

The Metaverse

Is it our new WoW (World of Work) ?

CHAPTER EXCHANGE
A PMI CHAPTERS COLLABORATION

The Metaverse
Is it our New WoW?

FREE 1.5 PDU
April 28, 2023 19:30 – 21:30 IST (GMT + 5:30)
THIS EVENT IS OPEN TO BOTH MEMBERS AND NON-MEMBERS.

GUEST SPEAKER
Antonio Nieto-Rodriguez

Oliver F. Lehmann
Europe

SESSION MODERATOR
Billy Mwape
Africa

Sharon Gorikapudi
North America

Gbolahan Oyelakin
Africa

Sapumal Ahangama
Asia



Event Recap Taiwo Popoola

The Metaverse, as our new World of Work, is our **R-E-A-L-I-T-Y**

R.E.A.L.I.T.Y

- R**- Readiness to embrace technology
- E**- Experience Virtual Reality which helps in virtual collaboration
- A**- Augmented Reality & Artificial intelligence will dominate new WoW (World of Work)
- L**- Leading Roles belong to Project Managers
- I**- Invest in Skillsets and Mindsets
- T**- Technology is part of our lives, let's adopt it
- Y**- You (all of us) are the Metaverse, let's embrace it

The Metaverse - Is it our new WoW (World of Work) ?

April 28, 2023

Thank you for participating!

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Watch the recording [here](#)



Asia
Sapumal Ahangama



Question:

How do you think the metaverse will impact the way we collaborate and communicate with one another in a work context?

Answer:

Our digital collaborations and digital communications have always depended on a digital screen and a common language. Metaverse along with Web3 and Artificial Intelligence (AI) based technologies will blur the boundaries of the physical world and the digital world leading to more immersive, realistic, interactive, and live collaborations that go beyond seeing each other on a screen such as a monitor or a mobile phone screen. In addition, collaborations will be seamless without any language barriers using technologies such as real-time language translations using AI.

Question:

What kind of skills do you think will be most important for project managers to have in order to thrive in a metaverse-based work environment?

Answer:

Metaverse-based work environments will evolve around new technology trends such as Blockchain, Smart Contracts, Big Data Analytics, Artificial Intelligence, AR, VR, etc. Project managers will also be required to be fluent and conversant on these latest technology trends to survive in these work environments and get continuously updated with the next technology trend.



Africa
Billy Mwape



Question:

How do you think the metaverse will impact the way we collaborate and communicate with one another in a work context?

Answer:

The metaverse has the potential to enable more immersive and interactive collaboration, as well as facilitate communication and knowledge sharing across geographical boundaries. It may also allow for new forms of collaboration and innovation, such as virtual brainstorming and design sessions

Question:

What kind of skills do you think will be most important for project managers to have in order to thrive in a metaverse-based work environment?

Answer:

Workers will need to have strong digital literacy skills, including proficiency in virtual collaboration tools and digital communication platforms. They will also need to be adaptable, flexible, and comfortable with remote work and virtual environments



Europe

Oliver F. Lehmann



Question:

How do you think the metaverse will impact the way we collaborate and communicate with one another in a work context?

Answer:

In the near future, not that much. The Metaverse will help us do certain work quicker and cheaper, but will also bring us new tasks. But this will not fundamentally change our behaviors. Over the long run, the Metaverse will more and more converge with generative AI. This will massively change the way we communicate and collaborate in ways that are still unpredictable. We will have to rethink what we mean when we call people "trustworthy" and "reliable", and we will have to recalibrate our moral compasses.

Question:

What kind of skills do you think will be most important for project managers to have in order to thrive in a metaverse-based work environment?

Answer:

We already see a trend from internal projects to cross-corporate project business with customers and contractors. The Metaverse will accelerate this trend. Project managers will need increased business acumen:

- On the side of customers, they will have to manage multi-tier networks of contractors to best exploit the opportunities that the Metaverse brings for their specific business, and to do it swiftly.
- On the contractor side, project managers will need to have an open mind to understand what makes a customer happy, but also what makes the project profitable and protects the contractor's credit line.



Africa

Gbolahan Oyelakin



Question:

How do you think the metaverse will impact the way we collaborate and communicate with one another in a work context?

Answer:

Metaverse will necessarily change the work environment and redefine organizational culture at the deepest level making remote workplaces more natural and indispensable for business continuity and business sustainability. The condition of the work environment that will premise worker's collaboration and communication will require an explicit sense of presence and immersive experiences which are impossible with conventional video experience tools. The virtual work context will be enhanced flexibility, spontaneity or naturality, greater possibility, and immersive experiences. Metaverse will precisely take the new normal (remote work environment) and working in cross-functional teams to a new and better level.

Question:

What kind of skills do you think will be most important for project managers to have in order to thrive in a metaverse-based work environment?

Answer:

Power skills such as collaboration skills, effective communication skills, problem-solving skills, effective teamwork skills, emotional intelligence skills, and strategic thinking skills.

Also, in addition to the technical project management skills, knowledge and skills in these fields and technologies will be required for project managers to drive project success in the metaverse: data analysis, extended reality (virtual reality (VR), augmented reality (AR) and mixed reality (MR) technologies, artificial intelligence, and cybersecurity.



North America

Sharon Gorikapudi



Question:

How do you think the metaverse will impact the way we collaborate and communicate with one another in a work context?

Answer:

Metaverse will usher in a new era of collaboration and would shape the future of work. Metaverse would facilitate meaningful human interactions between colleagues in the way they used to happen in the office. Employees would immerse themselves completely in a virtual office environment which enables collaboration, creativity, and connections among geographically dispersed teams.

In the short-term enterprise metaverse will move the digital twins way wherein the lines between physical and digital environments would blur. Digital twins would replicate everything from physical assets to people to core business processes and often interact with the physical environment without human intervention.

Question:

What kind of skills do you think will be most important for project managers to have in order to thrive in a metaverse-based work environment?

Answer:

PMI's 12 principles of Project Management: Stewardship, Team, Stakeholders, Value, Systems Thinking, Leadership, Tailoring, Quality, Complexity, Risk, Adaptability & Resiliency, Change. McKinsey came up with a report on defining skills needed in the future of work and am going to highlight some regarding metaverse based work environment.

1. Cognitive
 - a. Critical Thinking: Structured problem solving, logical reasoning, understanding biases
 - b. Planning and ways of working: Agile thinking, work plan development, time management and prioritization
 - c. Communication: Storytelling, active listening, synthesizing messages, active listening
2. Interpersonal
 - a. Mobilizing systems: Role modelling, crafting an inspiring vision, organizational awareness
 - b. Developing relationships: Empathy, Inspiring trust, Humility, Sociability
 - c. Teamwork effectiveness: Resolving conflicts, collaboration, coaching, empowerment, motivation etc
3. Self-Leadership
 - a. Self-awareness and self-management (Understanding own strengths, emotions, triggers etc)
 - b. Entrepreneurship (driving change & innovation, risk taking, disruption)
 - c. Goals Achievement (self-development, coping with uncertainty)
4. Digital
 - a. Digital fluency & citizenship (Digital literacy, digital learning, digital ethics)
 - b. Software use & development (Programming literacy, data analysis)
 - c. Understanding digital systems (Tech translation & enablement, smart systems)

Skills : 3 D Modelling , Animation tools, VR & AR Technologies, Computer programming Python, Javascript, Blockchain and NFT tools web3 architecture, Data, UI/UX Skills, Cybersecurity, Ethics Marketing

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