

Public Screen 1

Proposal to IAF

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Facilitating in the virtual world is challenging because participants experience "virtual blindness". Standard teleconference technology appeals to a narrow slice of the population, as only 20% of people are auditory learners.

We will explore affordable virtual tools that overcome barriers to virtual teaming, by enabling participants to "see" what each other is thinking. Participants will learn how to:

- Facilitate ToP® consensus workshop, a very visual method, in a virtual environment.
- Design effective virtual divergence and convergence methods.
- Collaborate in virtual large groups and dyads.
- Create virtual flip charts and sticky walls.

Welcome to the Virtual ToP Facilitation Meeting



where we are now -- Style -- Scope -- Approach --

where we are now

-- Style -- Scope -- Approach --

What is the research question we are seeking to find an answer?

Want to catalyse feedback on visual ways to hold virtual meetings

We want tools that work

Generate interest in the task - create the wave

We want to see what people get excited about and what they have to tell us about improving/moving forward with where we are now.

Find virtual research collaborators

Want to put ourselves with backs to the wall in experimenting with new tools

What are lessons learned and associated best practices

Try for as much GOOD experience for them as we can, and find out where they think the tools can be used

What structure works well for teaching about CW virtually?

What can we learn from participants about virtual facilitation -- they may have tips/clues to share.

Summary: Lessons learned for ourselves about virtual facilitation,

Practical lessons that people can use

we need a model - - the agenda - -

we need a model

- - the agenda - -

- Who is this **designed to serve?**
- What do people want and need?
- What elements will make up a design?
- Action Plan

Who is this designed to serve?

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Other ToP facilitators

Facilitators who are getting client requests

Experienced virtual facilitators, trainers and planners

ToP Facilitators and trainers

Newbies to the virtual world who feel a need and an interest

Experienced facilitators who are new to virtual facilitation

Experienced virtual facilitators

Technical people who find themselves responsible for facilitating meetings and are at the conference to figure out how to do the task

People who are concerned with traveling too much

People who know technology but not facilitation

People experienced with computer assisted facilitation live, who are ready to go virtual

People who work with global groups

people who are involved in coordinating virtual facilitation events for teams across organizations.

project managers who need to work with teams and have a role in facilitating change

What do people want and need?

Summary: experience and chance to give feedback, tips, tools and practical stuff, methods, find people they can connect with after the conference.

What do people want and need?

It helps if I think about what I need - reflection on where this is all going, tips for making it go well - and how fast is this expanding? (i.e. the shift from F2F to Virtual)



To be asked for THEIR wisdom

A community of practice that can share best practices



Workable Tools



I had someone ask me today how you can get the personal connection in an online meeting.

Howto match tools and methods



Recommendations on best tools to use

They want to use their own methods and skills across platforms

So, do they mostly need to understand a particular platform well?

I think they want to know if this will work

I think they need evidence the method is a good alternative to a face to face situations

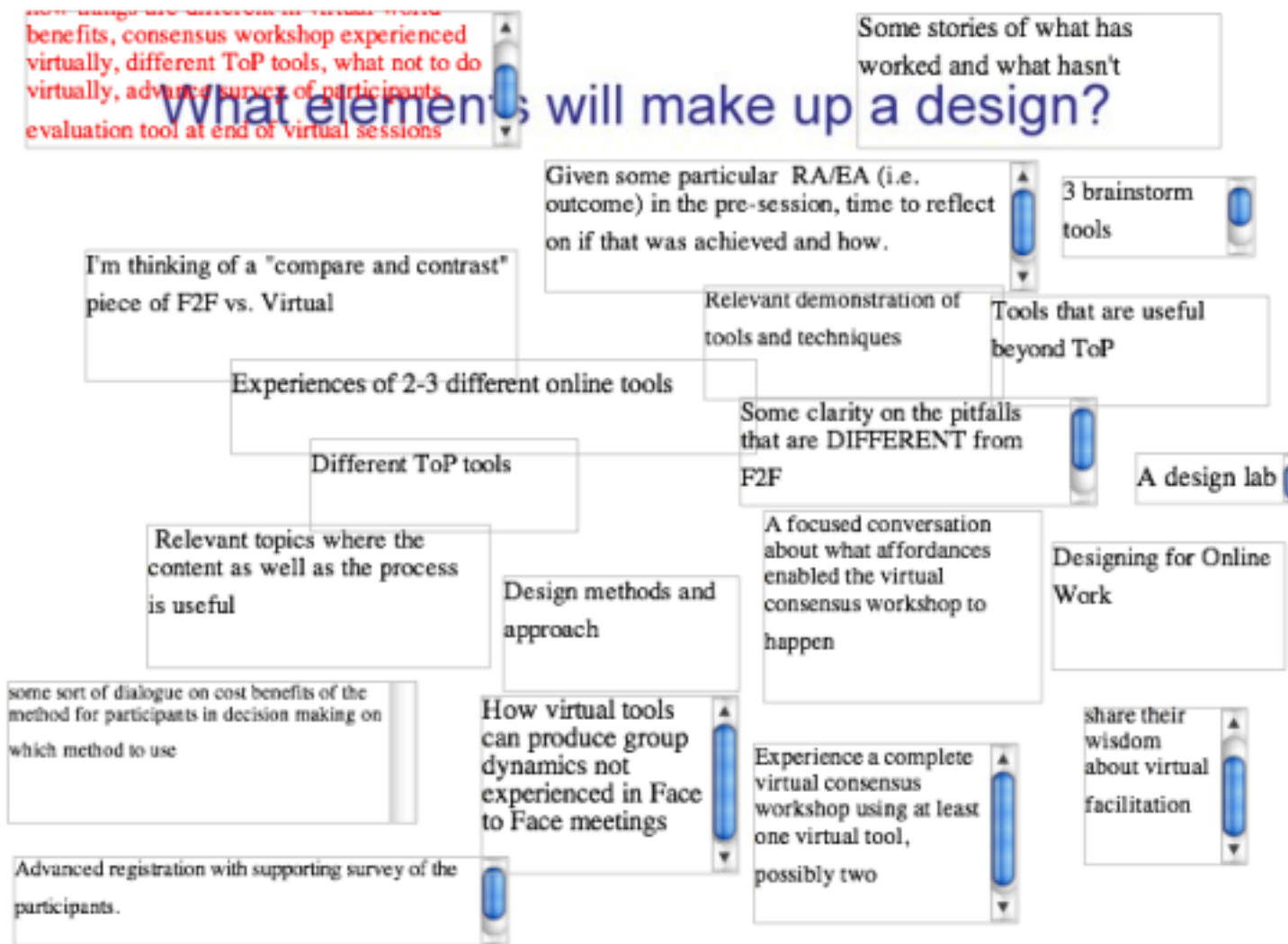


If really experienced, they may want to test a new platform OR learn/share with others.

I think many facilitators are looking for tools that help them do what they can so easily do F2F: a strong visual component (flip chart/sticky wall), plus an ability to do individual, small group and large group work. They want tools to support normal facilitation techniques.



What elements will make up a design?



Design Scenarios

Survey of participant interests - one could use an online survey to make it easy - or pull people into ToP online



Design Scenarios

Matrix of comparison of tools

Map our tools over the virtual tools and our learnings -- present that in the F2F at the conference

	CW	FC	AP
1			
2	G Docs		
3			

Conversation and workshop methods on at least 3 virtual tools ahead of IAF, with people participating in a least one

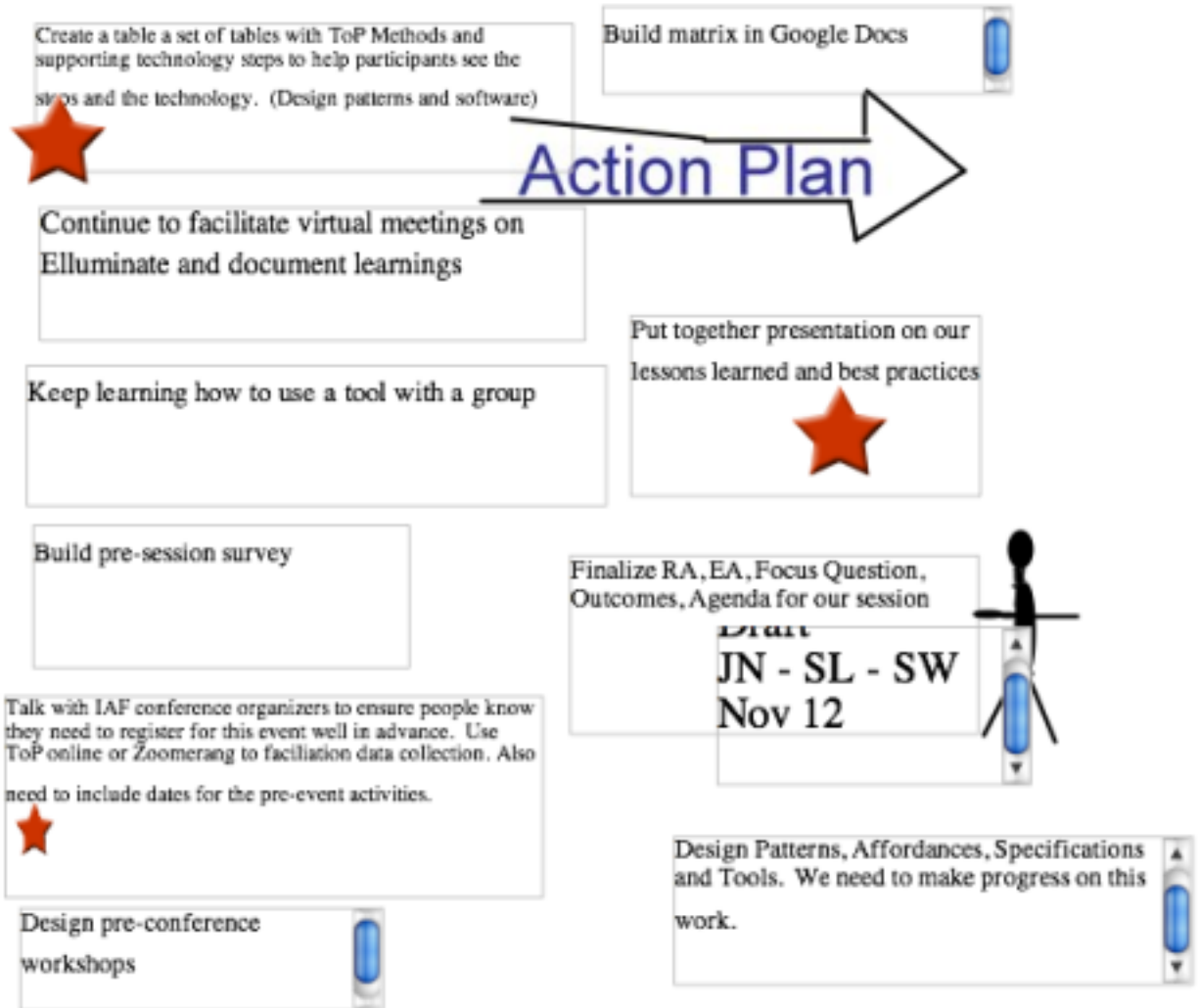
Show how to use multiple tools in one go

Do a CW on a design or tool selection question

Aim: It is possible to collaborate in a visual way virtually

Conf Workshop on design

Action Plan



Public Screen 2

Thank You

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