SECOND LIFE – DOES IT MATTER IN PROJECT MANAGEMENT?

Access to new resource related to virtual reality and PM added to PMWL

Resource provided by Ravalika Gopireddy

3 February 2019 – Mumbai, India – Access to a new resource has been added to the PM World Library (PMWL) related to virtual reality and project management. The new resource is titled *"Second Life - Does it matter in project management?"* an article by Professor Jiwat Ram published on 10th December 2018 on the International Project Management Association (IPMA) blog.

Second Life, a 3-dimensional virtual world was developed by the San Francisco-based firm Linden Lab and launched on June 23, 2003. It provides a platform for users to lead a way of life where they can express themselves without any boundaries and be in a carefree place escaping reality. It allows them to create a virtual world with characters personifying themselve and interacting with each other.

Project Management (PM) is evolving and embracing changes with an ongoing need for agility and efficiency in modern day. With VASB (Virtual reality, Artificial intelligence, Social media, Big data) age developments, incorporating such virtual platforms in project management would enhance its capabilities and broaden its horizon. With unlimited creativity, freedom and a mechanism to simulate complexities, the virtual world provides a great experience for managing real world issues.

This article introduces Virtual Reality (VR) and its various business applications in today's world. The author emphasizes Second Life and how it facilitates a multi-interaction environment. Further it discusses the possible uses of virtual platforms for PM and states that

- ✓ We can create optimized project plans thereby reducing project risks
- ✓ Using VR helps project staff to improve their existing portfolio of skills in dealing with unpredictable situations and improving an overall engagement
- ✓ It can be used as a platform to test new tools, processes and practices

To access this new resource, go to the Applications and Hot Topics section of the library at https://pmworldlibrary.net/applications-and-topics/ click on "Virtual Reality and Project Management", scroll down. Must be a registered member and logged-in to access.

This new resource provided through the PMWL university research internship program; to learn more, click here

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For PMWL Post

Ram, J. (2018). Second Life - Does it matter in project management, IPMA blog, 10 December 2018. Second Life, a 3-dimensional virtual world, provides a platform for users to create a life where they can express themselves without boundaries and in a carefree place escaping the reality. With the VASB (Virtual reality, Artificial intelligence, Social media, Big data) age developments, incorporating such virtual platforms in project management can enhance its capabilities and broaden its horizon. With unlimited creativity, freedom and a mechanism to simulate complexities, the virtual world provides a great experience in

managing real world issues. This article introduces Virtual Reality (VR) and its various business applications in today's world. It discusses the possible uses of virtual platforms for PM and ways it can impact projects. Available online at https://www.ipma.world/second-life-matter-project-management/ (Gopireddy)

Where to post in the library: https://pmworldlibrary.net/virtual-reality-and-pm/