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BEYOND REMOTE

Tools for a Hybrid Worklife

2021

the WHY

In 2020, a group of curious people met regularly to explore VR- and 3D-worlds with the emphasize on virtual meetings and events.
In 2021, the journey of the #VRExplorer team continues; now testing new tools.

Our approach is to test new possibilities for online meetings and collaboration. While the world got used to meet in 2D-tools like Zoom, Webex, MS Teams etc. during the pandemic, we think the next step will follow soon: To gather, communicate and collaborate in VR- and 3D-environments.

We are passionate explorers of new possibilities with the aim to share our knowledge - because #sharingiscaring.

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VR / 3D?

While we carry the term “VR” already in our name, we don’t exclude 3D solutions at all.

Why? Because the use of VR tools is still linked to special hardware like VR headsets; equipment not every company or person can easily afford to buy.

**For that, 3D tools are a welcome alternative:
No extra equipment, mostly running on desktops/ mobile devices, and due to easy handling providing a low barrier of entry to use.**

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what to expect

Interested in taking your meetings and events beyond video conferencing?

Then this Guidebook is for you.

You will find an introductory overview of VISPA, containing the following infos:

- Name of provider
- URL
- Description with features (incl. infos from homepage)
- Pros and cons of tool
- What are use cases the tool could be applied for?
- Screenshots with short descriptions

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THE TOOLS

Overview of Various 3D and VR tools

3D

VISPA

VISPA

http://vispa.io/

Time of testing: April 2021

Use Cases:

Small Team or one-on-one Training
Digital Collaboration
Co-Working for individual teams
Meetings for small teams

VISPA has been created by a group of passionate gamers, familiar with virtual collaboration in global multiplayer settings. Their approach is to transfer the experience of individuals perfectly working together as a team towards a common goal from online gaming to the business world.

Compared to a number of other worlds that are pre-equipped with buildings and furnitures or trees and campfires, the unique idea of VISPA is to provide a (nearly) limitless but empty room, that can be designed individually with a range of objects. The concept reminds of state of the art co-working spaces where the furniture can be re-built to purpose out of a number of furniture building blocks.

Consequently, it is our impression that the idea of VISPA is especially valuable to teams that hold ideation workshops and design sprints. You can beam content from your mobile device (photos, notes, screenshots) with one click to an again limitless board. This enables teams to quickly build idea and mood boards while in parallel operating the avatar on a desktop PC*.
As rooms remain in place once the users have left a workshop, it is possible to come back and continue work. Thus VISPA is also an option for a project or obeya room, where a team builds their virtual headquarter.

The avatars are operated via mouse or arrow keys on the keyboard. Currently there is a limited choice of avatars (1 male, 1 female, different colors) - however the creators have found a smart way to give their avatars a unique view. Especially the female avatar differs pleasantly from gaming avatars.

Administration: No administration needed; all users are having the same rights and same possibilities while using the room. There is one room owner who can invite others.

* we have not tested the VISPA VR Gear functionalities

VISPA

Pros and Cons

PROS

- Clear and clean set-up of the room
- Whiteboards don't have any limits; they automatically enhance by adding more content, unlimited number of whiteboards per room
- Unlimited number of rooms to be created
- Multi-device capable
- Tools are easy and flexible in usage
- Possibility to draw on the floor for interactive approaches
- Library with video tutorials available

CONS

- No spatial audio available, which easily creates confusion with more than one team and which makes orientation difficult. It can be difficult to locate a speaker in a larger group.
- Seems to be still in beta phase
- Access via VR headset did not function in our test

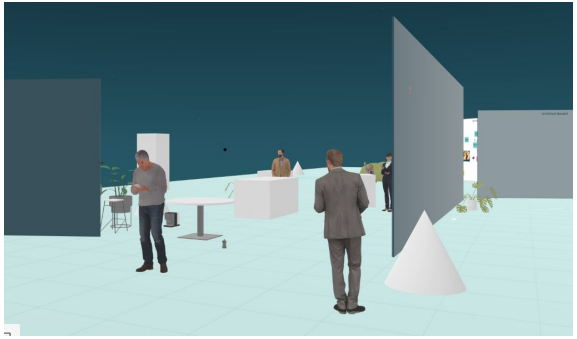
VISPA

Screenshots

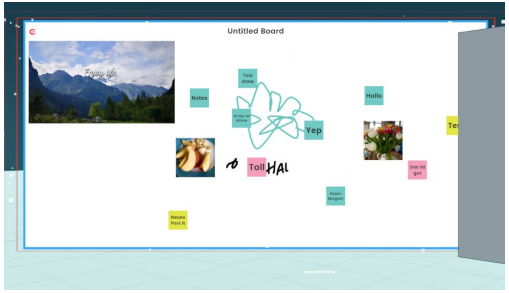
VISPA offers one room called a "space"; the set up with white boards and other objects is completely up to the user

A range of objects is available to be integrated in the scenario. All “humans” visible on this screenshot are personas and not avatars.

The white boards can be marked to focus the attention of the audience to a special board

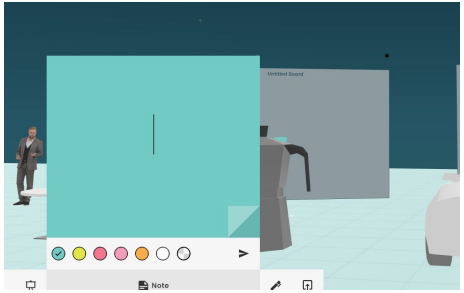


The user can switch between different angles to see the setting

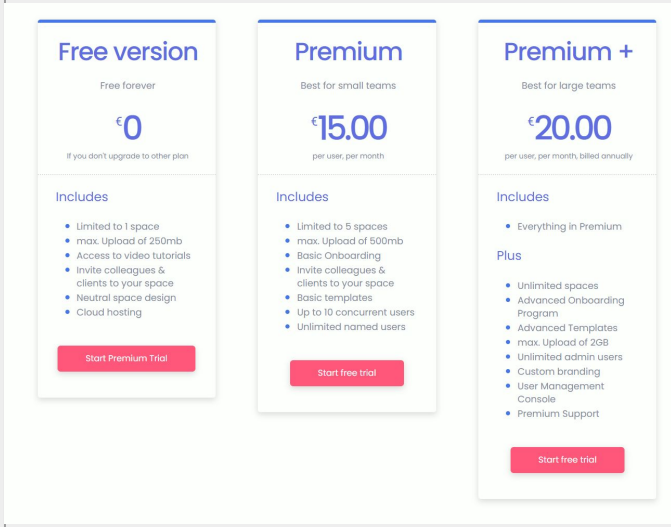


Whiteboards can be used to draw, place sticky notes or add pictures

Sticky note functionality with different colors available



VISPA: Key Facts
at a glance

Type of tool	System requirements	Access	Devices	Server/ Data Security	Maximum number of participants	Pricing Model (August 2021)*
3D, VR	Windows 10 or macOS Catalina 10.15 Mouse highly recomm-ended for navigation	Account in VISPA is needed, client has to be installed to use the tool	Desktop Optimized for HTC Vive, compa-tible with Oculus Rift Mobile device option for content creation (pictures, notes)	Servers in Germany and Netherlands	20	

*Screenshot "Pricing Model" has been taken on 8/19/21