



University for Continuing Education Krems



**SOME THOUGHTS ABOUT...**

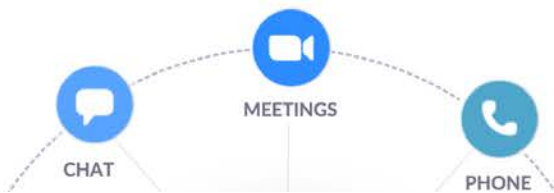
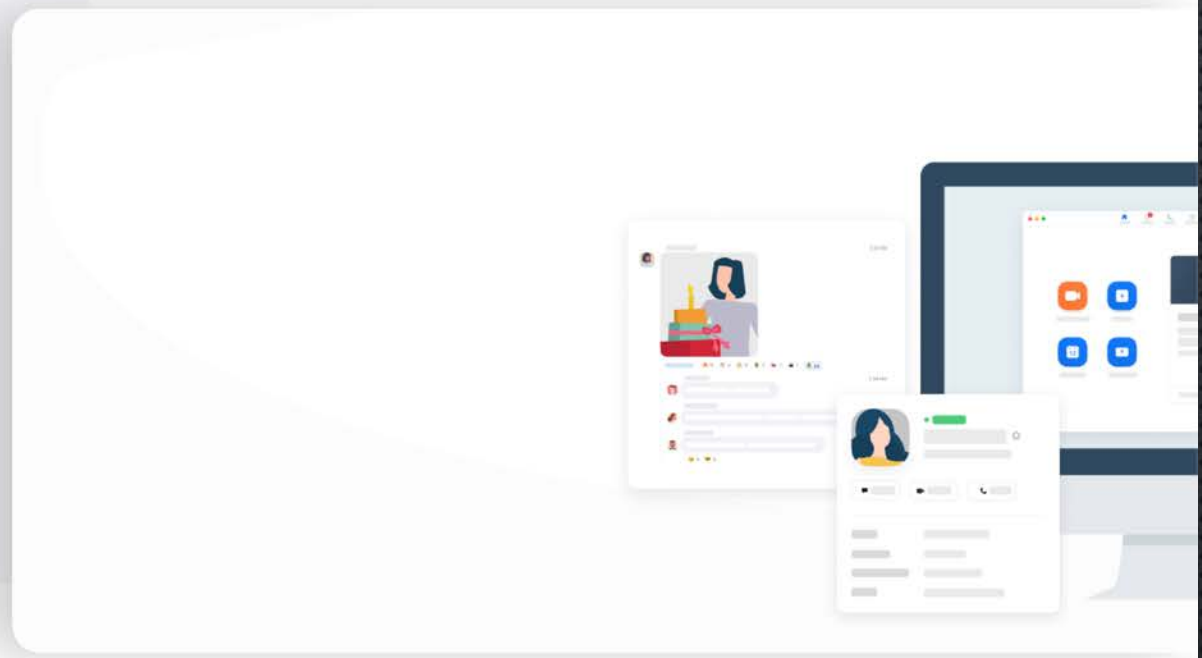
**DIGITAL MEETING- &  
COLLABORATION SPACES**

**Online Meetings today**





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Die Funktionen "Zusammen-Modus" und "Große Galerie" werden gerade eingeführt. So nutzen Sie die neuen Funktionen >



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Serena Davis



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# **Online Collaboration-Tools today**



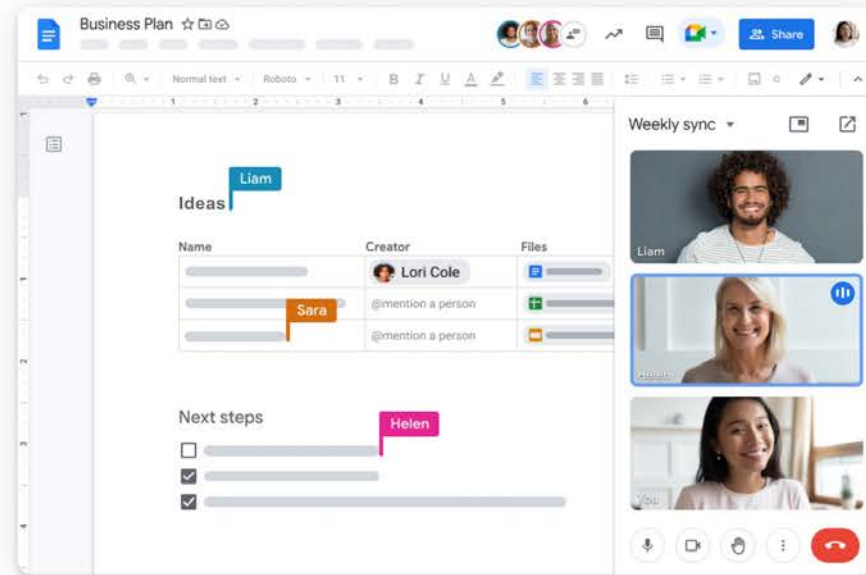
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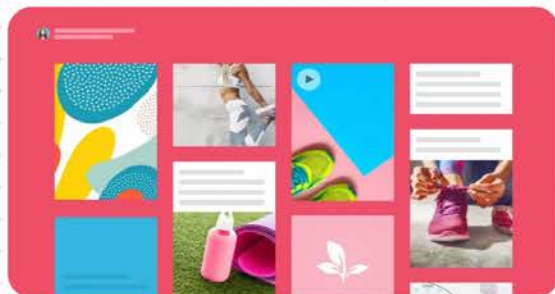
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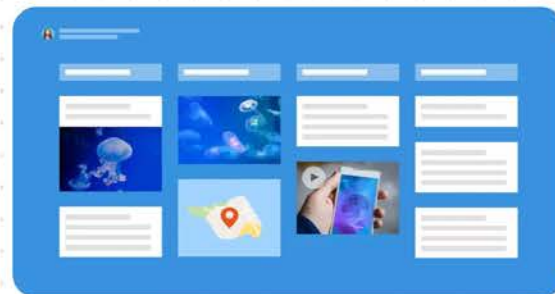
Install mac app



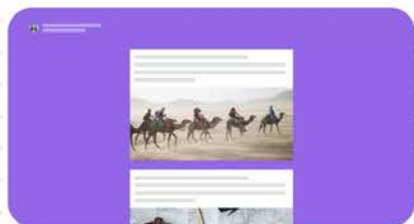
Wall



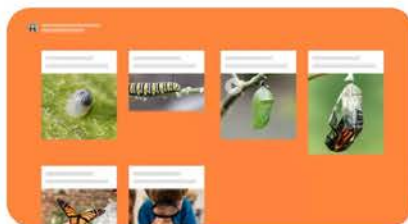
Canvas



Shelf



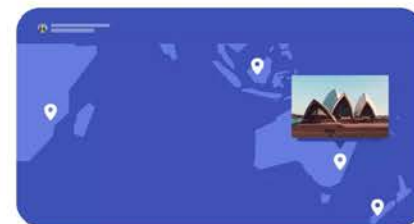
Stream



Grid



Timeline



Map

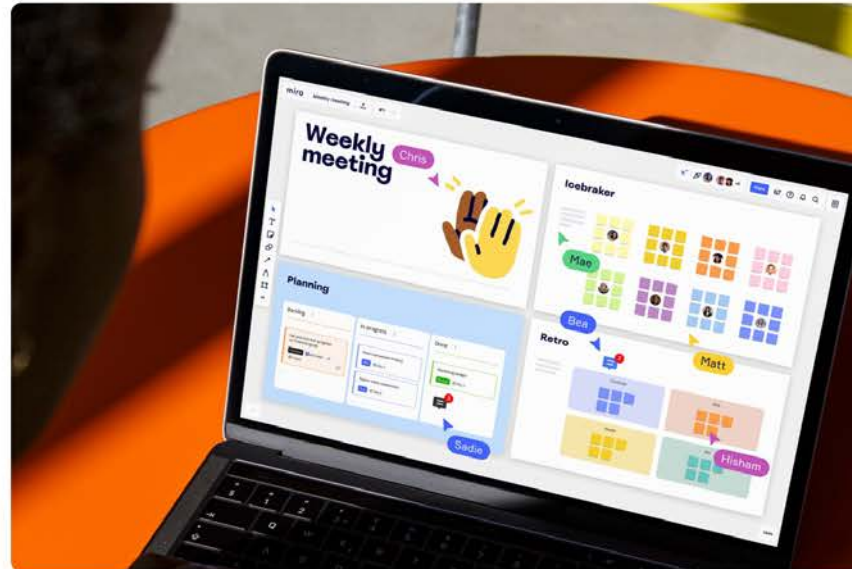


# Bring ideas to life on a visual collaboration whiteboard

Start a whiteboard →

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## Meetings & Workshops

### Ideation & Brainstorming

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# Questions:

**What`s missing?**

**Why do many people prefer face-to-face-meetings?**



**Possible solution No. 1: „Virtual Reality“ (VR)**



**What`s the magic about?**

**„Novelty effect“ or real benefit?**

## **2 concepts:**

**1. „Immersion“**

**2. „(Tele-) Presence“ (Spatial, Social, Self-...)**



**VR:**

**Immersion = high**

**Spatial presence = high**

**Social presence = ?**



## Typical Digital Meeting- & Collaboration Spaces:

Immersion = low

Spatial presence = low

Social presence = ?

**Why is VR in education still rarely used?**



# Communication 166/266 Syllabus

## Virtual People

Autumn, 2021

### Professor

Jeremy Bailenson

## Course Overview

Virtual Reality is becoming mainstream, with more than ten million systems being used in the United States alone. This class examines VR from the viewpoint of various disciplines, including popular culture, engineering, behavioral science, and communication. Each student will receive an Oculus Quest 2 headset, and the bulk of our learning will occur while immersed in VR.

## Course Structure

Each week will follow roughly the same structure:

- Readings must be finished by Tuesday, 5pm PST. Students will turn in a one-page response paper related to the readings each week. This response paper will include at least one question about the content of the reading for that week in **bold**
- We will typically use Wednesday's lecture time (9:45am–11:15am) in different ways. Sometimes we will have individual VR experiences (e.g., watch 360-degree videos) and then invite the creator of the content for an interview. Other times we will synchronously enter VR together (e.g., sit in on a meditation class in AltspaceVR).
- During Friday's lecture time (9:45am–11:15am), typically a synchronous student panel will discuss the readings with Professor Bailenson while the rest of the class observes.
- Discussion sections will occur in VR each week using the **ENGAGE platform**, on Mondays and Tuesdays before 1pm. Students will receive a short quiz covering all of the prior activities from the week (e.g., readings, VR activities, student panels, and discussion section) which will be released at 1pm and is due at 9:45am on Wednesdays (at the start of class).



**Might the „next generation“ of headsets (Mixed use of VR & AR) solve some of the problems?**

# Questions:

1. The more (Immersion, Presence,...) - the better???
2. And what about realism???



# Questions:

**3. Is it possible to transfer the benefits of (high) Immersion and Presence to „non VR“ environments?**

**4. What is needed? What can be discarded?**

**Possible solution No. 2: „New“ & „Social“  
Online- Meeting- & Collaboration spaces (2D, 3D)**



„2D“

# Connect better

Host virtual events that inspire people to get together.

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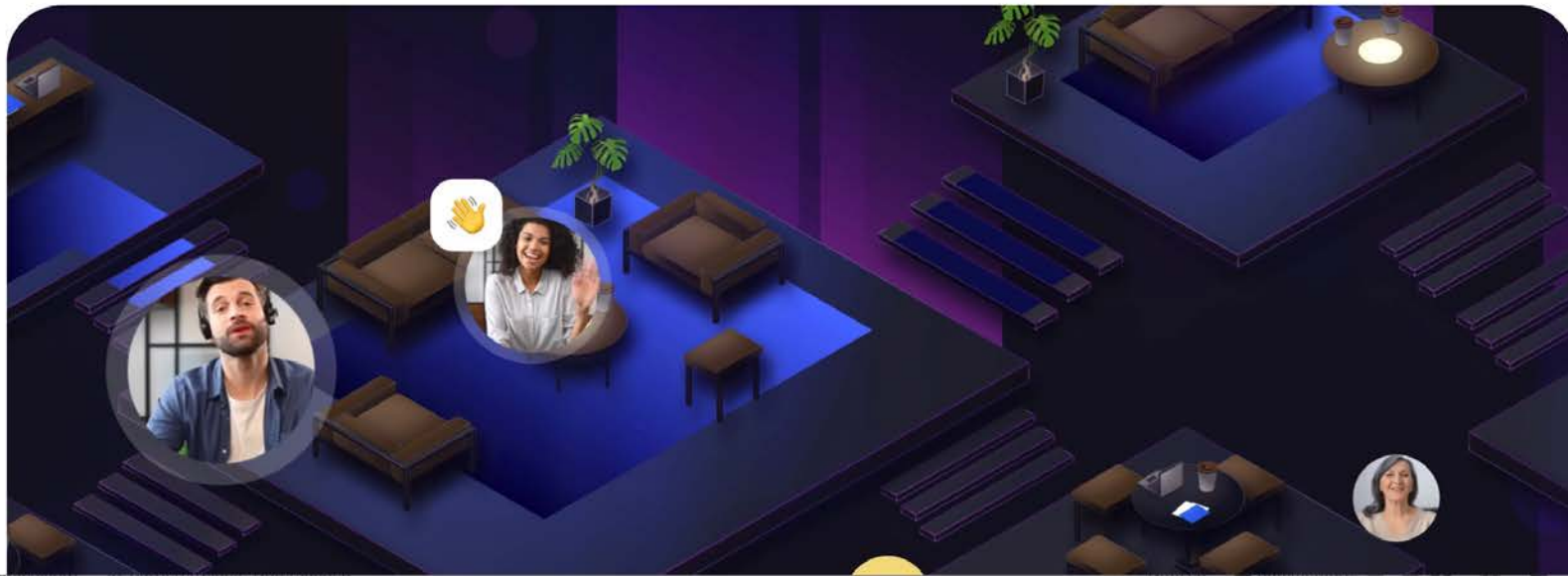


# Bring people together in your virtual parties

Group video chat for in-person virtual meetings, anywhere, anytime.

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„3D“

# The future of connection will be in 3D

The metaverse will be a place where we can work, play, and connect with others in immersive, online experiences.



**„Horizon Worlds“: Meta`s Metaverse**



# horizon Worlds

∞ Meta



**The ancestors of the „Metaverse“**



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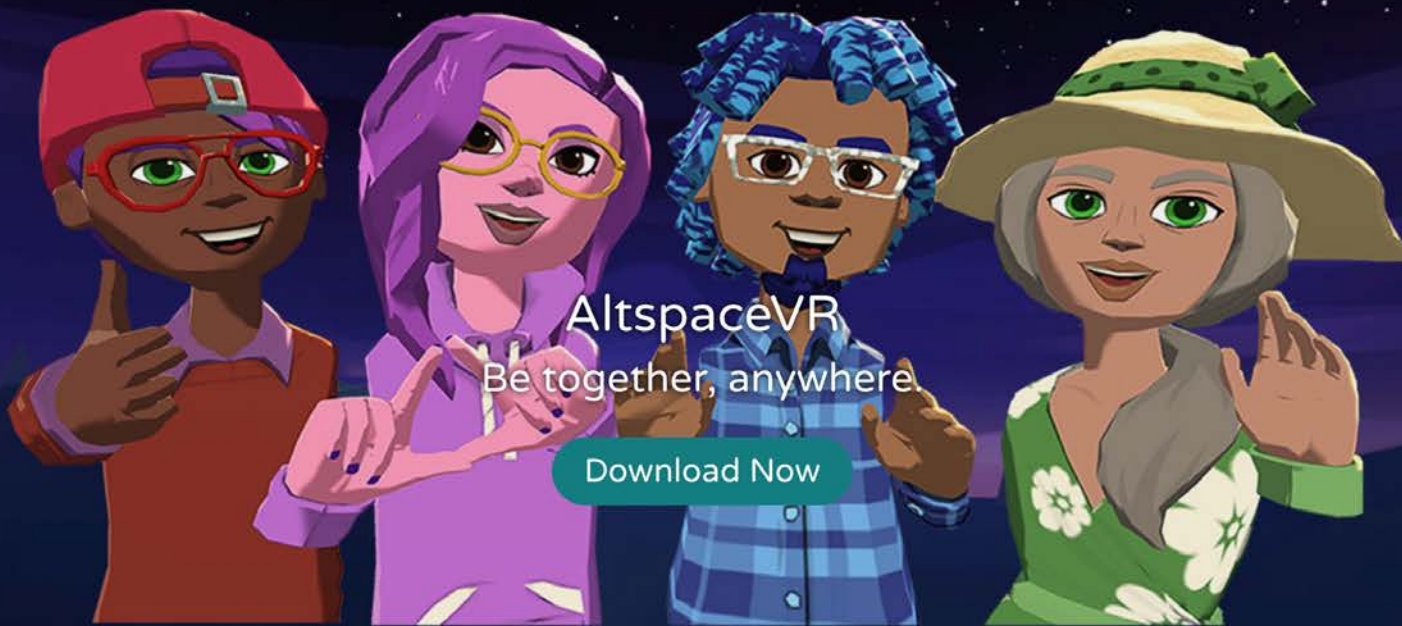
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# AltspaceVR

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# **Metaverse: The Future of Online-Meetings & Online-Collaboration?**



# Meta Horizon Workrooms



ZOOM TOPIA



**Existing „3D“-Online Meeting- & Collaboration spaces (not only) for educational purposes (Multi platform)**

Meet, share and collaborate together in private 3D virtual spaces.

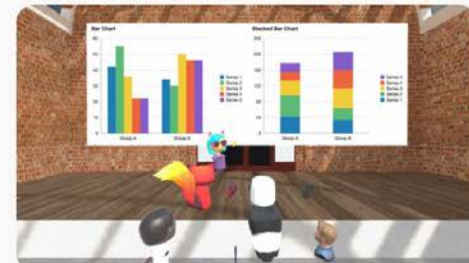
Raum erstellen



Erstelle Räume direkt



Kommuniziere natürlich



Eine einfachere Art Medien zu teilen





The Professional Metaverse Platform

# Real Business Done Virtually

ENGAGE is the Enterprise Metaverse platform for **Immersive Meetings**

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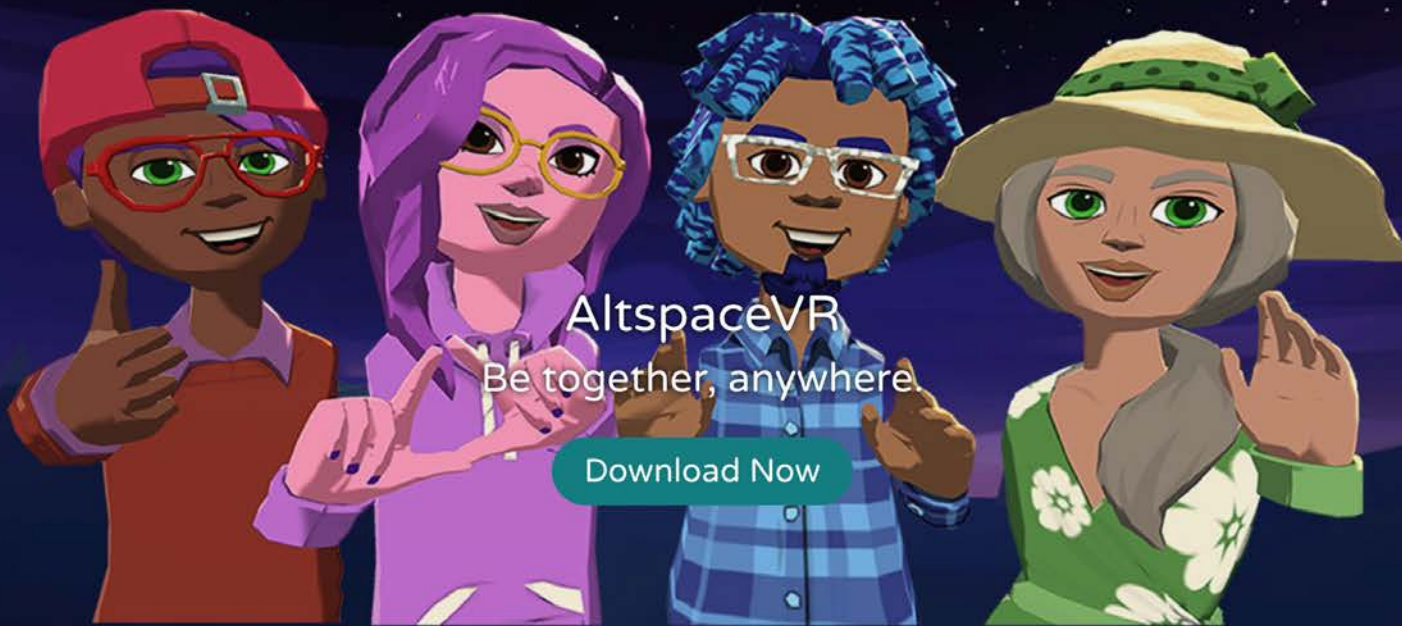
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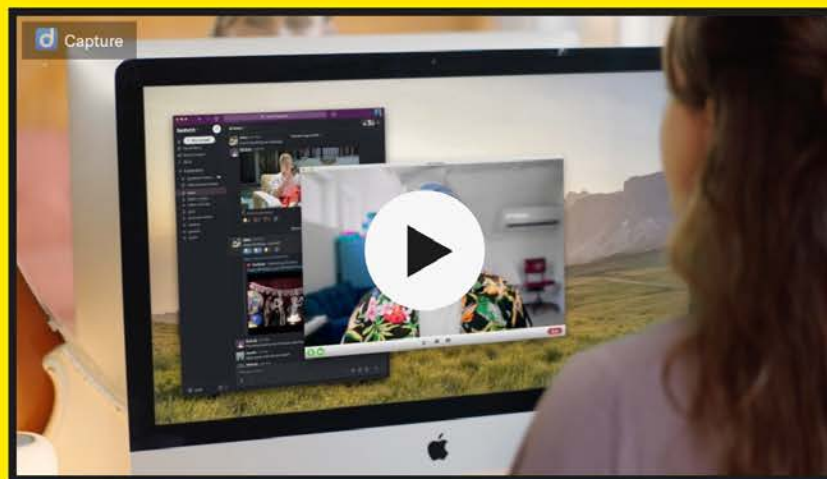


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# Spatial

The Metaverse For Experiences

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## Explore the Metaverse

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# What`s next?

„Highly immersive web based mixed reality 3D multi sensory multi platform social meeting-, collaboration- and learning experience- environments which arouse a high level of (spatial and social) presence (without having to use a HMD of some sort)?“





**MMag. Stefan Karlhuber**

University for Continuing Education KREMS  
Department of Continuing Education Research and  
Educational Technologies

Dr.-Karl-Dorrek-Straße 30  
3500 KREMS  
Austria

[stefan.karlhuber@donau-uni.ac.at](mailto:stefan.karlhuber@donau-uni.ac.at)



# References

Slide 3: Screenshot of Website „Zoom“: <https://zoom.us/>

Slide 4: Screenshot of Website „Microsoft Teams“: <https://www.microsoft.com/de-at/microsoft-teams/log-in>

Slide 5: Screenshot of Website „Webex“: <https://www.webex.com/>

Slide 7: Screenshot of Website „Google Docs“: [https://www.google.com/intl/de\\_at/docs/about/](https://www.google.com/intl/de_at/docs/about/)

Slide 8: Screenshot of Website „Padlet“: <https://padlet.com/>

Slide 9: Screenshot of Website „Miro“: <https://miro.com/>

Slide 17: Screenshot of Website „Communication 166/266 Syllabus“: <https://stanfordvr.com/comm166/>

Slide 23: Screenshot of Website „Wonder“: <https://www.wonder.me/>

Slide 24: Screenshot of Website „Gather“: <https://www.gather.town/>

Slide 25: Screenshot of Website „SpatialChat“: <https://spatial.chat/>

Slide 27: Screenshot of part of Website „Meta“ <https://about.facebook.com/technologies/>



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Slide 31: Screenshot of Website „Second Live“: <https://secondlife.com/>

Slide 32: Screenshot of Website „Rec Room“: <https://recroom.com/>

Slide 33: Screenshot of Website „VR Chat“: <https://hello.vrchat.com/>

Slide 34: Screenshot of Website „Altspace VR“: <https://altvr.com/>

Slide 37: Video „Zoomtopia 2021 Keynote“: <https://www.youtube.com/watch?v=s2SBVnafMSI&t=2188s>

Slide 39: Screenshot of Website „Mozilla Hubs“: <https://hubs.mozilla.com/>

Slide 40: Screenshot of Website „Engage“: <https://engagevr.io/>

Slide 41: Screenshot of Website „Altspace VR“: <https://altvr.com/>

Slide 42: Screenshot of Website „MIBO“: <https://getmibo.com/>

Slide 43: Screenshot of Website „Spatial“: <https://spatial.io/>