



**Your name:**

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**Virtual intercultural teams**

**Session 7:**

**Negotiating an e-culture for virtual teams**

**Learning journal**



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The work is attributable to:   
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## Content / Tasks

7.1 Prelude

7.2 Introduction

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|  | Benefits of virtual teamwork |

7.3 Culture, interculturality and cultural negotiations, a quick review

7.4 Cultural leverage in VITeams or negotiating a VITeam culture

7.5 An E-culture, best practices

7.6 Approaches for finding best practices

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|  | My dune model |

7.7 Summary

7.8 Learning review

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|  | Case "An Austrian US-American teamwork" (Part 1) |
|  | Case "An Austrian US-American teamwork" (Part 2) |

7.9 Sources, further reading and web links

## ► 7.2 Introduction

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|  | **Benefits of virtual teamwork** |

From the benefits mentioned in the video clip, select those you consider to be of relevance for your VITeam and note them down here.

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## ► 7.6 Approaches for finding best practices

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|  | **My dune model** |

Considering a team you have been or anticipate to be a member of, note down three rules you would place into the *“must”*, *“should”*, or *“can”* category. These can be company or social rules.

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## ► 7.8 Learning review

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|  | **Case “An Austrian US-American teamwork” (Part 1)** |

The following statements and extracts from the reflective essay illustrate three different phases in the development of the teams. Considering the team challenges as well as best practices, read through the statements and for each project phase:

* Identify the challenges the team is facing.
* Note down what may cause the issues which are surfacing.

**Phase 1: Getting off to a start (Getting to know the team)**

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**Phase 2: Unexpected tensions and issues (Storming)**

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**Phase 3: Getting to a good finale? (Norming and performing)**

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|  | **Case "An Austrian US-American teamwork" (Part 2)** |

Think about and note down in your learning journal what the team could have done to avoid the issues which were surfacing, applying the dune model as well as Bonos thinking hats and giving three examples.

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Use the results of your analysis to sketch out elements of an E-culture considering a communication charter, specifying tasks and processes, developing a common team spirit and a team rhythm.

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