

VIRTUAL ORGANIZATION

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A Virtual organization comprises a set of independent organizations that share resources and a skill to achieve its goal, but that is not limited to an alliance of for profit enterprises. The interaction among members of the virtual organizations is mainly done through computer networks.

In a virtual word “organization” is understood as planned, coordinated and purposeful action of human beings and computer AIs in order to construct and compile a common intangible product or service to its community.

A virtual workplace is a workplace that is not located in any one physical space. Rather, several workplaces are technologically connected without regard to geographic boundaries. Employees are thus able to interact and work with one another in a collaborated environment regardless of where they are in the world.

A virtual workplace decreases unnecessary costs by integrating technology processes, people processes, and online processes.

With information technology playing a greater role in the daily operations of organizations today, virtual workplaces are beginning to replace the traditional office environment of cubicles and office buildings.

Individual virtual workplaces vary in how they apply existing technology to facilitate team cooperation. Three popular approaches are:

1. Telecommuting: the availability and use of communications technologies, such as the internet, to work in an offsite location.
2. Hot desk environment: employees are not given individual desks; rather each day employees are allocated to a desk where they can access the internet, email and computer networks files. This is similar to hotelling: recognizing that employees spend more time at the clients’ office rather than at the employer’s office, employees are not assigned a permanent desk.
3. Virtual team: the collaboration of employees working closely together and in constant contact but are physically located in different parts of the world.

There are various types of virtual reality:

1. Immersive experience-The user visits a world through a wearable device and interacts with that world as though he/she were actually a part of it.

2. Desktop systems-They are at the lower end of the spectrum in terms of cost and are worlds that are not immersive and that run on regular personal computers without additional hardware.

3. Mirror world or second person experiences-The user is represented by a figure or avatar inside the computer. The user manipulates this avatar within the world and interacts indirectly with the world.

4. Telepresence technology-The user remotely controls a mechanical manipulator to perform some action or explore some aspect of a world.

5. CAVE (cave automatic virtual environment)-It consists of a multiple screen environment, which surrounds the user.

6. Portals are starting web sites for users to access the knowledge content they need and want.

A Virtual workplace enables individuals to work from anyplace at anytime in the world. This is convenient to not only for the employee, but the consumer as well. It fits the need of excellent and timely customer service for an international organization.

The most persuasive argument for any organization is that concerning costs. Virtual workplaces streamline systems from multiple facets of work into a single unified unit easily accessible by both the consumer and the employee. Decreasing costs as well as increasing efficiency, due to the single system, is an instantaneous advantage. A Virtual workplace is easier for employees because of business traveling, consolidates services, and assists in the communication processes.

Virtual workplaces allow a company to reach more of its employees via meeting workplaces and virtual training sessions. Having a virtual training sessions saves a company money, not only the cost of travel where only a small handful of its employees receive proper training, but in the long run where all of its employees can receive the proper training and be more productive with a sharper learning curve.