

Chapter 13. Thompson. Teamwork via information technology

place/time model of social interaction

- face to face communication
 - same place
 - same time
- telephone or videoconference
 - different place
 - same time
- e-mail or vocemail
 - different place
 - different time

Loss of informal communication

disconnected feedback

loss of informal modeling

Virtual teams

- task focused group not physically close
 - 1 reason
 - 2 reason
 - 3 reason
- threats to effective processes
 - 1 lack of effort
 - 2 not the most advantage of skills and talents of team members
 - 3 complications to summon
- structural solutions for virtual teamwork
 - group support systems
 - virtual team technology
 - initial face-to-face experience
 - temporary engagement
 - touching base

cross cultural teamworks

- cultural intelligence
 - capability to adapt to work with different culture individuals at the same time
- work ways
- cultural values