

You and Your Avatar: XR for Meetings

- Twitter: @debmayers24
- Website: <http://debmayers.com>
- Sketchfab: <https://sketchfab.com/debmayers24>
- Github: <https://github.com/dmayers340>



What's Currently Wrong With Meetings?

Distractions

People do other work

No eye contact

Little to no body language

Not engaging

No sense of presence

Delay

Can you hear me?

Hi all, <name> has joined

Stats

69% say they meetings are interrupted

62% say meetings do not bring teams closer together

59% of Employees are less effective and engaged

40% drop off without announcing they've done so

27% have fallen asleep

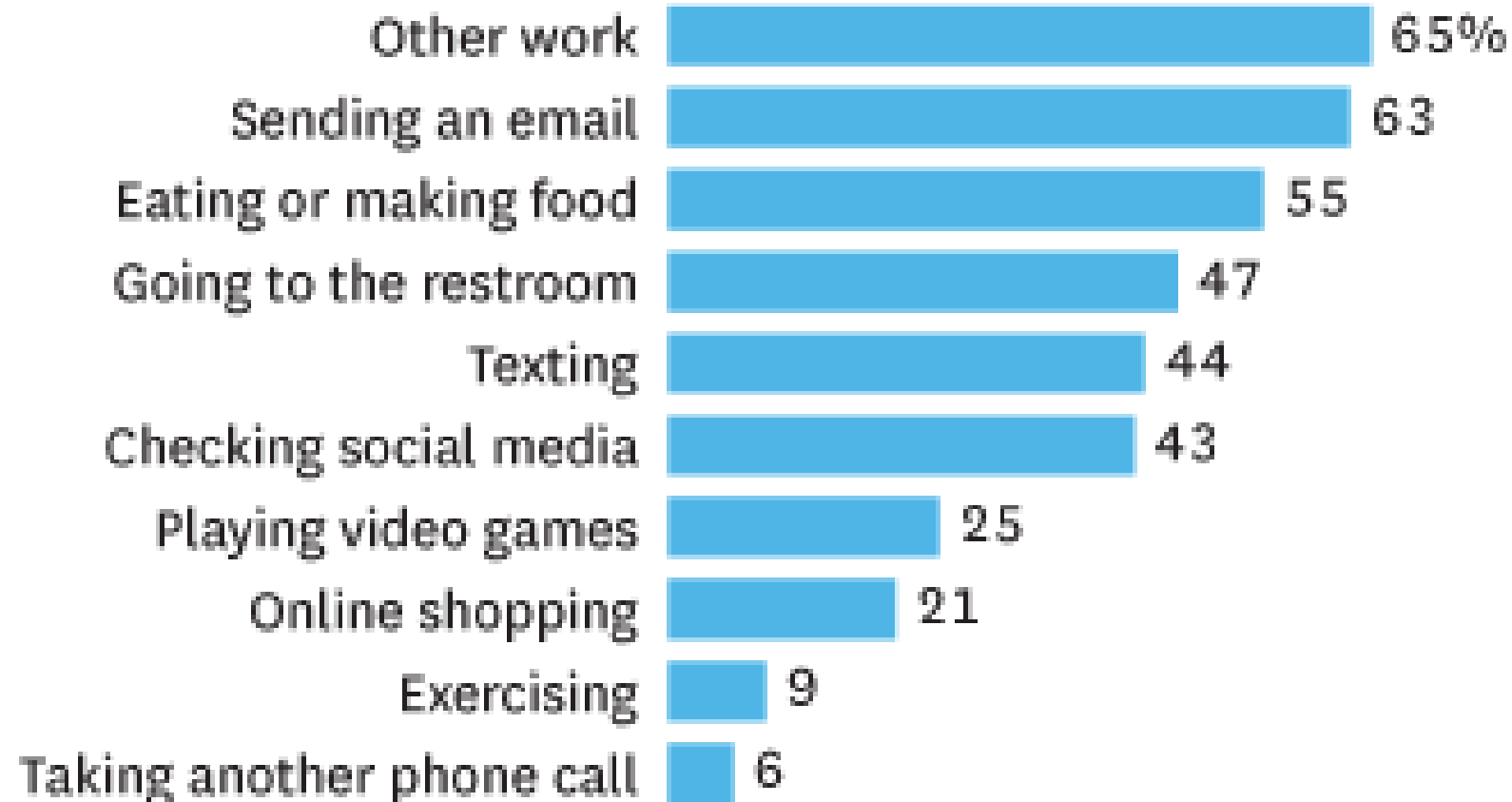
13% have been 'outed' for taking a call in a place they should not be

<https://hbr.org/2014/08/what-people-are-really-doing-when-theyre-on-a-conference-call>

<https://smallbiztrends.com/2018/04/meeting-statistics.html>

<https://hbr.org/2017/07/stop-the-meeting-madness>

WHAT ELSE ARE EMPLOYEES DOING DURING A CONFERENCE CALL?



SOURCE INTERCALL

HBR.ORG

Issues With XR Meetings

Non-verbal isn't totally there

Typing on a keyboard

Personal space

Latency

Avatars

Advantages of XR Meetings



Everyone is focused

Sense of presence for distributed teams

Reduces cost

Reduces C02 footprint

Saves time

Increases memory retention

Experiences are treated as reality

Behaviour is impacted by virtual space



Avatars Are Not Professional



Skype/Phone/TP/SeeMe is Just
Fine

I Don't Want to Wear a
Headset



VR Progression 1950-2012

VR Makes Me Sick

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