

# The 3 Realms

### OF VIRTUAL FACILITATION

# **Actual Physical Space**

When conducting group work over a virtual meeting platform, a facilitator should be aware of the multiple layers of interaction that can be happening at any given time. The first, and most often overlooked, realm of virtual facilitation is the actual physical space from which a participant is connecting.



## **Activity Ideas**













# Virtual Meeting **Platform**

The next realm is the platform you are using for your virtual meeting such as Zoom, MS Teams, Skype, etc. This is likely to be where most of the interaction is going to happen and it is worth your time to become an expert on one or all of them. Masterful use of your meeting platform is what can make some aspects of virtual facilitation even better than in-person.



#### **More Ideas**

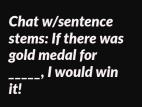
**Break Out Rooms: Pair** and Share







SHARE YOUR SCREEN: WHERE'S WALDO









#### Tools

The third realm includes the myriad of applications that exist outside of your meeting platform and can be incorporated into your virtual program. The options are massive and growing everyday. They can be grouped into 4 buckets:



### **Useful Platforms**

INTERACTIVE SANDBOX

**MIRO** 

GOOGLE JAMBOARD

VISUAL ENHANCEMENTS

GOOGLE SLIDES

**POWERPOINT** 

**FLIPPETY** CANVA BITMOJI

**PIXLR** 

**PREZI** 

POLLING AND CHOICE

**POLL EVERYWHERE** 

EVERYTHING ELSE

GOOGLE EARTH **YOUTUBE MUSIC**