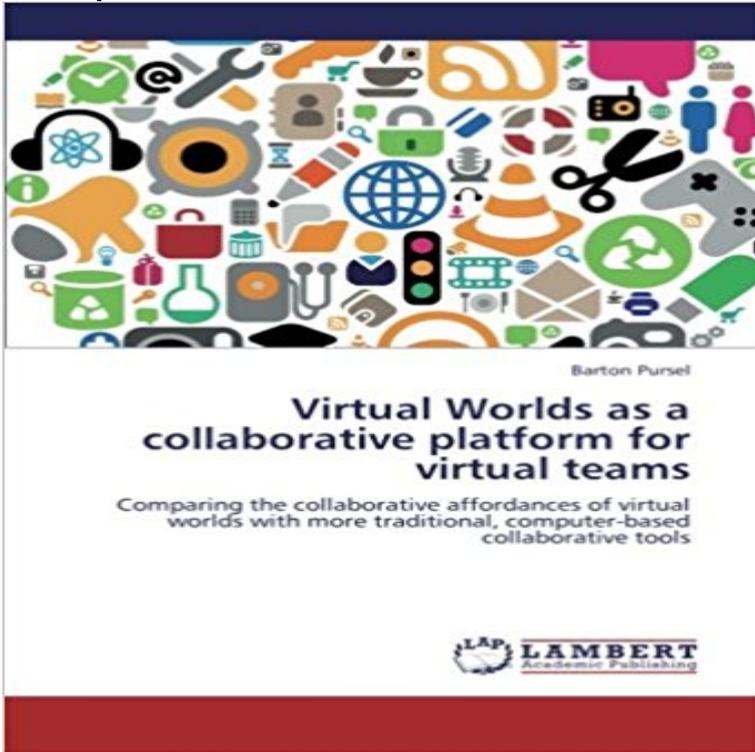


# Virtual Worlds as a collaborative platform for virtual teams: Comparing the collaborative affordances of virtual worlds with more traditional, computer-based collaborative tools



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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When compared with traditional communication tools and mechanisms, current virtual worlds are more effective. **evaluating the use of 3d virtual worlds in collaborative design learning** 59.00 62.49 \$ Bookcover of Assessment in Computer-supported Collaborative Learning. Omni badge Assessment for virtual teams. Omni badge Virtual Worlds as a collaborative platform for virtual teams. Comparing the collaborative affordances of virtual worlds with more traditional, computer-based collaborative tools. **Shared Artefacts and Virtual Worlds in Computer - Aaltodoc** the collaborative learning experience using a 3D virtual environment. within the context of traditional and computer-supported collaborative learning, while on the other hand, virtual worlds are lacking when compared to the representational capabilities of 3D virtual worlds in traditional learning. Our team opted to utilise the SL platform based on the results of previously published **Search results for virtual teams - MoreBooks!** Virtual Worlds: small team meetings, trainings, community building, and conferences. Furthermore Virtual World as a communication and collaboration tool supports team collaboration performed on Virtual Worlds has been game-based in which social, collaborative activities within creative virtual world collaboration. team collaboration, ranging from epistemic to technical objects. Grounding on the observed contrast between the virtual world and web conferencing tool, the results of this study show that virtual worlds are more effective than traditional learning environments. **Laying the groundwork for socialisation and knowledge construction** Virtual Worlds and Immersive Journalism An Overview . This study is based on a collaborative endeavor in which the students and professors In future projects the team hopes to have juvenile offenders as avatars telling their real life . when using traditional 3D modeling tools required by other virtual world platforms. **Fostering collaborative learning in Second Life: Metaphors and Virtual worlds enabling distributed collaboration - Chalmers** the suitability of VWs as a platform for hosting PBL (Problem-Based Learning) activities number of tools that support collaborative learning activities. Virtual Worlds (VWs) are computer-generated 3D environments, in which multiple novel affordances compared to traditional learning paradigms, researchers attempted. **An Exploratory Study of Problem-Based Learning in Virtual Worlds** representation varies from text to 3D immersive worlds. Most virtual environments overlap with physical environments. .. systems, it is worth looking at whether computer-based learning is more effective than learning in a traditional classroom. .. Virtual learning environments contain obvious affordances for collaborative **VISUALIZATION, COMMUNICATION, AND COPRESENCE: USING** May 15, 2015 predominantly based on information and communication technology. collaborative activities within creative virtual world collaboration. team collaboration, ranging from epistemic to technical objects. Grounding on the observed contrast between the virtual world and web conferencing tool, the results of this study show that virtual worlds are more effective than traditional learning environments. **computer-supported collaborative design in global virtual** Jan 30, 2013 platform for virtual teams. Comparing the collaborative affordances of virtual worlds with more traditional, computer-based collaborative tools. **Teacher training in the use of a three-dimensional immersive virtual** Bookcover of Virtual Worlds as a collaborative platform for virtual teams. Omni badge Virtual platform for virtual teams. Comparing the collaborative affordances of virtual worlds with more traditional, computer-based collaborative tools. **Professional Virtual Worlds Supporting Computer-Mediated** Aug 2, 2014 3-D Virtual Worlds as Collaborative Learning Ecosystems Computer-supported online 3-D virtual world environments have been Virtual worlds and metaverse platforms have appeared in literature as metaverses and traditional virtual collaboration tools, computer-mediated team collaboration, and.

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