

3.4.2 Mibo

- **Aim**

Mibo is a new video chat tool made for (informal) online meetings, social mixers, and networking by which you can work around freely in a 3D world. It aims to offer



an interactive, modern, and innovative online space for groups of people who would like to exchange ideas, build relationships, communicate openly and comfortably even through a screen.

HE teachers can use this tool in the classroom to, first of all, get to know their students in a more informal and fun way. Then, it can be used between students for group activities to improve their communication, collaboration, problem-solving, and team-working skills. In the following sections, this online tool will be explained, and its features will be presented, followed by a more detailed guide on how it can be implemented during classes. In addition, this tool can also be found useful by HE students after their graduation, as it is also very appropriate for companies.

- **Description**

The COVID-19 pandemic has changed our lives in so many ways. One of them is the rapid technological turn for gatherings, whether professional meetings, university lectures, or school classes due to social distancing. Experts claim that even when the pandemic is over, the use of online tools for these kinds of purposes will continue to exist thanks to time-saving, cost-effectiveness, easy access, and more. Yet, online gatherings fall short of face-to-face ones as personal and human contact is decreased.

This setback is what Mibo aims to tackle since it works differently than other video chat tools. The typical feature of one window per person in an online call does not exist. Mibo provides a persona for each user who can move around and talk to different people who have joined the online meeting. Through its innovative features, users can have a new experience of online meetings.

- **Key Features**

Mibo differs from other online meeting and conferencing tools as its innovative and creative features can offer a more realistic online meeting. More specifically, the key features of Mibo are:

- **Virtual place** – Users are not just in virtual windows. They are allowed to move around in a virtual place that can be a classroom, an office, or the beach. As a result, users feel closer to one another and more like at a real-life social gathering, therefore, more at ease to speak openly and comfortably.
- **Move and groove** – This feature allows users to move around and speak to different people who are also in the same call. Users are the ones who decide

where to go and to who to talk to. In addition, users cannot see themselves, only others, making them feel immersed and at ease.

- ***Walk and talk*** – Audio intensities vary based on proximity therefore, users need to be close to each other to have a conversation. At the same time, they can still hear the other users as background buzz, like in real life.
- ***Fun and friendly*** – Mibo offers a variety of games and playful activities (e.g., listening to music, playing poll) that can help users socialize without forcing it. This allows users to get to know each other better and develop team spirit.
- ***Come back week after week*** – Users and administrators can create and schedule team socializers for users to come back at a regular basis.
- ***Throw virtual parties*** – Users can throw parties for birthdays, milestones, or just important events for the group.
- ***Share your screen during workshops, social events and meetings*** – users are free to share their screen, share a point and demonstrate their opinion by additional visual representation.

- ***Benefits***

Mibo provides the possibility to have online social gatherings in a different and more fun way. However, following Figure 32 provides benefits for a HE teachers for using it in the classroom.



Figure 32: Mibo Benefits

- **Implementation**

Implementing this tool in a classroom means that technology is used as a primary resource of the class. Therefore, the course should be held online. Even though no advanced digital skills are required to work with Mibo, yet students should still be given some time to get more familiar with the tool and its features.

- **Describe the Purpose/Problem Definition**

- **General Overview:** A problem should be given to students as an introduction. This problem can be a reflective question or a controversial topic for which, students should discuss between them to find the solution or a common opinion between them. To do so, students should be divided into groups and participate in online brainstorming sessions. This is exactly where Mibo should be introduced and used, for students to navigate through the online space of Mibo

until they find the one group that suits them. They will be given a specific amount of time to discuss and then all together will share their group's ideas and have an overall discussion.

- **Classroom Activity:** At the beginning of the class lecture, HE teachers should give the students a problem or raise a reflective question related to their field. No matter what this problem/question is, it should be composed in a way that will lead to a discussion between students. HE teachers will then introduce Mibo as the online tool to be used for the brainstorming sessions between students and explain its differences to a standard online tool (e.g., the possibility to navigate through the online space, change groups, hear other groups in the distance). Then, clear instruction should be given to students to proceed with the tool implementation.

- **Implement the Tool**

- **General Overview:** For implementing of the tool, the theoretical part will be replaced by practice, and students will have the opportunity to use the tool, therefore, a clearer image of what this tool actually is.
- **Classroom Activity:** HE professors will proceed with instructions to the students to use Mibo for their brainstorming sessions. Instructions can go as followed:
 - Division of class in groups of 4 to 5 students each.
 - Creation of students' accounts and entrance in the room already prepared by the HE teacher* (**The HE teacher that will use Mibo in class, should create an account and an online space ready for use by students beforehand. After a confirmation email for the account creation, a new one is sent for setting up a room).*)
 - Provision of sometime (5 minutes) for students to navigate the online space. Instructions will be given to them on how to move around as shown below.



Figure 33: Guidelines on Using the Online Space



Figure 34: Reminder on how to Navigate through the Online Space

- Navigation through the online space and creation of small groups. The HE professor will then provide time (15 minutes) for students to discuss and brainstorm with the purpose of finding a solution to the problem raised. The HE teacher will be able to go through the different groups and help or provide guidance. In addition, students are also able to go around and talk with other groups to hear other opinions and reconsider what was already decided between their groups. However, at the end of these 15-minute sessions, students should return to their primary group.
- **Collect Data after Tool Implementation**
 - **General Overview:** After the tool's implementation, it is now time to collect all the conclusions resulting from discussions and brainstorming to conclude on the solution or opinion of the problem raised at the beginning of the class.
 - **Classroom Activity:** Once the 15-minute sessions are completed, each group has to extract the main points considered or heard from others and conclude (in 5 minutes) on a main outcome or solution of the problem before presenting it to the rest of the class.
- **Analyse the Data and Reflect on the Outcome**
 - **General Overview:** After the tool's implementation, it is now time to collect all the conclusions resulting from discussions and brainstorming to conclude on the solution or opinion of the problem raised at the beginning of the class.
 - **Classroom Activity:** Once the 15-minute sessions are completed, each group has to extract the main points considered or heard from others and conclude (in 5 minutes) on a main outcome or solution of the problem before presenting it to the rest of the class.

- **Examples of Organisations using Mibo**

Real-life examples should ideally drive every concept. Here are some of the examples of big corporate giants that use Mibo for online meetings and gatherings as well as for team bonding between colleagues.

Disney is using Mibo for online meetings and gatherings.	
Unicef is using Mibo for online meetings and gatherings.	
Netflix is using Mibo for online meetings and gatherings.	
Google is using Mibo for online meetings and gatherings.	
Microsoft is using Mibo for online meetings and gatherings.	

Table 14: Examples of Organisations using Mibo

- **Additional Examples on the Use of the Mibo Tool**

Following are specific resources to understand Mibo in more detail e.g., relevant articles.

- Video by the International School of Business in Arnhem (the Netherlands) that used Mibo for ice-breaking activities to their new students – [Link](#)
- Mibo Resources: Getting Started – [Link](#)

- **Links to General Learning Resources**

Following are general resources to understand Mibo in more detail e.g., links to YouTube video clips.

- YouTube Videos:
 - Welcome to Mibo – [Link](#)
 - Get to know Mibo – [Link](#)
 - How Mibo revitalised the after-work Friday drinks online – [Link](#)

- Simple tutorial for facilitating and leading a group in Mibo – [Link](#)