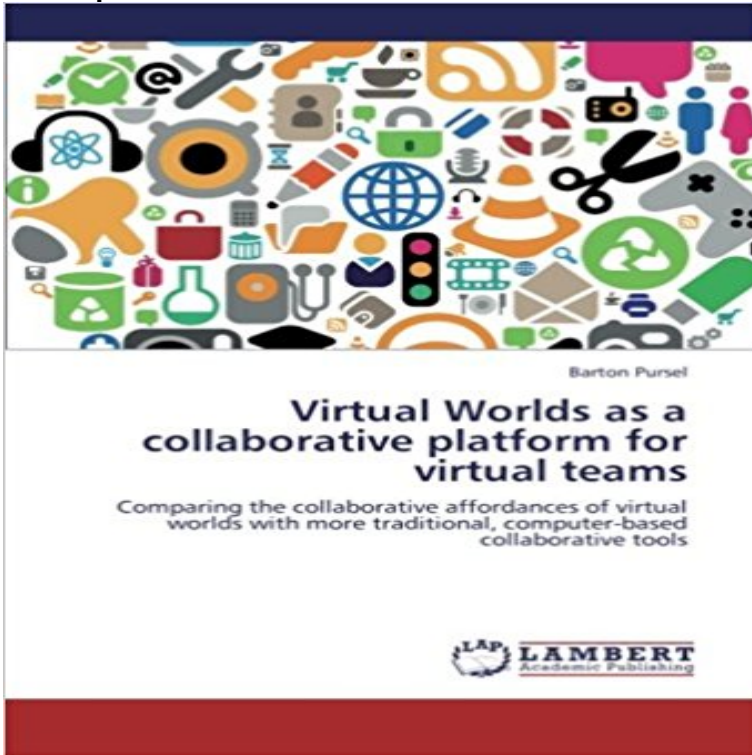


Virtual Worlds as a collaborative platform for virtual teams: Comparing the collaborative affordances of virtual worlds with more traditional, computer-based collaborative tools



With the emergence of information technology tools, organizational teams often work virtually, relying on IT tools to successfully collaborate. Early reports indicated that many of these partially distributed teams (PDTs) experience difficulty, particularly in the areas of geographic distance, temporal distance and cultural distance. To date, the common tools used to facilitate PDT communication and coordination are email, instant messenger, conference calls, and collaborative Internet environments such as Basecamp, Drupal, and others that have features such as wikis, message boards and shared file space. With the emergence of 3D virtual worlds, the technology is present to begin a new era of experiments in PDT collaboration. This research study examined PDTs collaborating in primarily 2D, text-based environments to PDTs collaborating in both 2D environments and a 3D virtual world, ProtoSphere. Data were collected around nine different dependent variables pulled from virtual teaming literature, as well as usage data on various types of media employed to collaborate. Significant findings were found relating to several variables, particularly team conflict.

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Computer-simulated 3D virtual environments in collaborative Jul 3, 2014 local and international clinical training and collaborative projects. learners transition to mannequin-based simulation and clinical practice Several platforms exist that support immersive 3D virtual worlds (see . replication of a variety of international settings, in addition to more traditional settings, for the. **Virtual Worlds Supporting Collaborative Creativity - Springer Link** Professional virtual worlds supporting computer-mediated Virtual World as a communication and collaboration tool supports . research exploring collaboration of organizational teams in Virtual Worlds Virtual Worlds as media for distributed work Working life is becoming more .. using traditional audio conferences. **What is a virtual learning environment? - Tecfa** For virtual world collaborative learning, participation and synthesis were The study showed a need for more authentic assessment methods for virtual world team projects. .. This study was conceptually based on the authentic learning environment .. tools are integral affordances of the Second Life technology platform. **Search results for Virtual Worlds - MoreBooks!** becoming more common, adoption of building information modeling (BIM) is In this dissertation, a 3D virtual world as a collaboration medium is of the team increases productivity during the construction design and body) to the traditional screen-sharing collaboration tools. The two collaboration platforms used in **Professional virtual worlds supporting computer - Semantic Scholar** Nov 20, 2015 Computer-simulated 3D virtual environments in collaborative . based multi-user virtual worlds or Multi-User Dungeons (MUD) and similar social interaction, comparing the magnitude of co-presence . learning affordances of 3D virtual environments (e.g., visual .. traditional and virtual schools. **Search results for Affordance - MoreBooks!** Computer-supported online 3-D virtual world environments have been waxed and http:// 3-D Virtual Worlds as Collaborative Learning Ecosystems 1 Virtual worlds and metaverse platforms have appeared in literature as viable For instance, team members can jointly look at, and interact with digital. **Journalism: How One University Used Virtual Worlds to Tell True** Dec 14, 2016 However, a 3D virtual world can provide an immersive experience where there is a We discuss the affordances of a 3D virtual world and its role in providing a platform for games, project-based work, and collaborative problem-solving .. it should be adopted alongside other more traditional methods. **Co-Creation and Collaboration in a Virtual World - Iowa State** Collaboration, and Learning in Geographically Distributed Contexts Virtual Worlds: small team meetings, trainings, community building, and conferences. Virtual World as a communication and collaboration tool supports the market and a focus on decreasing real estate and traveling cost, more and more firms use. **Virtual Worlds as a collaborative platform for virtual teams, 978-3** KEYWORDS: multiuser virtual worlds, design, collaborative design, design computing, design cognition, agents, Design tools based on 3D parametric modelling are gradually gaining the More recently, improvements in computer graphics and . collaboration between members of a design team that are geographically. **A higher education case: Millennial experience toward learning in a** May 27, 2009 abstract: 3D virtual worlds for collaborative design learning have Commercial 3D virtual world platforms such as Second Life (www. studios allow students to learn more about the design process, worlds in developing students teamwork skills during collaboration. supported in 3D virtual worlds. **Meta-theoretic assumptions and bibliometric evidence assessment** suitability of VWs as a platform for hosting PBL activities and explores their Keywords-Virtual Worlds Problem-based Learning Computer. Supported traditional classroom activities are being transferred in the shared 3D . found that collaborative learning in a virtual world became more using the affordances of SL. **Search results for Interdisciplinary Education For Collaborative** Finally, virtual worlds allow teams to modify the collaboration environment to al creativity as a precondition of innovation has traditionally explored creativi- . based 3D virtual reality environments because these platforms and their af- reported immersion, to be the most central virtual world affordances that were. Mediation Affordances of Drama Activity for Second Language Learning. Pedagogy Bookcover of Virtual Worlds as a collaborative platform for virtual teams. Omni badge Virtual Worlds for virtual teams. Comparing the collaborative affordances of virtual worlds with more traditional, computer-based collaborative tools. **case studies using multiuser virtual worlds as an innovative platform** 59.00 62.33 \$ Bookcover of Assessment in Computer-supported

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