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Telepresence

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Remote Technologies Allow You to be Here, Even When You Are There

There are predominately two common opinions on telepresence by workers. Either they see the benefits of being able to work on other projects while at home or see how such little human interaction can lead to depression and stress. Breanna Diaz and Ashley Butler provided us with direct quotes on how they view remote work which both coincide with the differing thoughts. Also, Tina Luna and Candace Gumapac, supplied us with insight on how local a school and hospital utilize telepresence. Although our research was found largely from academic journals, conducting personal interviews has allowed us to get first-hand information to support the data we found through secondary research. The central purpose for researching telework was to examine the value and challenges faced by employers and employees. The paper is divided into the education, medical, sports, and tech field and follows the positives and negatives of telepresence for each industry.

Overall, doing work from home and the robots invented for the cause both create more time to work on other tasks, saves travel time, and allows more opportunities to gain skills on technology. The main downside to teleworking is being unable to build relationships. There are other issues with virtual work, but they are easier to fix. For example, not every student or teacher can afford new telepresence robots to make online learning simpler. However, the local, state, and government agencies can fund schools with technology and money, as they have before. Ultimately, the best solution for employees and employers is to find a healthy balance of working in-person and virtually, if the environment allows. All industries are trying their best to make the increase in telepresence, because of the COVID-19 pandemic, as easy on their employees as possible.

EDUCATION

Peggy Bresnick from IoT Integrator provides three examples of robots that operate in classrooms. First, Kubi, "a portable solution designed to sit on a desk side-by-side with students in the classroom. The device holds a tablet and lets the remote user look around the room and be a part of the conversation" (Bresnick, 2021). Remote students join a Zoom meeting and can control Kubi to direct their attention around the classroom. Second, Meeting Owl, "a smart video conferencing camera that captures 360-degree video and audio, automatically shifting the stationary camera to focus on whoever is speaking." Students who are joined on the video conference platform can see the teacher, board, and classmates. Lastly, Bresnick mentions the Swivl CX robot, this machine follows the teacher as they walk around the room and livestreams and/or records videos via Zoom, Microsoft Teams, or Google Meet.

https://www.kubiconnect.com/e-commerce/kubi-classic.html

MEDICAL

This is applies to local CHI St. Luke's Health Memorial in Lufkin, Texas. Candace Gumapac, registered nurse at the hospital, explained that onsite doctor's and affiliated clinics both provide tele-visits to patients who are unable to receive checkups in person.

In a simulated multigenerational home, InTouch Health deployed a remote presence robot that instructors, doctors, and other healthcare professionals were able to communicate through which allowed them to maintain a presence in the environment within the healthcare facilities from a remote location elsewhere (Sampsel, 2014).

Registered Nurse Candace Gumapac

SPORTS

For the NFL, especially through the times of COVID, they have used telepresence tools such as Zoom or Microsoft teams to connect coaches with players so that the personnel of the team can communicate and go over anything that needs to be said.

An intriguing idea that came about during the baseball season while COVID precautions were at their peak was to allow fans to purchase robots and have those robots attend the games and sit in the stands. This would allow players to hear real fans cheering and yelling while also giving the fans an experience that is different than just being at home watching from whatever network is streaming the game.

https://logos-world.net/zoom-logo/

TECH

Some platforms have even introduced 3D displays of their products online to allow for more user interaction. This increases user involvement and brings the ability for the consumer to analyze the products before they buy.

Virtual reality or augmented reality is growing to a huge degree by being able to give its consumers a sense of meditated environment. One example would be, "human beings can create a perceptual illusion of being present and highly engaged in a meditated environment, while they are in reality physically present in another place" (Nah, 735).

https://www.theverge.com/2019/5/16/18625238/vr-virtual-reality-headsets-oculus-quest-valve-index-htc-vive-nintendo-labo-vr-2019