



Report on Survey Data

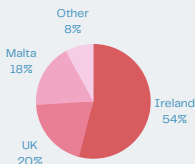
THE PARTICIPANTS

Respondents: 371

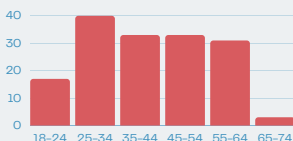
Female: 54% Male: 46%



Location:



Age:

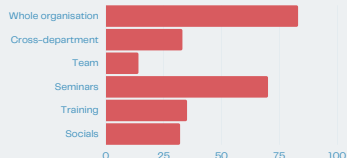


The survey was carried out between December 2021 and February 2022 when COVID-19 restrictions were beginning to lift in many locations.

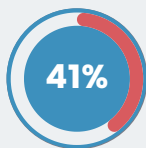
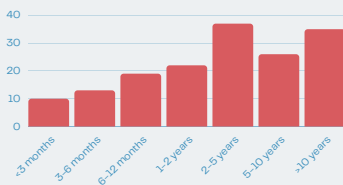
Industries: Participants work in a range of industries, including academia, pharma, finance, real estate, IT, media, charity, medical devices and creative arts.

Job Titles: There is also a range of job titles cited in responses, including CEO, teacher, UX manager, instructional designer, procurement manager and poet.

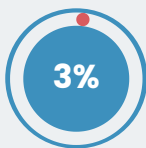
Meeting attendance: When asked how many people normally attend different meeting types, results show that attendance is high at whole organisation meetings and seminars, but drops considerably for cross-department meetings, training sessions and socials with team meetings having the lowest attendance, showing that teams are often comprised of around 10 people.



Time in current role: We asked participants how long they had been in their current roles. While the majority of respondents have been in their roles for at least two years, over 20% of respondents started in their current roles during COVID.



NEVER HAD TEAM MEETINGS ONLINE BEFORE THE PANDEMIC



NEVER HAVE TEAM MEETINGS ONLINE NOW

Frequency of online meetings: When we asked how often participants had online meetings before and after the pandemic, results show that there was a significant shift to online meetings during the pandemic, with 41% of respondents saying that they never had online meetings before the pandemic and just 3% saying they never have online meetings now.

Interactive Variation Online

- This survey is one component of the **Interactive Variation Online (IVO)** project.
- This project is **funded** by UKRI-AHRC (Arts and Humanities Research Council) and the IRC (Irish Research Council) under the 'UK-Ireland Collaboration in the Digital Humanities Research Grants Call' (grant numbers AH/W001608/1 and IRC/W001608/1).

- The IVO project aims to examine virtual workplace communication to gain depth of insight into the potential barriers to effective communication and enable future research into spoken language by developing appropriate technical protocols for capturing and analysing interaction multi-modally.
- The project is **co-led** by Principal Investigators Dawn Knight (Cardiff University) and Anne O'Keeffe (Mary Immaculate College Limerick) with Research Assistants based in these universities and a team of co-investigators from various institutions with a range of expertise relevant to the project objectives.

Use of Technology



79%

Microphone on



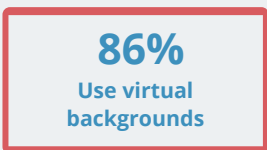
76%

Camera on

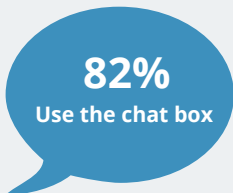


84%

Use reactions like hand raise

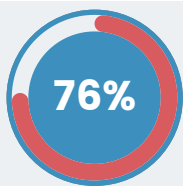


86%
Use virtual backgrounds



82%
Use the chat box

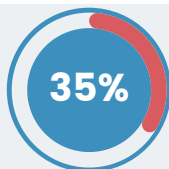
Technology usage: When asked about use of technology and platform features, we found that our respondents have a high level of engagement with hardware as well as platform features such as virtual backgrounds and interactive features such as hand raises and the chat box. This shows that there is a high level of communication in virtual meetings outside of just what is spoken.



PREFER SOCIALS FACE TO FACE

Face to face or online?

When asked about preferences for face to face or online modes for different meeting types, it is striking that the majority of respondents are in favour of face to face social events, but many are happy with other meetings, such as whole-organisation meetings to be held virtually. We can also see below that respondents like the efficiency of online meetings, but there is a strong sense of the loss of social interaction that is a feature of face to face meetings.



PREFER WHOLE ORGANISATION MEETINGS FACE TO FACE

What works well for team meetings in an online environment?



"the meetings tend to be much shorter and precise; team members can log on from home and save travel time"

"reaching the whole team regardless of their location"

"efficient catch-ups with people in many places, daily stand-ups, presentations with whiteboards, etc"

"Allows people to be flexible, if people are in the office they use a meeting room and connect to everyone else"

What doesn't work well for team meetings in an online environment?



"a bit impersonal; structure/tone not always clear"

"Limits real interaction and can be undermining when staff text each other during meetings"

"Less opportunity to get acquainted with new colleagues"

"If learning is needed or if it is a social gathering, online tends to remove most small talk"

For more information on the Interactional Variation Online Project

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