Virtual Action Learning

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Terminology:

- Virtual Learning
- Virtual Events
- Virtual Meetings

Best Practices in Virtual Meetings

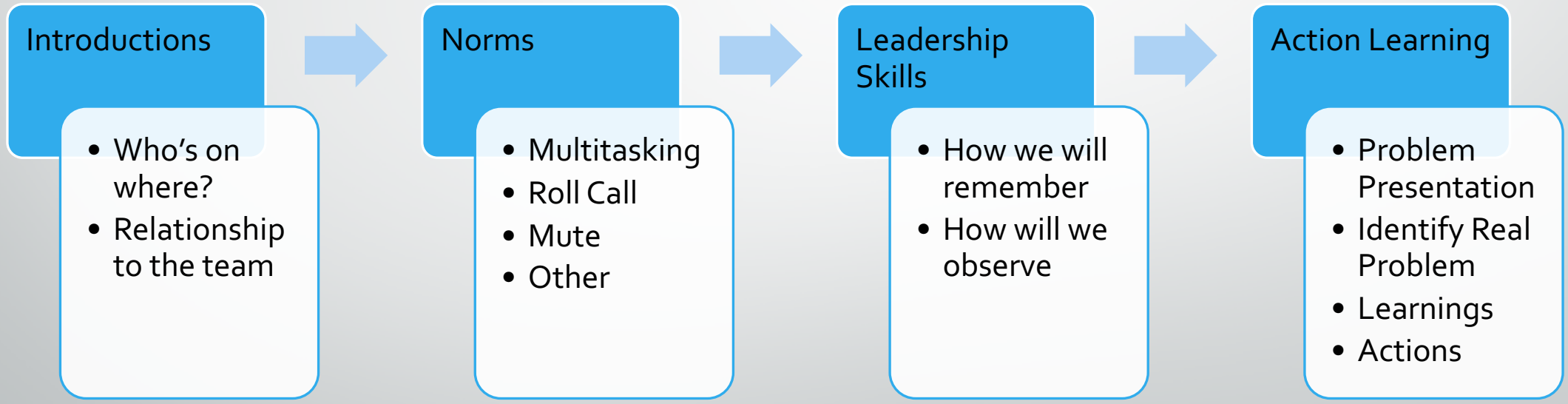
What are some best practice s?

How would they apply to Action Learning?

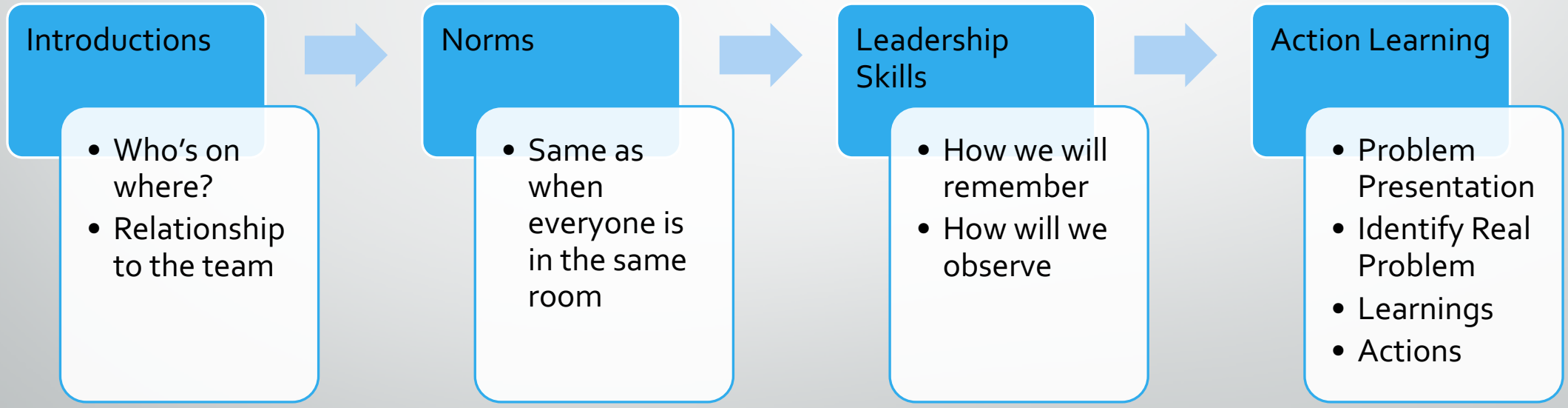
What technology?

	Examples
Teleconference	Conference Calls
Videoconference	Skype Telepresence
Webconference	Goto Webinar AdobeConnect
3D Conferencing	Second Life

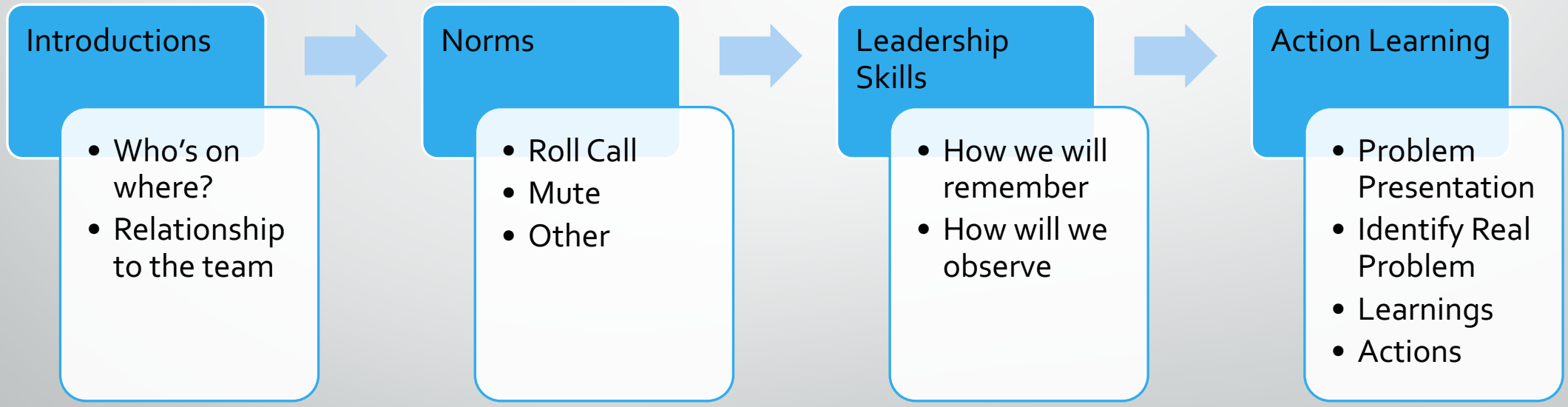
Teleconference



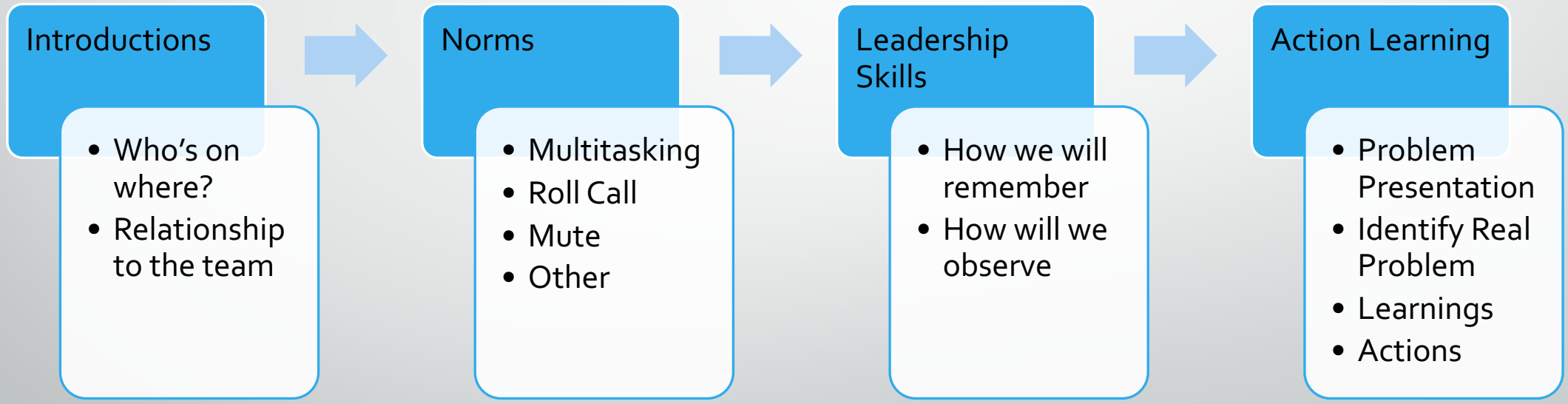
Telepresence



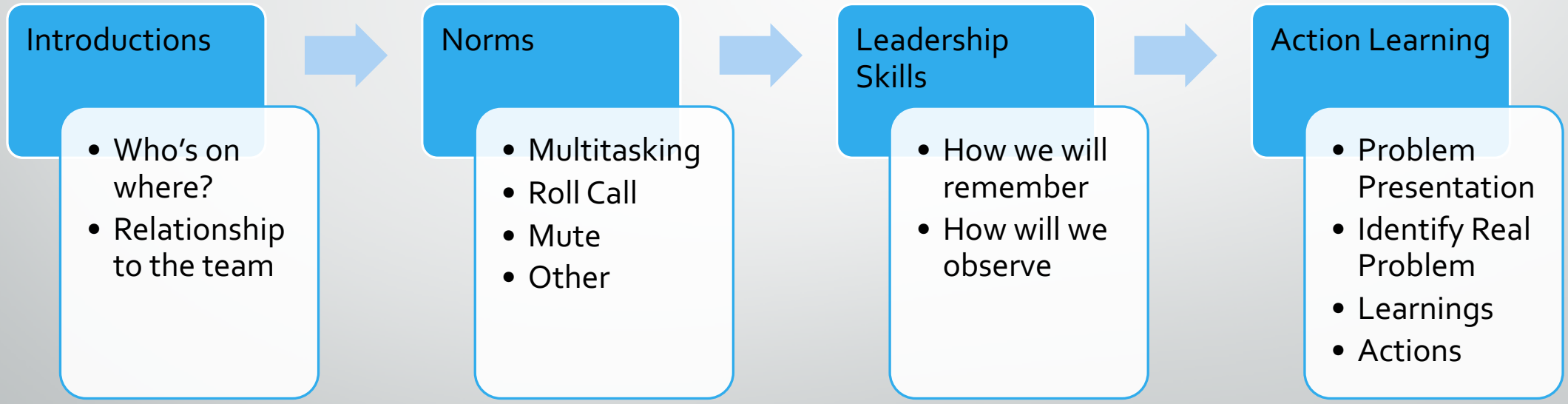
Videoconference



Webconference



3D conference



What works well?

- Saves on travel
- Tends towards more diversity
- Can more easily include people who are geographically disbursed

What could be better?

- Cost vs Bandwidth
- Lack of body language
- Collaboration tools

Lessons Learned

- Technology frequently doesn't cooperate
  - Be prepared with plan B
    - Turn off video if video conferencing
    - Email visuals ahead of time
  - Feedback and echoes
    - All participants hardwired
    - Headsets at least for the audio
    - Latest version of software

Lessons Learned (con't)

- Location of participants
  - Co-located vs independent
  - First meeting face-to-face
- Additional norms
  - No multi-tasking
  - Roll call for responses
  - Mute audio when not speaking

Success Stories

- Continuing with team where members know each other
- Continuing with team after 1st meeting
- Long term project – some f2f / some conference call
- Preplanning for the calls – i.e. leadership skill, what needs to be accomplished

Group Skype

Google Hangout

Adobe Connect

GotoMeeting

Second Life

Telepresence

Coaching Virtual Session

- Similarities
- Differences

Action Learning Session

- How do we leverage technology in Action Learning

Credits

- All videos from YouTube

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