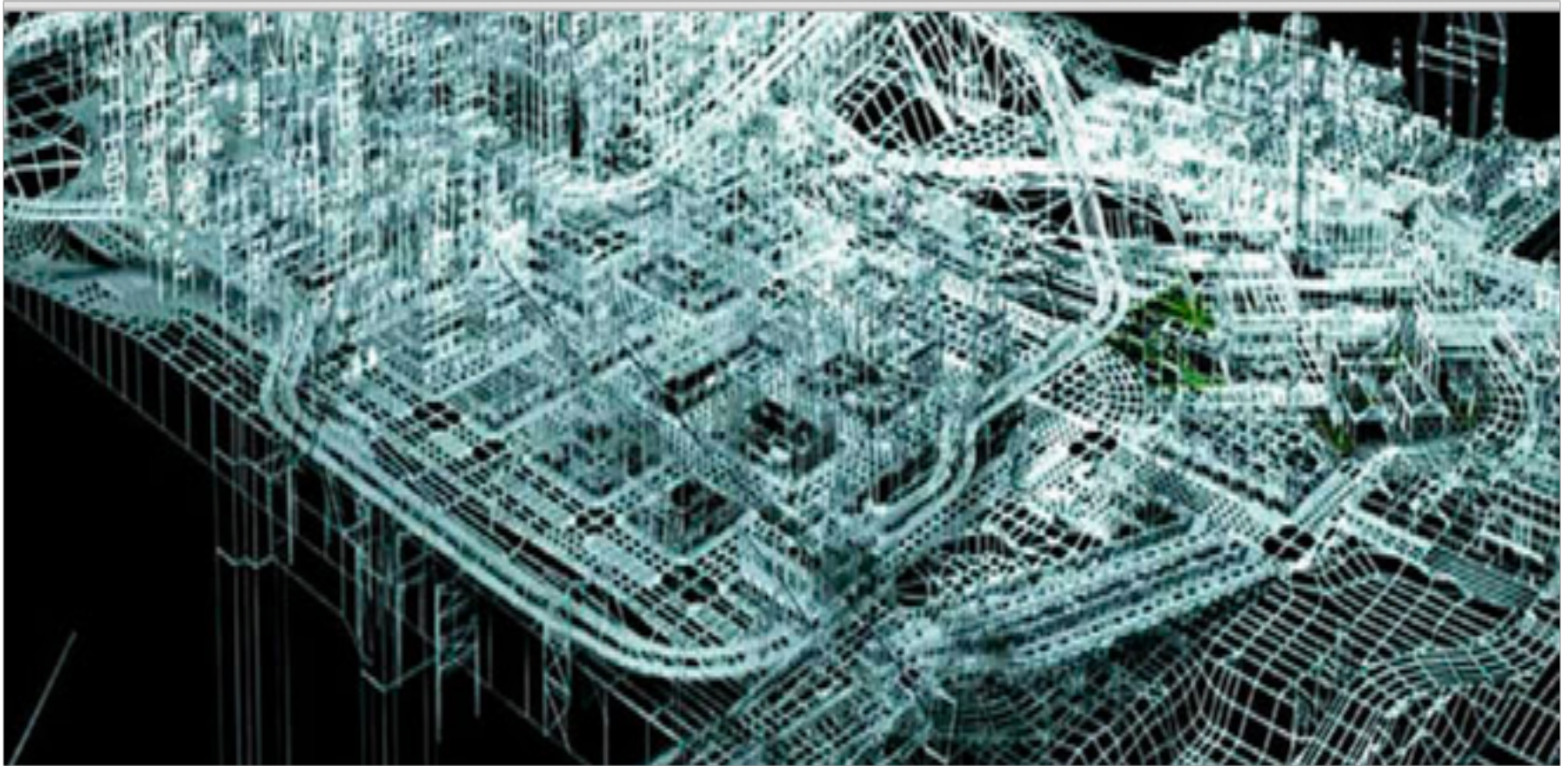


# The Paradox of Virtuality:

## *Beyond VOSS*



*Bert Painter, Pam Posey, Douglas Austrom, Betsy Merck, Betty Barrett, Ram Tenkasi*  
*Virtual Organizations as Sociotechnical Systems: NSF OCI 09-43237*

**Virtuality** ... occurs when digital representations stand for...[or] substitute for, the physical objects, processes, or people they represent.



**Distributed (team)work**



**Simulation**



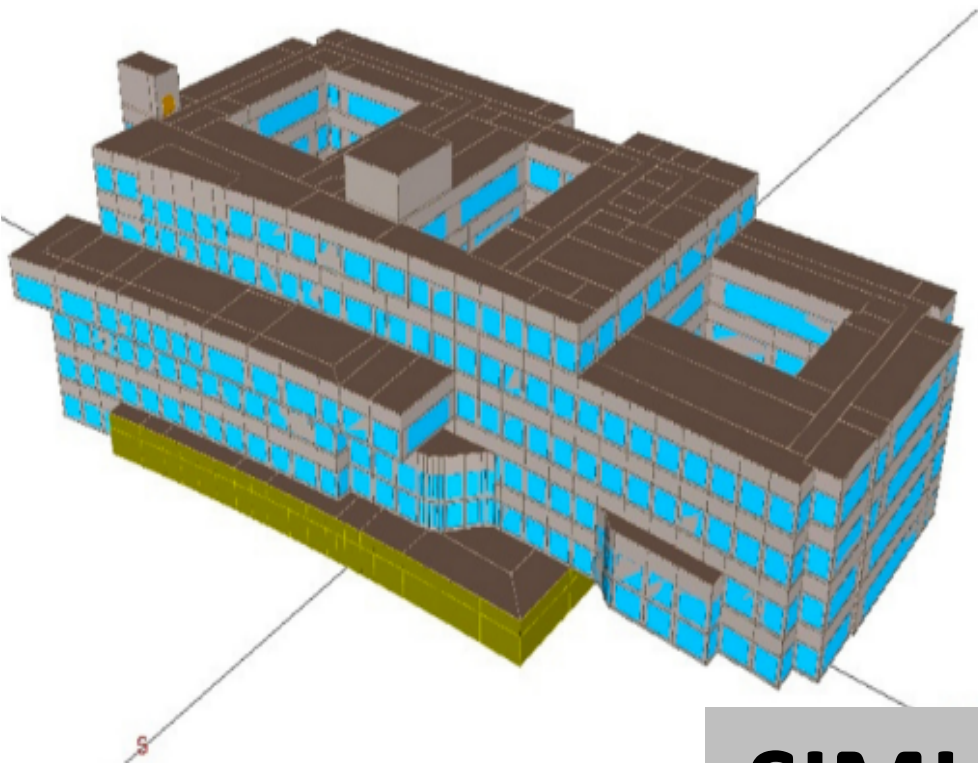
**Remote control**

# DISTRIBUTED (TEAM)WORK

*Hyper-Connected, Easily Distracted*

**Connection  $\neq$  Coordination**





# SIMULATION



# REMOTE CONTROL



**JPL: NASA Control Center**



# The Virtues of Reality

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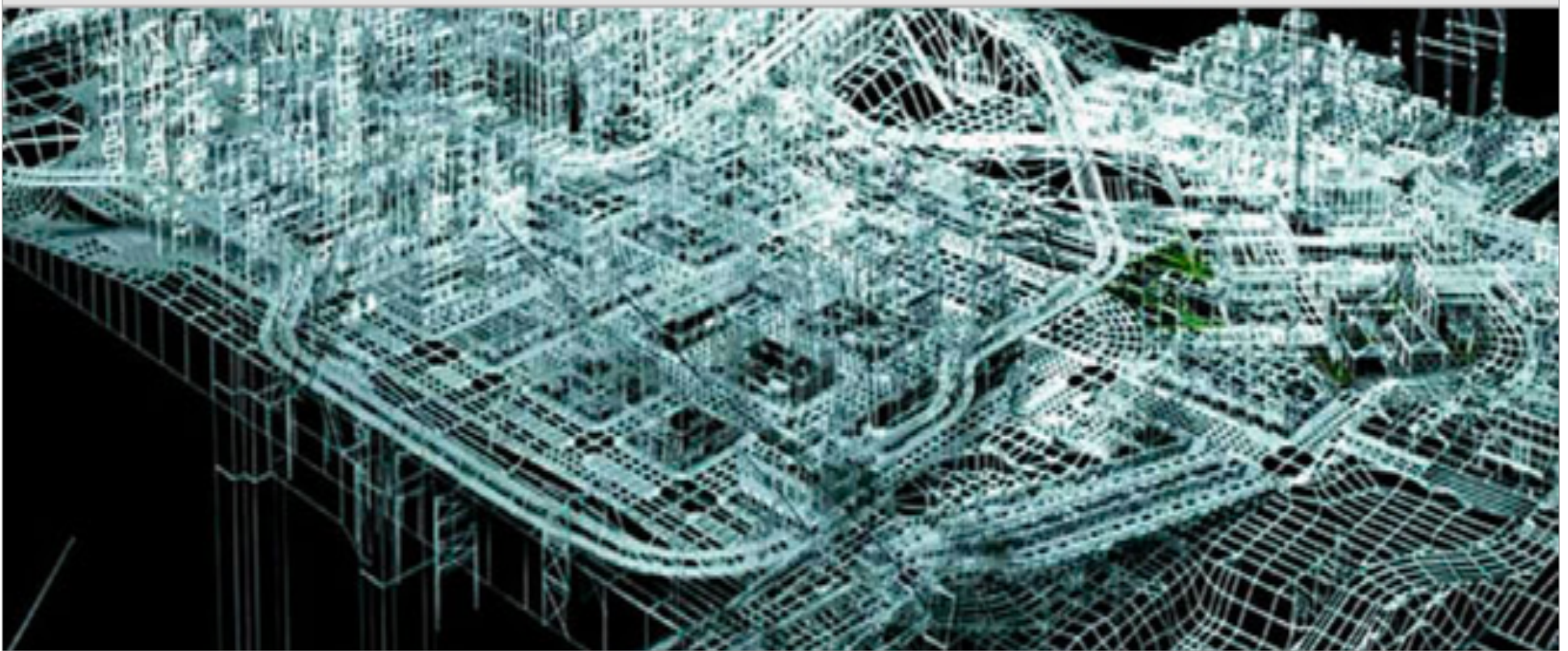
**Ross Douthat** AUG. 20, 2016

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Philip Sowels/Future Publishing, via Getty Images

VIRTUALITY is changing both the WAY we work and the NATURE of our work and even the way we live!



- How does virtuality change how we work and the nature of work itself?
- Will living/working in virtual reality change us as much as it will change our work?
- How do we think of and use virtuality in our work (is it visible or invisible to you)?
- How much of virtual work is deliberately designed?
- What are the paradoxes you see ... and how will you deal with them?