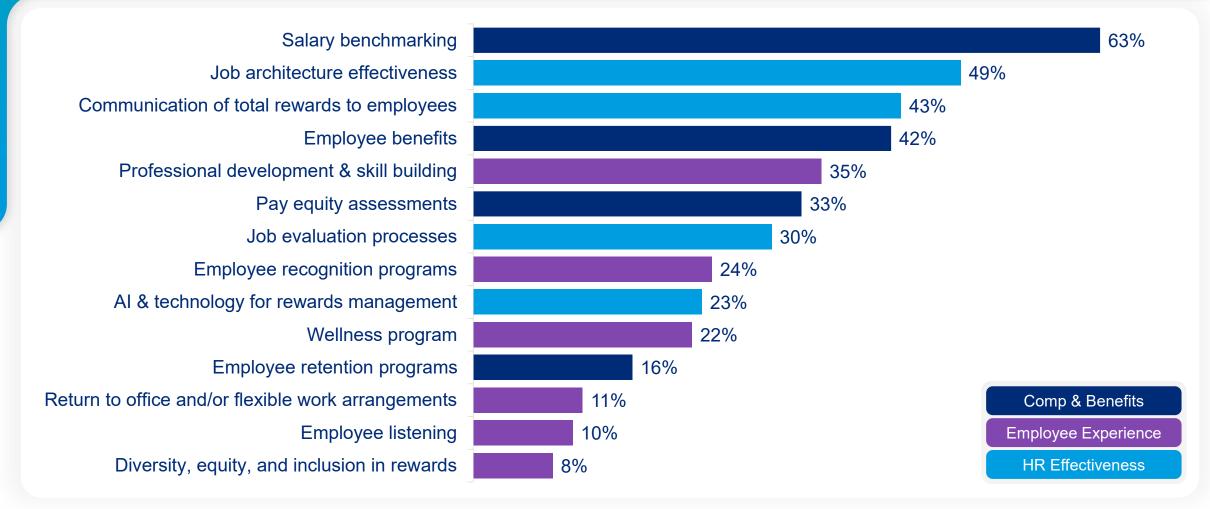




Source: Mercer US Compensation Planning Survey – July 2025



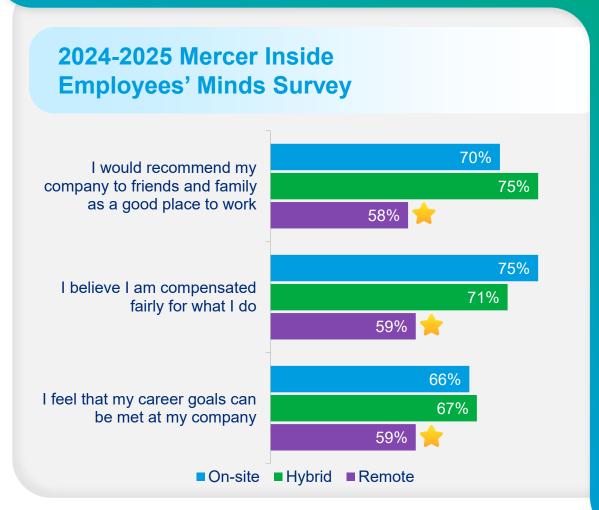
## What are your key priorities for Total Rewards 2026?

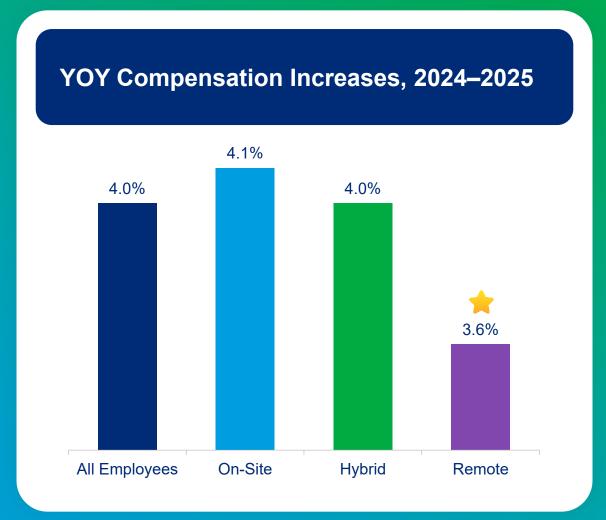


Source: Mercer US Compensation Planning Survey – July 2025



# It pays to be in-person: Remote workers report poor experiences, with compensation increases to match



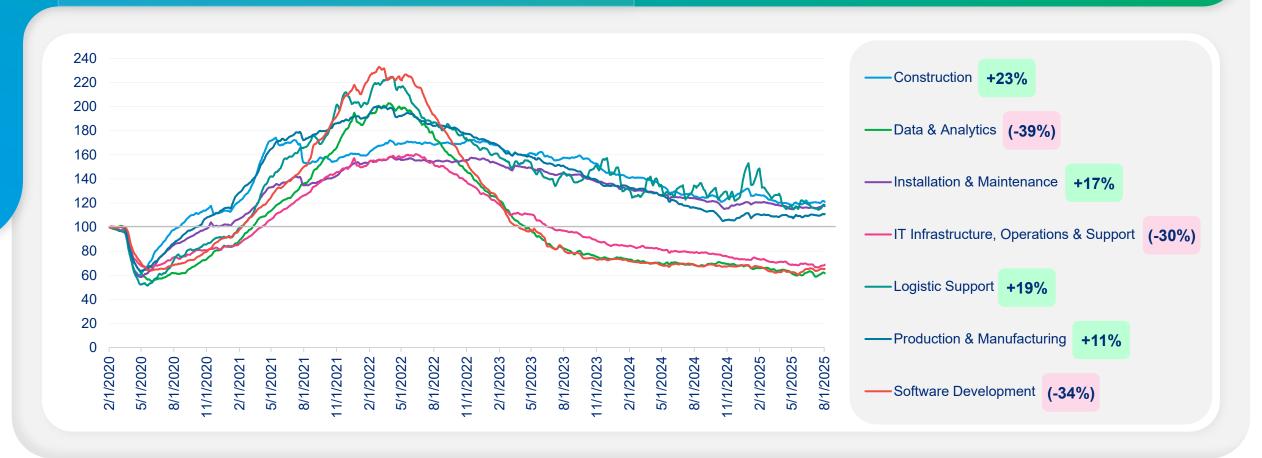


Source: Mercer MBD Data, % Change 2024 – 2025 is common organizations, common jobs, common incumbents across 2024 and 2025 US MBD/TRS



# Demand for Jobs driving towards hands-on work, away from white collar and technology-related work

Job posting index across key job sectors



Source: Indeed, Hiring Labs. Data as of August 2025



# Demand driving cost of labor: Compensation increases jump for hands-on, front-line workers



Base salary changes year-overyear from 2024 to 2025

#### Largest YOY Salary Increase

#1 Production & Skilled Trades

#2 Hospitality (Food & Lodging)

#3 Transportation Services



#### **Smallest YOY Salary Increase**

#1 Sales & Marketing

#2 Information Technology

#3 Customer Service



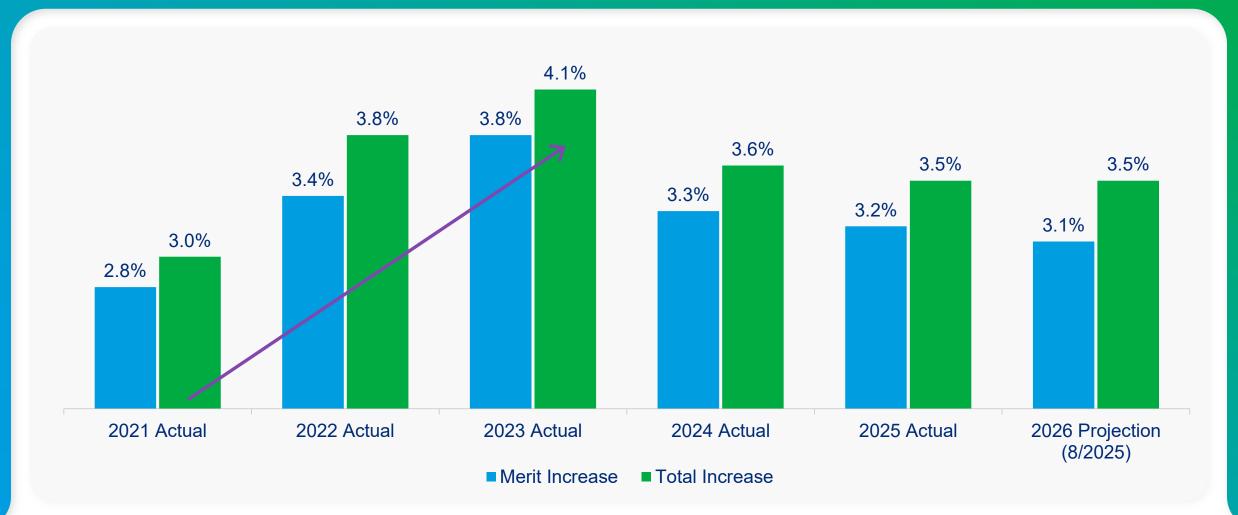
#### **YOY Compensation Increases, 2024-2025**

Hottest Roles	
Aircraft <b>Mechanic</b>	12.3%
Tool & Gauge Inspection	11.5%
Electrical Installation Assembly	11.0%
Aircraft Pilot	10.2%
Tool & Die Making Operations	7.0%
Haul Truck <b>Operator</b>	6.9%
Composite/Metal <b>Bonding</b>	6.7%
Electronic Equipment Technician	6.4%
Manufacturing <b>Assembly</b>	6.1%
Manufacturing Production <b>Technician</b>	6.1%

Coldest Roles	
Strategic IT Business Consulting	1.3%
Plant Construction & Maintenance Engr	1.7%
Direct Sales: Key Clients	2.3%
IT Vendor Management	2.6%
Client/Server Operations	2.8%
Order Management	2.8%
Cyber/Computer Forensics Analysis	2.9%
Account & Client Mgmt	2.9%
ERP Business Analysis	2.9%
IT/Business Process Delivery Management	3.0%

## The new norm for compensation increase budgets

Stable labor market accompanied by 3 years of budget consistency from the post-pandemic spike

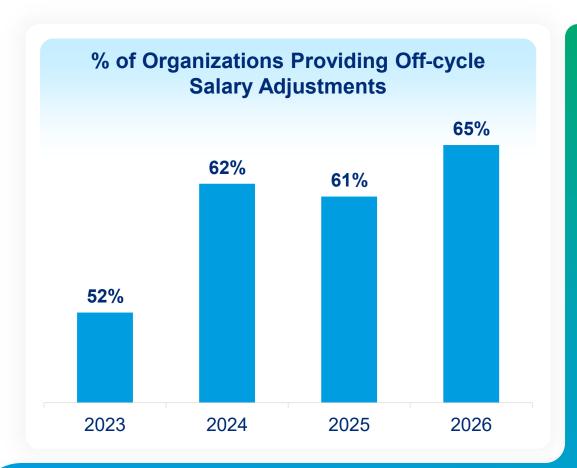


Source: Mercer US Compensation Planning Surveys, Average Increases (including companies reporting 0 increases). Actuals collected March for each respective year



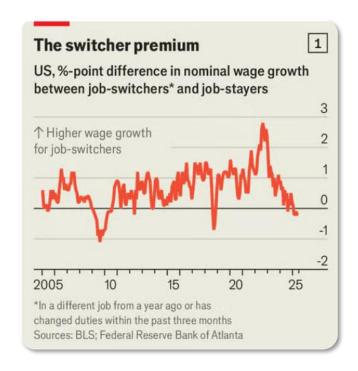
## Off-cycle salary adjustments are becoming the new norm

Employers continue to increase the focus on retaining employees and developing talent internally. These are not multiple cycles of merit increases, but rather one-time off-cycle increases that drive more real-time decision making.





#### **Takeaways**



"For the first time in 15 years, barring blips in 2012 and 2018, wage growth for "job-stayers", those who have stuck with their employer, is running faster than for "job-switchers", those who jumped ship."

SOURCE: The Economist



"No hire, no fire": Organizations are focused on retention and development rather than hiring



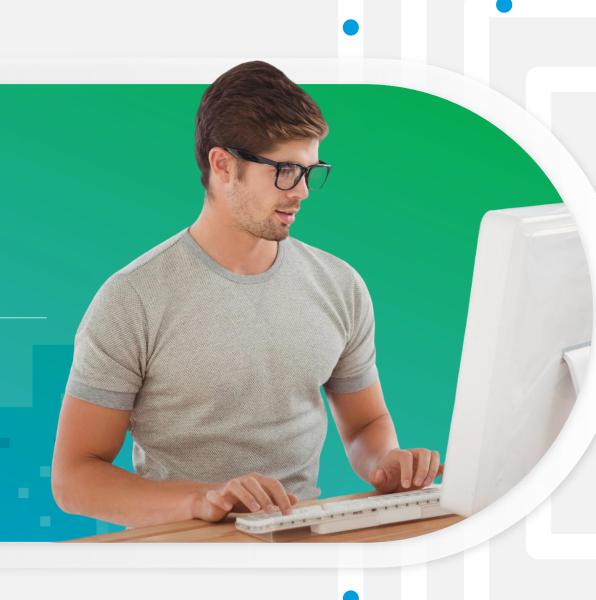
Salary benchmarking, job architecture effectiveness, and skill development are key Total Rewards priorities for 2026



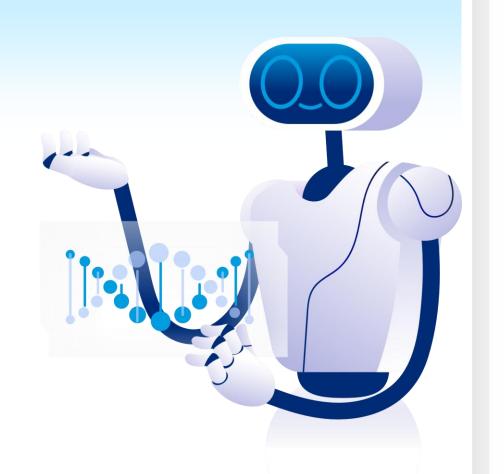
Compensation increase budgets have re-stabilized

# Skills in the Age of Al

How AI is changing what skills are needed and how organizations can adapt



Over the years, what we've considered "Al" has changed drastically



## 1966

Welcome to

EEEEEE LL IIII ZZZZZZ AAAAA EE LL II ZZ AA AA EE LL II ZZ AAAAAA EE LL II ZZ AA AA EEEEEE LLLLLL IIII ZZZZZZ AA AA

Eliza is a mock Rogerian psychotherapist.

The original program was described by Joseph Weizenbaum in 1966.

This implementation by Norbert Landsteiner 2005.

ELIZA: Is something troubling you?

YOU: Men are all alike.

ELIZA: What is the connection, do you suppose?

YOU: They're always bugging us about something or other.

ELIZA: Can you think of a specific example ? YOU: Well, my boyfriend made me come here.

ELIZA: Is it important to you that your boyfriend made you come here ?

YOU: He says I'm depressed much of the time. ELIZA: I am sorry to hear that you are depressed.

YOU: It's true. I am unhappy.

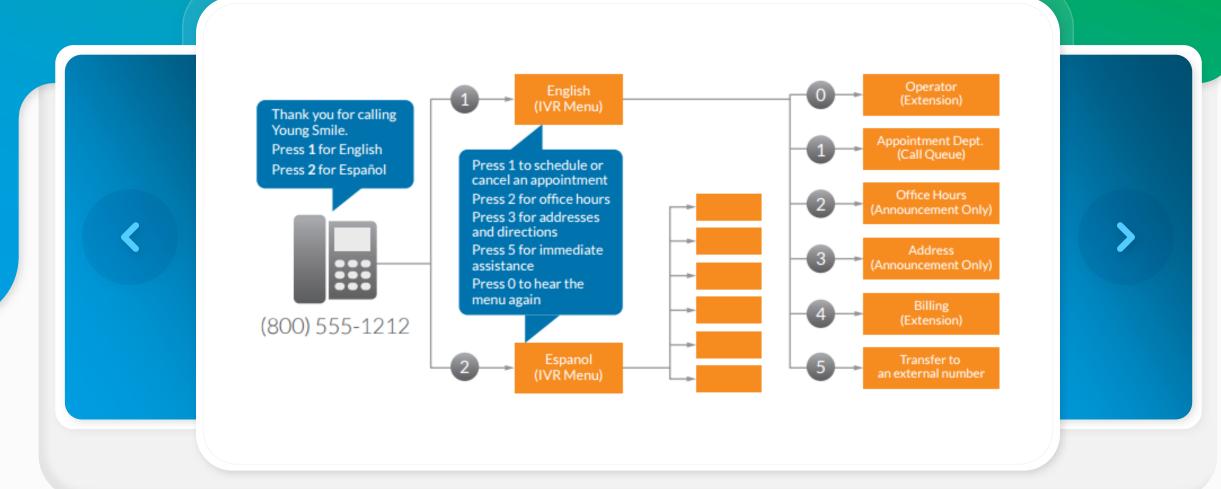
ELIZA: Can you explain what made you unhappy ?

YOU:



## 1980s



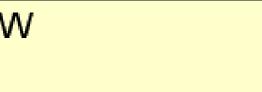


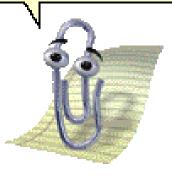


## 1997









## Mid-2000s





## 2011







Is AI New?

2022





#### **Al Then and Now**

LLM Then Relied on scripts, menus, or keyword matching Trained on vast amounts of text Based on if-then logic Learns from examples, not rules Trained for narrow use cases Thanks to broad training, it is general purpose Only responds to most recent entry Simulate logical steps Utility tool Creative assistant



## The Age of Al

**Skills at a Turning Point** 



**70%** of employees' tasks today could be automated<sup>1</sup>

Employers think 39% of core skills will change<sup>2</sup> by 2030

The World Economic Forum projects 170 million new jobs this decade, 92 million jobs are displaced<sup>2</sup>

# Al Driver of Obsolescence and Opportunity





Augmentation, not automation



Half-Life of technical skills has shrunk dramatically



Continuous learning culture



### Alls Making Some Skills More Valuable... and Some Less

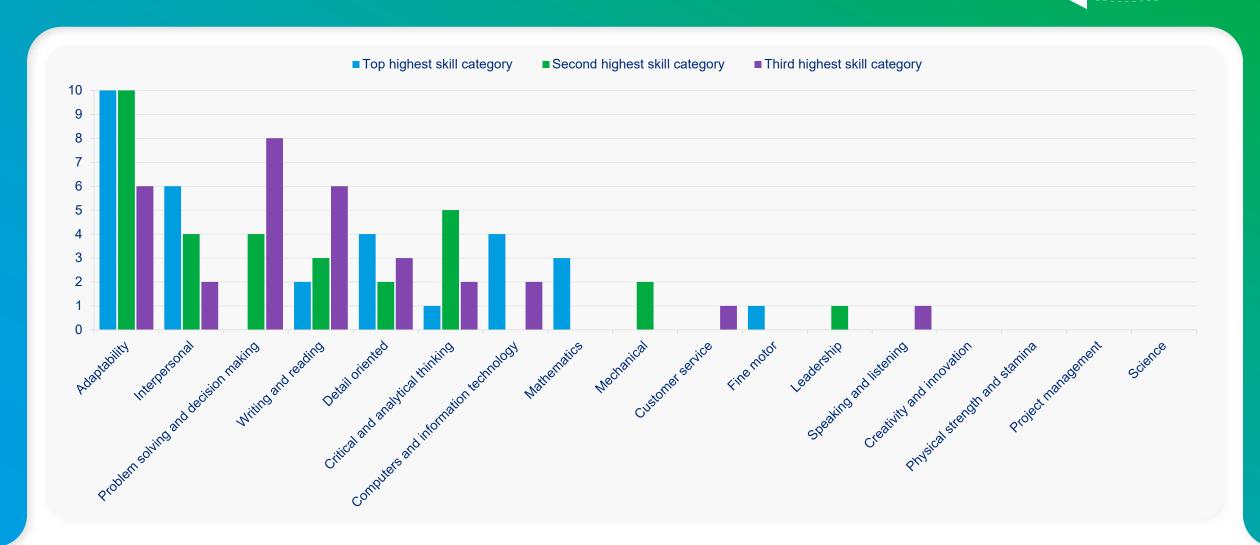
# **Skills Gaining Value** Advanced Data & Al Skills Analytical Thinking & Problem-Solving **Technical Innovative Thinking** Digital Literacy & Tech Adaptability **Human-Centric Skills**



Prioritized skills barbell into very technical and human

## **Skills Needed for 30 Fastest Growing Jobs**

**Source: Bureau of Labor Statistics** 

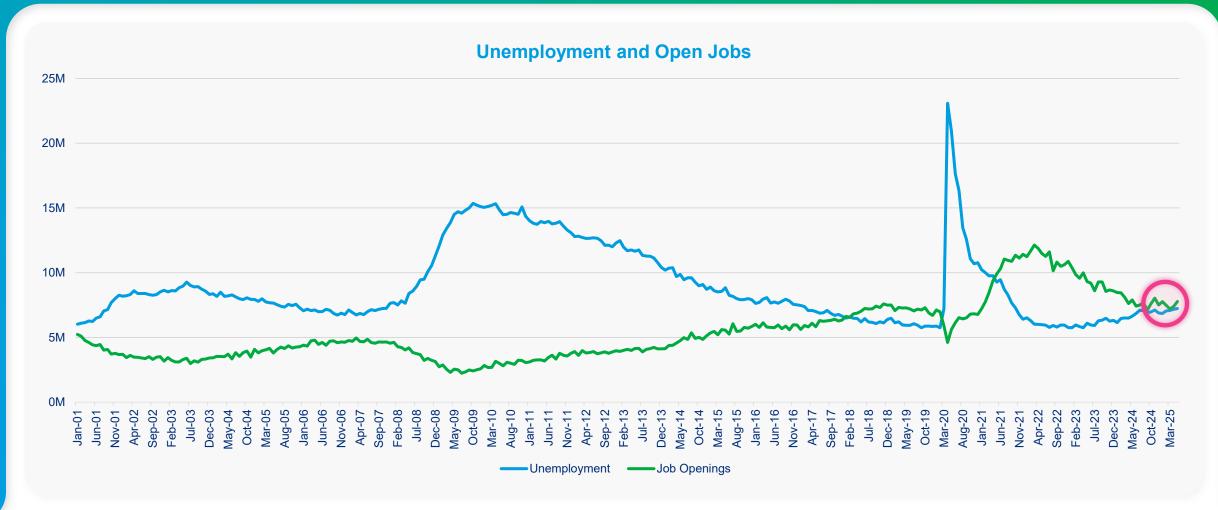




## 7 Million Unemployed & 7 Million Open Jobs

Rising open jobs and rising unemployment demonstrate skills mismatch







## **Has This Happened Before? Yes!**

	Change Agent	Displaced Jobs	New Jobs
×	Mechanized Farming	Farm Laborers, Horse Handlers, Blacksmiths	Construction Workers, Mechanics
4	Automobile	Coachbuilders, Stable Hands, Delivery Drivers	Auto Repair, Road Building, Manufacturing
J	Phone Automation	Telephone Operators	Middle-Skill Clerical Roles
<b>~</b>	ATMs	Bank Tellers	Bank Advisory and Sales Roles

#### Displaced incumbents move to adjacent jobs

**Employers are reinventing with the goal of building a future-proof business** 





- Leverage workforce skills as a market differentiator
- Fill succession pipelines with high quality internal candidates







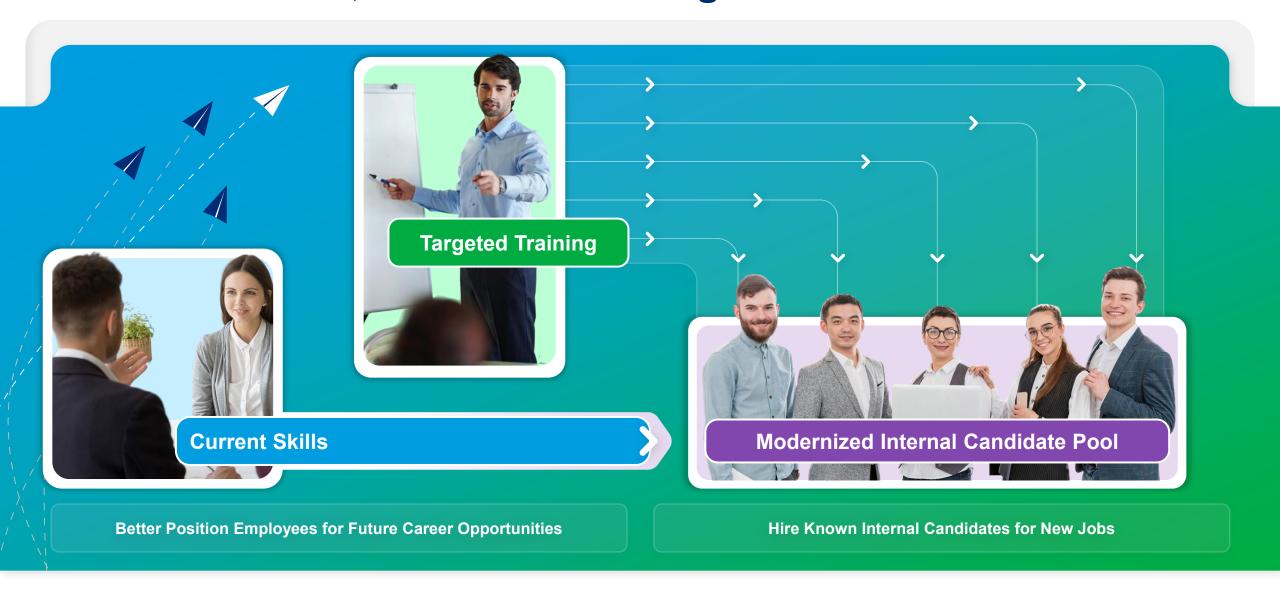




## Accelerating the trend from jobs to skills



## **Skills Mismatch, not Labor Shortage**



#### **Current Skills**

#### **Skills-Based Job Architecture Provides Current Skills Inventory**



#### **Work Categories**

Job Families, Subfamilies



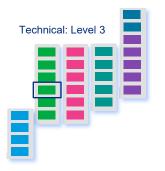
Job families and sub-families represent distinct disciplines of knowledge typically requiring related sets of functional skills

Specializations (or skill families) may be used to reflect a narrow set of functional skills required for a ladder of jobs



#### **Level Framework**

Career Steams & Levels



Levelling structures reflect the value to the organization based on the scope and contribution of the role defined through organization design

Levels may also drive plan eligibility, business rules and process approvals



#### **Accountabilities**

Responsibilities and Tasks

#### **ACCOUNTABILITIES**

Job accountabilities define key areas of focus and the outcomes expected based on the org design

Tasks define the specific activities to fulfil responsibilities



#### **Skills & Qualifications**

Knowledge and Requirements

#### **R&D SOFTWARE** DEVELOPMENT

#### Developing in:

- · Software Development Life Cycle
- Systems Engineering
- Firmware
- Troubleshooting

Skills are the knowledge and abilities required to deliver on accountabilities successfully, measured by proficiencies

Qualifications define key requirements such as experience, education and requirements



#### Intersect to form

**Job Profiles** 

**Software Development Engineer – T3** 



Job is the intersection of all elements of the architecture. defined by a distinct set of accountabilities, tasks and skills and requirements

Provides clarity and structure for the work to be performed

#### For the employee...

Where can I leverage my **SKILLS and experience within** the organization?

How can I PROGRESS my career as I grow my skills within the organization?

What are the EXPECTATIONS for the work that I do, and how are they achieved?

What are the requirements and capabilities I need to be **SUCCESSFUL** to perform the work?

What is the basis for how my work is MEASURED, and **VALUED** within the organization?



## Create a seamless employee experience with jobs and skills



#### Jobs & skills are the 'red thread' across the talent lifecycle

#### How my Job is designed

Optimizes talent based on work to be done

17% say they use skills in function and work design

#### How I know how I'm doing

Provides clarity on job expectations and gaps

**60%** of orgs say they use skills in **performance management** 

#### How I'm Rewarded

Rewards attainment of new skills

39% of orgs say career level determines a job's pay range

#### How I Find My Next Opportunity

Provides visibility to the next stage

51% of orgs say they use their job architecture in career pathing, but only 31% use it to define promotion criteria

#### **How I'm Hired**

Ensures the **right fit** for the job

**71%** of orgs say they use skills in **talent acquisition to** assess job-fit

#### How I'm Assigned to Work

Matches talent to work based on skills and experiences (marketplace)

**24%** of orgs say they use skills in **projects/gigs** 

#### **How I Grow**

Provides targeted development based on individual needs

**54%** of orgs say they use skills in **learning and development** 

#### Plan to Implement Modern Skills











## **Future Skills**

Identify and validate the skills critical to the execution of long-term business strategy; plan for the integration of these skills into the broader skills taxonomy and incorporation of the priority use cases

#### Job Architecture Refresh

Update and modernize job architecture and catalog to represent new shape of work; ensure efficient alignment with skills taxonomy and effective configuration in HR tools and systems

## Skills Taxonomy Build

Define taxonomy
requirements based on
use case objectives;
populate skills taxonomy
with best available
sources; establish
governance model and
guiding updates and
maintenance going
forward

# Individual Skills Assessment/ Validation

Activate skills for individuals via skills mapping, validation, and assessment based on use case requirements; leverage optimal combination of passive/active data, AI, and embedded assessment tools

#### **Technology Review**

Assess current
technology tools against
desired skills use case
objectives; review current
and future technology
landscape to determine
optimal tech strategy to
deliver skills-based talent
practices



## Key Takeaways



Al Changes the Game – Continuously



Skills are the New Currency



Adopt a
Skills-First Talent
Strategy



Human + AI, Not Human vs. AI



