

GROUP WORKSHOP PROPOSAL

WORKSHOP TITLE: “Creating an Interactive Virtual Experience in Organizations.”

WORKSHOP DESCRIPTION:

Our Program main goal is to provide a basic learning for the audience on virtual reality and also we wanted to provide them the basic knowledge on how we can use virtual reality effectively into different types of industries for future srilanka.

Virtual Reality is used very less in srilankan organizations. Therefore, we as a group came up with a solution to provide some ideas on how we can bring virtual reality into departments or industries. We might have different kind of generation people in our webinar (Eg: x, y, z or alpha generation people) who can be a future entrepreneurs starting up their own companies in srilanka or a future leaders, which made us to give them a new idea on this area of virtual Reality.

FACILITATORS:

Name: Esoft Metro Campus

Address: No.03, De Fonseka Place, Colombo 4.

PRESENTERS:

PRESENTERS	NAME
1	Shanka Neranjana Bandara Galapoththawala
2	Mohamed Niyasdeen Mohamed Sihaf
3	Binadi Sipsari Jayarathne
4	Isuri Arunthadi
5	Dexter Monroe Joseph
6	Yaalnhiey Manoharan
7	Mumin Aslam
8	Ryan Kavindu Dilthusha Wickramaratne
9	Lakshan Sandaruwan Akalanka Pathirage
10	Mohanananthan Shajeeban

PRESENTERS ACTIVITIES IN BRIEF:

PRESENTERS	ACTIVITIES
Shanka Neranjana Bandara Galapoththawala	Teamworker, Plant, Evaluator, Specialist, Shaper, Resource Investigator
Mohamed Niyasdeen Mohamed Sihaf	Teamworker, Plant, Evaluator, Resource Investigator
Binadi Sipsari Jayarathne	Teamworker, Resource Investigator
Isuri Arunthadi	Teamworker, Resource Investigator, Shaper, Resource Investigator, Completer
Dexter Monroe Joseph	Teamworker, Plant, Evaluator, Specialist, Implementer, Resource Investigator, Completer
Yaalnhiey Manoharan	Teamworker, Plant, Evaluator, Specialist, Shaper, Implementer, Completer, Resource Investigator, Coordinator/Leader

Mumin Aslam	Teamworker,Plant,Evaluator,Specialist,Shaper,Implementer,Completer, Resource Investigator
Ryan Kavindu Dilthusha Wickramaratne	Teamworker,Resource Investigator,Specialist,Completer
Lakshan Sandaruwan Akalanka Pathirage	Teamworker,Resource Investigator
Mohanananthan Shajeeban	Teamworker,Implementer,Resource Investigator

CONTENTS AND OBJECTIVES TO BE ACHIEVED IN THE WEBINAR

CONTENTS	OBJECTIVE TO BE ACHIEVED
What is Virtual Reality	To Provide audience on theory such as definition and keywords that is used in virtual reality
History of Virtual Reality	To Providing a complete knowledge from past to present history of VR
Types of Devices	To Providing knowledge on devices that can be used in VR activities
Advantages & Disadvantages in Virtual Reality	To provide a basic knowledge on advantages in virtual reality. We also explain the limitation on using VR in industries which could help audience to know the limitations while using VR to organizations.
Organizations that use VR Effectively	To Provide knowledge for audience on how organizations in overseas are using VR into their industry effectively.
Use of VR in Industries/Department	To provide knowledge to the audience on how they can use VR in different industries/department effectively. This could help them to gain more knowledge on how they can use VR in their own company/departments in srilanka.
VR used in Games	Our objective here is to provide audience regarding to the basic knowledge of VR in Gamings.
Future with VR	To provide on how the future srilanka will be innovation if they bring VR into their industries.
Conclusion	Summary and binding of all session

BACKUP PLAN ON THE WEBINAR DAY:

We have allocated certain people as an alternative measure. As our webinar is conducted online we could have to face a power cut issues sometimes during the session. In order to reduce difficulties of unacceptable situations we have allocated certain people for all the tasks as a backup plan. If the main responsible person face any difficulties such as a power cut or a low coverage issue on the webinar day then the allocated team members will take in charge and carry on the webinar successfully.

TASKS ASSIGNED	BACKUP PEOPLE FOR ALL TASKS
Screensharing	1-Isuri Arunthadi, 2-Binadi Sipsari Jayarathne, 3-Lakshan Sandaruwan Akalanka Pathirage, 4-Mohamed Niyasdeen Mohamed Sihaf
Coordinating	1-Yaalinhiy Manoharan, 2-Dexter Monroe Joseph, 3-Shanka Neranjana Bandara Galapothhawala
Quiz Session	1-Mohanananthan Shajeeban, 2- Mumin Aslam, 3-Ryan Kavindu Dilthusha Wickramaratne

OUTLINE OF THE DISCUSSIONS HAD WITH TEAM MEMBERS:

DISCUSSION NO	DATE	OUTLINE
1	28.07.2021	Topic Selection
2	09.08.2021	Discussed on contents to be added related to the topic. Allocated specific contents with the presenters.
3	29.08.2021	Added Backup Plans for each activities

AUDIENCE ENGAGEMENT ACTIVITIES

1: Video Delivery during presenters section

2: Small Group Activities with Audience

Small Group Activities with Audience such as resource investigation/Flip Chart Activities / MS forms.

3: Quiz Session

We are about to use poll feature in MS Teams to ask questions among the audience which also include open questions to clear their doubts. 3 People will conduct this session in order to make it more entertaining with audience.

MEMBERS PERSONAL DEVELOPMENT DURING THE GROUP ACTIVITY

FEW COMMENTS RECEIVED:

1. Yaalnhiey Manoharan

- I was able to handle the entire team which helped me a lot to work as a team.
- It has helped me to improve my coordinating skills with different types of team members with different mentality.
- I have developed myself to support, coordinate meetings, handle meetings, and made myself to get all the team members on to the track and make the work done successfully.
- Helped me to handle language barrier people and support them to bring forward.
- It helped me to identify team members barriers individually and support them.
- I learnt to improve the shy people to speak forward.
- It has helped me to increase my leadership skills.
- I learnt on preparing workshop proposal, supporting members on Quiz activities and train them on poll quiz creation.

2. Dexter Monroe Joseph

- I didn't want to talk to ppl or make friends at the beginning of the semester, but after this activity it improved my communication.
- I wanted to talk to others and make friends, try and communicate better with them as well.

3. Shanka Neranjana Bandara Galapoththawala

- Self confidence
- Fearless speaking ability
- Team spirit
- Respecting to others
- Well communication skills

4. Mumin Aslam

- I got to know some new people and became friends and learned new stuffs in VR by referencing presentation slides and while researching the topic.

5. Ryan Kavindu Diltusha Wickramaratne

- This activity helped me to develop skills of coordinating with team members to achieve common goal.

6. Mohamed Niyasdeen Mohamed Sihaf

- I realized that doing it collectively was much better than doing it alone.
- I learned to act in unity.
- Everyone shared their knowledge .
- I was robbed new friends and their virtues.

A Evaluation Form to gather the feedback of the webinar

Created an evaluation form in order to evaluate the feedback of the program that we have done.

Link: <https://forms.gle/c6iBCtdmzZmNHmkaA>

TIME FRAME

TASKS	July		August	
	2 nd Half	1 st Half	2 nd Half	
Topic Selection				
Slides Preparation				
Research work				
Finalization of Slides				
Audience Engagement Plans & Preparations				
Practice/Rehearsing				