VIRTUAL REALITY MEETING ROOMS

The tool

VR meeting rooms are immersive virtual environments simulating real-world meeting spaces, such as conference rooms, boardrooms or any type of informal gathering places. They allow remote participants to come together and interact in a virtual space. Some the examples of such rooms are Meta Horizon Workrooms, vSpatial or Rec Room.



https://forwork.meta.com/horizon-workrooms/ https://www.vspatial.com/ https://recroom.com/

Description

Material required

A VR headset, a computer or a mobile device in some cases; an Internet connection.

Investment required

There are both, free and paid apps available. The highest cost is related to the hardware. You'll need a VR headset whose prices start from 450 EUR.

Possible uses

Organising meetings, training sessions, and other collaborative activities, where you can move around the virtual space, interact, and even give presentations.

Possible restriction

Some of the rooms have age restrictions and using VR headsets in general can cause some healthy issues (dizziness, etc.)

Technical difficulty (skills needed): $\uparrow \uparrow \uparrow$





Environmental Impact

The tools mentioned have a low environmental impact 🕼 🕼



By using VR Meeting rooms, participants can attend meetings from anywhere in the world without having to travel. However, it is worth noting that the manufacture of VR hardware, particularly the production of the complex electronic components used in VR headsets, does have an environmental impact.

Is it inclusive?

VR meeting rooms have features making them inclusive for people with SLDs. Many of them offer a range of visual and auditory aids that can help people with SLDs better understand and participate in the meeting. For people with physical disabilities or mobility impairments, VR meeting rooms offer the ability to participate in meetings remotely.





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