

CHAPTER VIII

USING VIRTUAL MEETING AND PRESENTATIONS

8.1. Why and How

8.2. Tips and Types for Graphic Design Teachers

8.1 CHAPTER VIII **WHY AND HOW**

Virtual presentations and meetings in graphic design are important for the environment because they reduce the need for travel and transportation, which can have a significant impact on the environment. By using virtual communication tools, designers can attend meetings and presentations from the comfort of their own homes or offices, eliminating the need for travel and reducing carbon emissions from transportation. Additionally, virtual presentations and meetings can also reduce paper usage, as all information can be shared and stored electronically, rather than being printed and distributed. This reduces the amount of waste generated, as well as the energy used to manufacture and transport paper. Furthermore, virtual meetings and presentations also have the potential to reduce energy consumption by using less power-intensive equipment, such as laptops and smartphones, as compared to larger equipment such as projectors and air conditioning used in a physical meeting room.

Virtual meetings and presentations are not only environmentally friendly, but they also offer a number of other benefits for the design process. They allow for real-time collaboration and feedback, enabling designers to work more efficiently and effectively. Additionally, virtual meetings and presentations can be recorded and stored for future reference, providing a convenient way to review and share design information.

There are several examples of virtual meeting and presentation tools that are commonly used in Europe for graphic design.

SOME EXAMPLES INCLUDE:

ZOOM •

A popular video conferencing tool that allows for real-time meetings and presentations. It offers features such as screen sharing, recording, and the ability to host webinars and virtual events.

SKYPE

A well-known tool for video and voice calls, that also allows screen sharing and recording.

GOOGLE MEET

A video conferencing tool that is integrated with the G Suite of tools, it allows for real-time meetings and presentations, and also offer features such as screen sharing, recording and live captions.

ADOBE CONNECT

A web conferencing tool that is specifically designed for creative professionals, it allows for real-time meetings, presentations and collaboration, with features such as screen sharing, recording, and the ability to host virtual events.

MICROSOFT TEAMS •

A collaboration platform that integrates with Office 365, it allows for real-time meetings, presentations, and collaboration with features such as screen sharing, recording, and the ability to host virtual events.





SLACK •

A popular communication tool that allows for real-time messaging, file sharing, and collaboration. It can be integrated with other tools such as Zoom and Google Meet, making it a convenient option for virtual meetings and presentations.

These are some of the most popular virtual meeting and presentation tools that are used in Europe, however many other tools exist, and the best choice will depend on the specific needs of the project and the design team.

Many companies in Europe are implementing virtual meeting and presentation tools as a part of their sustainability efforts. For example, the Danish engineering firm Ramboll²⁰ has implemented a virtual meeting platform that allows their employees to conduct meetings and presentations remotely, reducing their carbon footprint by eliminating the need for travel.

IN CONCLUSION Virtual meetings and presentations in Europe can have a significant impact on reducing the carbon footprint by eliminating the need for physical travel and reducing transportation-related emissions.

Many companies in Europe are already implementing these tools as a part of their sustainability efforts.

8.1 CHAPTER VIII WHY **AND HOW**

NOTE

20- https://ramboll.com/-/ media/11a6d298ab864d4782bd6da90e25051b.pdf





8.2 CHAPTER VIII **TIPS AND TYPES FOR GRAPHIC DESIGN TEACHERS**

Here are some tips and types of activities for graphic design teachers on how to introduce the use of virtual meetings and presentations in the curriculum

HANDS-ON PROJECTS

Have students work on projects that require virtual presentations, such as creating an online portfolio or an e-book. This will help them get a hands-on experience with virtual tools and understand their benefits.

DISCUSSIONS AND CASE STUDIES

Encourage students to discuss and analyze real-life examples of companies or organizations that have successfully implemented virtual presentations. This will help them understand the impact of virtual presentations and how they can be used in different contexts.

COLLABORATIVE ACTIVITIES

Encourage students to work together in small groups to create virtual presentations. This will help them develop teamwork skills and also familiarize themselves with collaboration tools.

WORKSHOPS AND GUEST SPEAKERS •

Invite experts in the field of virtual presentations to come and speak to students. This can provide an opportunity for students to learn about the latest tools and techniques available for virtual presentations.

ONLINE RESOURCES •

Provide students with access to online resources, such as tutorials and videos, that can help them learn about virtual presentations and the various tools available.

