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Digital Collaboration of Virtual Project Teams in the Transdisciplinary Educational Space

Olga Banit,
Dr. Sc. in Pedagogy,
Senior Researcher

Marina Rostoka,
Ph.D of Pedagogical
Sciences, Senior Researcher

Yana Raievska,
Dr. Sc. in Psychology,
Associate Professor

Oksana Kravchuk,
Ph.D. Of Economics,
Associate Professor

Gennadii Cherevychnyi,
Ph.D of Historical Sciences,
Associate Professor

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Remote work

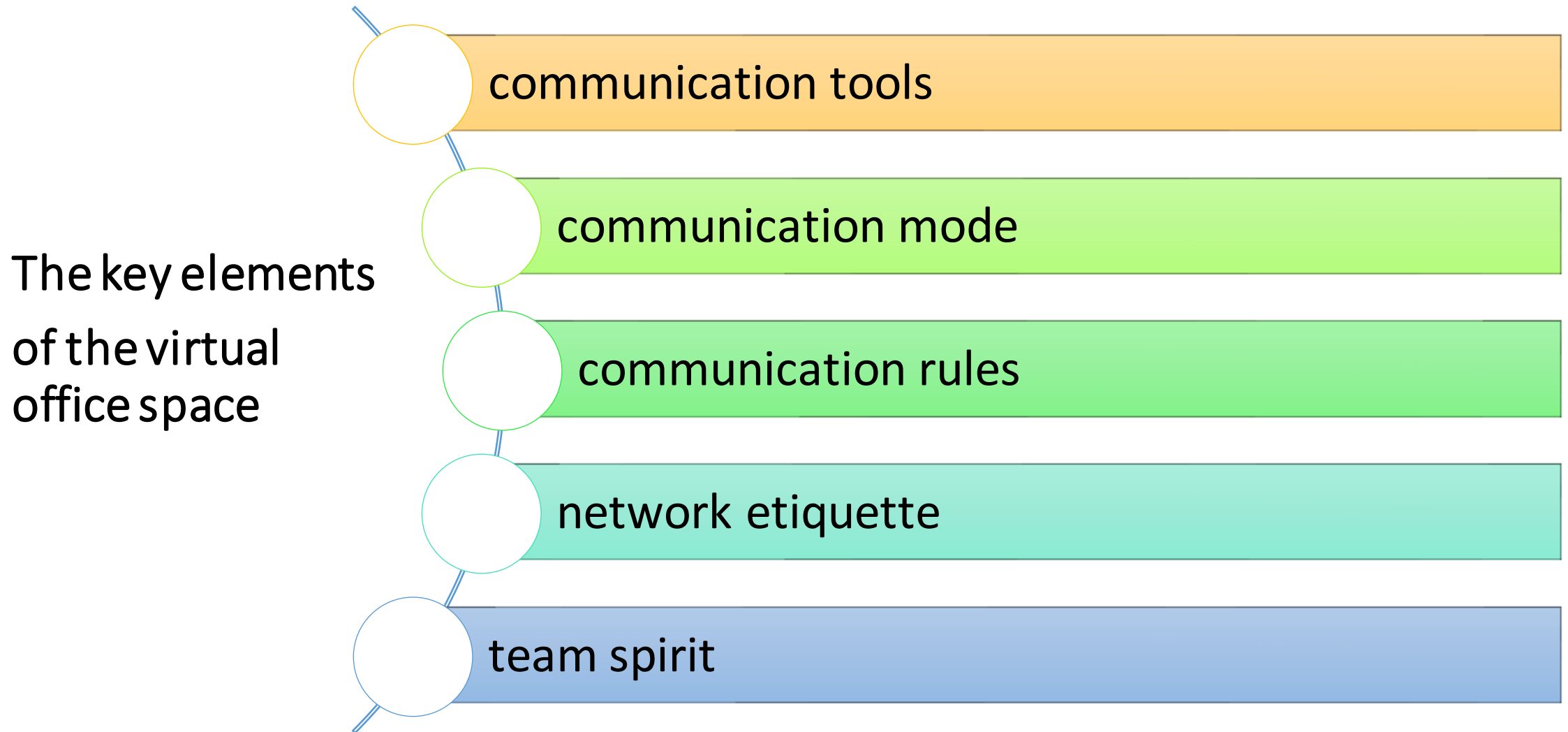new forms, methods and ways communication and collaboration;

Global team members

people work asynchronously due to different time zones

Social distancing

limitations in live communication

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The key elements

of the virtual office space

- communication tools
- communication mode
- communication rules
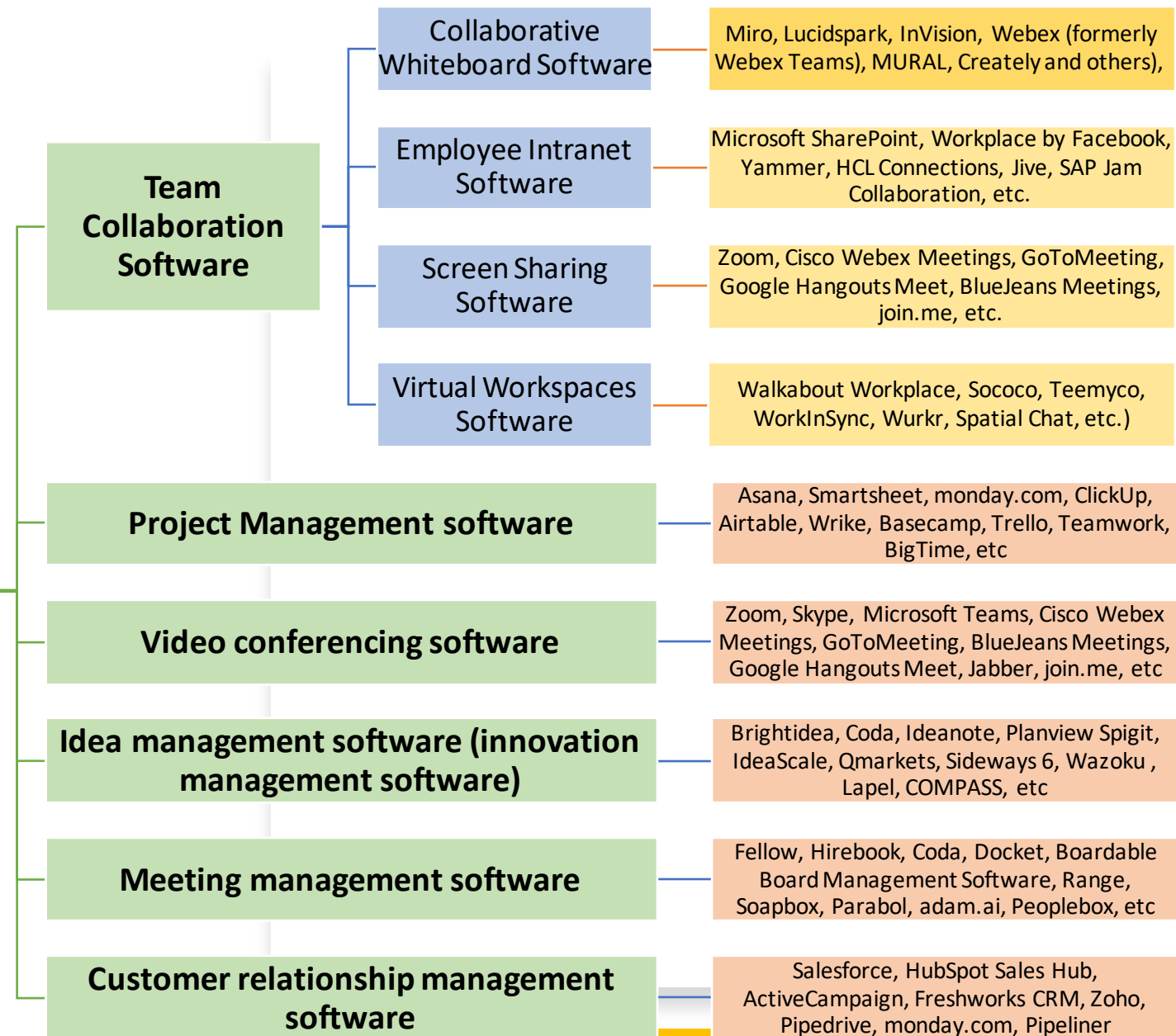- network etiquette
- team spirit

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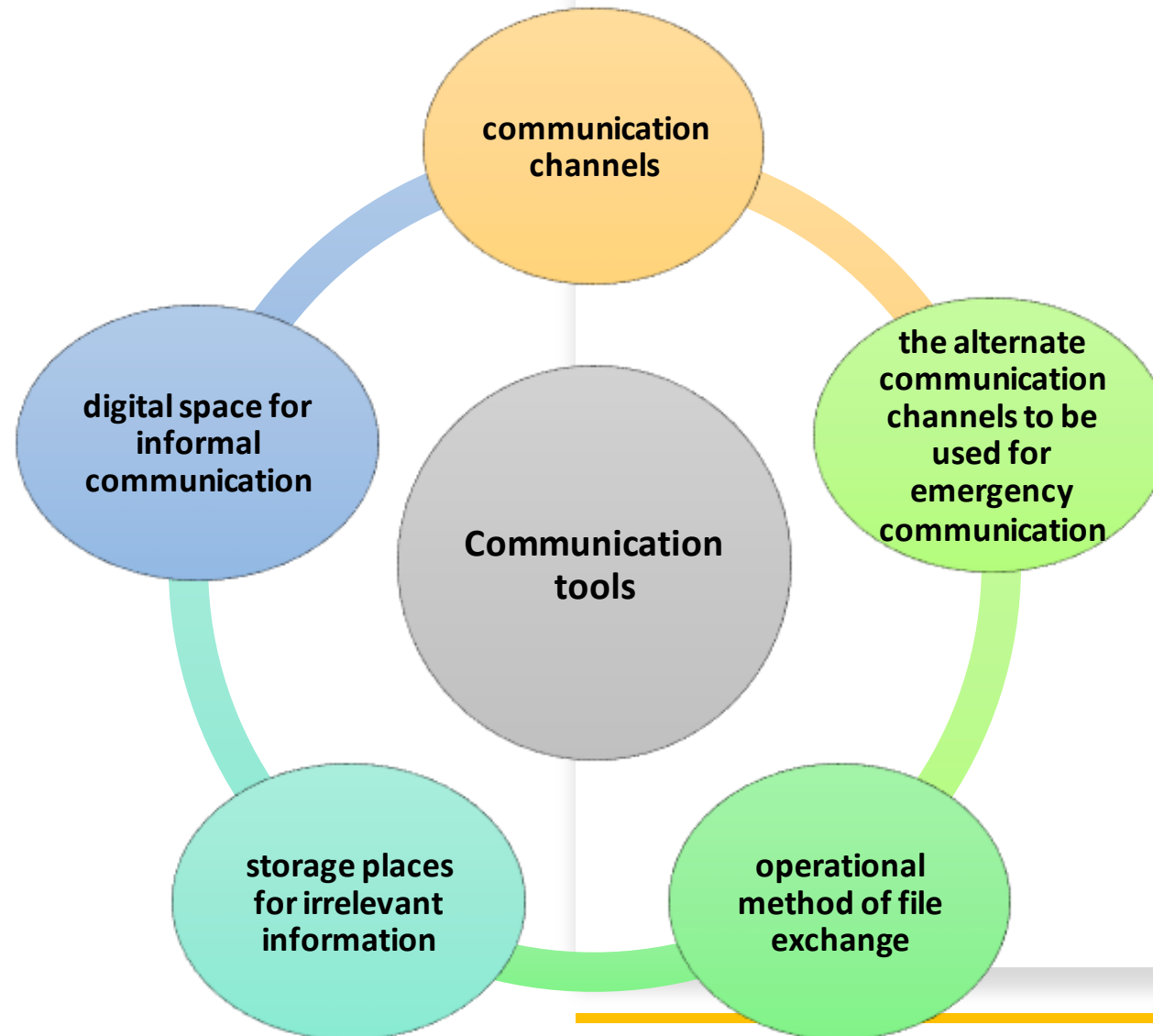
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Recommended software usage for virtual project team's work:

Team Collaboration Software

- Collaborative Whiteboard Software — Miro, Lucidspark, InVision, Webex (formerly Webex Teams), MURAL, Creately and others),
- Employee Intranet Software — Microsoft SharePoint, Workplace by Facebook, Yammer, HCL Connections, Jive, SAP Jam Collaboration, etc.
- Screen Sharing Software — Zoom, Cisco Webex Meetings, GoToMeeting, Google Hangouts Meet, BlueJeans Meetings, join.me, etc.
- Virtual Workspaces Software — Walkabout Workplace, Sococo, Teemyco, WorkInSync, Wurkr, Spatial Chat, etc.)

Project Management software — Asana, Smartsheet, monday.com, ClickUp, Airtable, Wrike, Basecamp, Trello, Teamwork, BigTime, etc

Video conferencing software — Zoom, Skype, Microsoft Teams, Cisco Webex Meetings, GoToMeeting, BlueJeans Meetings, Google Hangouts Meet, Jabber, join.me, etc

Idea management software (innovation management software) — Brightidea, Coda, Ideanote, Planview Spigit, IdeaScale, Qmarkets, Sideways 6, Wazoku, Lapel, COMPASS, etc

Meeting management software — Fellow, Hirebook, Coda, Docket, Boardable Board Management Software, Range, Soapbox, Parabol, adam.ai, Peoplebox, etc

Customer relationship management software — Salesforce, HubSpot Sales Hub, ActiveCampaign, Freshworks CRM, Zoho, Pipedrive, monday.com, Pipeliner

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Tools and Modes of Communication in the Virtual Project Team

Communication processes	Minimum frequency	Individual meetings	Video call	Web meetings	Phone conversations	E-mail	Messenger
Discussion of current issues	Once a day	From 9 a.m. to 6 p.m.					
Agile communication and clarification of details	Once a day	From 9 a.m. to 6 p.m.	From 10 a.m. to 11 a.m.		From 9 a.m. to 6 p.m.		
General meeting of the team	Once in 2 weeks	–	From 10 a.m. to 12 a.m.		–	–	–
Maintaining information flow	Constantly						
Knowledge exchange	Once in 2 weeks	–	From 4 p.m. to 6 p.m.		–	–	–
Informal communication	If necessary						

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Social engineering technologies for virtual team management:

- motivational management
- assessing the social situation; identify strategies for change;
- remote feedback programs for team members,
- engagement management,
- learning management,
- incentive management,
- productivity management

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Change of the paradigm of team management software in direction on the development of applications for cooperation and social technologies

management of social development and social activities in general, the effective implementation of which is virtually impossible without social engineering

social learning systems;

feedback mechanisms for employees;

social selection, recruitment through social networks;

social cooperation platforms (such as corporate blogs and wikis),

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Application of Social Engineering to Manage Virtual Teams

Application of social engineering	Characteristics of team management methods
Getting started team	Recruitment, selection, hiring, adaptation of the employee: •forums can be used to communicate with potential candidates, and/or answer questions for new employees; •wikis and/or boards can be used by employees to offer counselling support to newcomers; •social analytics can be used to evaluate the experience of new employment.
Team development	Social learning platforms enable a team member •to design a social profile that reflects his knowledge and interests; •create, discuss, exchange the content of educational material by objects of study; •organize and find learning objects from a variety of sources, such as finding or ranking colleagues; •interact with colleagues in your social network and go beyond their networks to other reliable sources of information; •engage in experience-based learning; •receive real-time online training and support.
Consolidation of key team members	Technologies that are designed to motivate team members: •gamification to combine work, productivity, and reward; •social analytics to realistically assess the return on HR investment.
Teamwork completion	Most companies have significant experience in conducting weekend interviews, but very few evaluate this process as a social function of team management. The use of social engineering technology can be the basis for feedback, for which such a survey is conducted.

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Conclusion

Social engineering technologies

social networks,
social learning platforms, and facilitate both formal and nonformal learning;
social learning practices
social engineering technologies in the management of virtual teams

Conclusion

Digital technologies

- Team collaboration
- Team management
- Innovation management
- Meeting management

Thank you
for your attention

Olga Banit, Marina Rostoka, Yana Raievska, Oksana Kravchuk and Gennadii Cherevychnyi

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