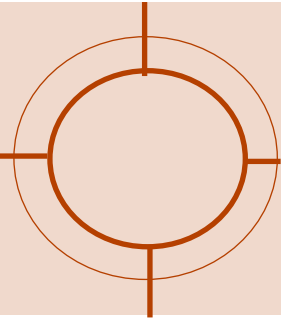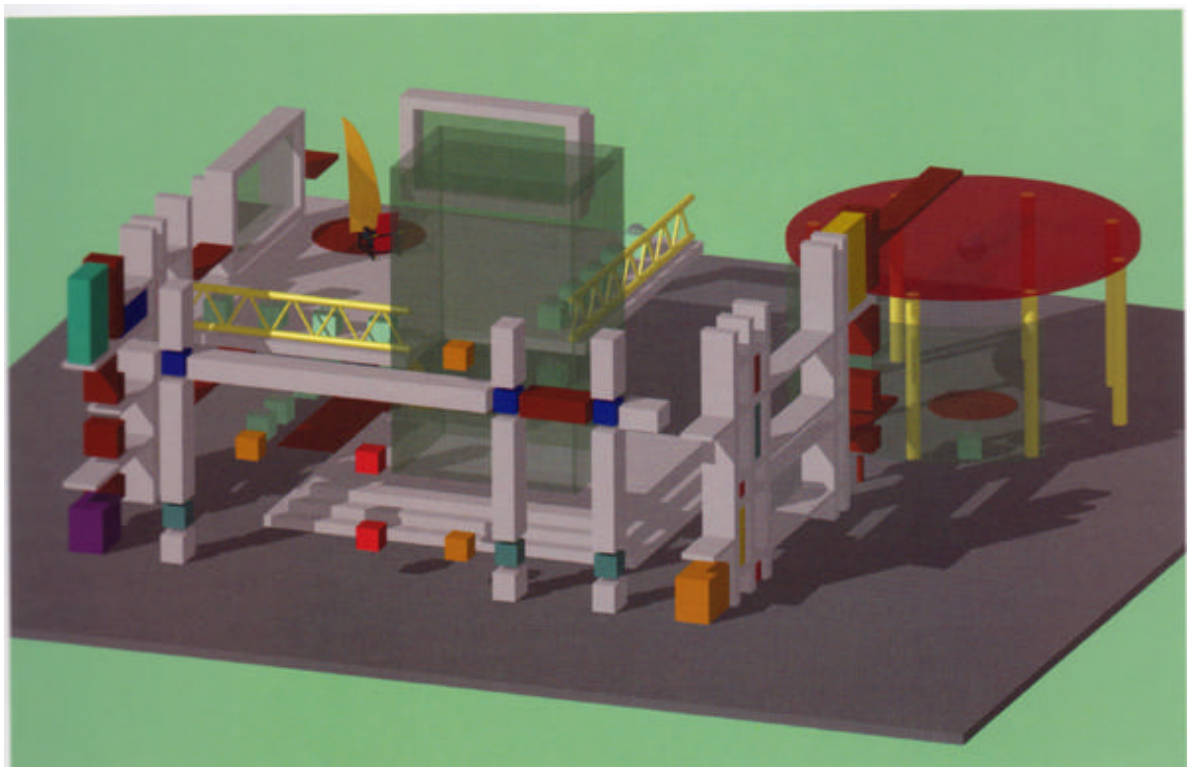# MARY LOU MAHER, UNIVERSITY OF SYDNEY

A VIRTUAL OFFICE

The Virtual Office design provides an environment in a three-dimensional virtual worl, in which a person, as an avatar, works alone or holds meetings with others. Two aspects of the design emphasize the "virtual": the walls and the allocation of areas. The design assumes that the walls of a virtual office provide a visual boundary to the place that indicates what is inside and what is outside the office. The functions of the wall include security, privacy, and a place for hanging things. The three-dimensional visualization of the wall as a frame with cubes was inspired by the paintings of Piet Mondriaan. The design has five functional areas that are distinct, in order to provide a sense of movement when moving from one type of task to another.
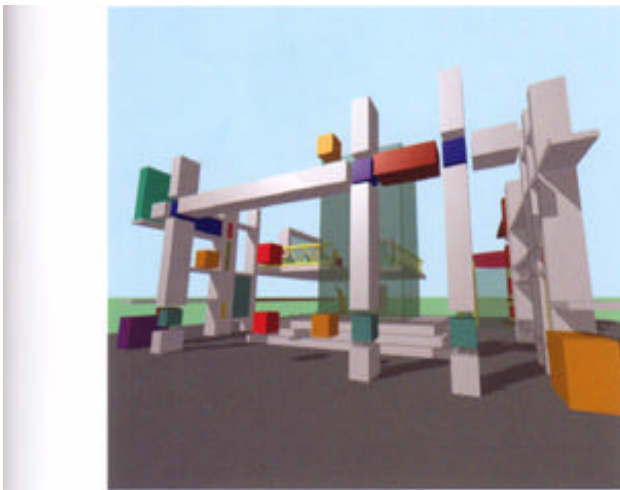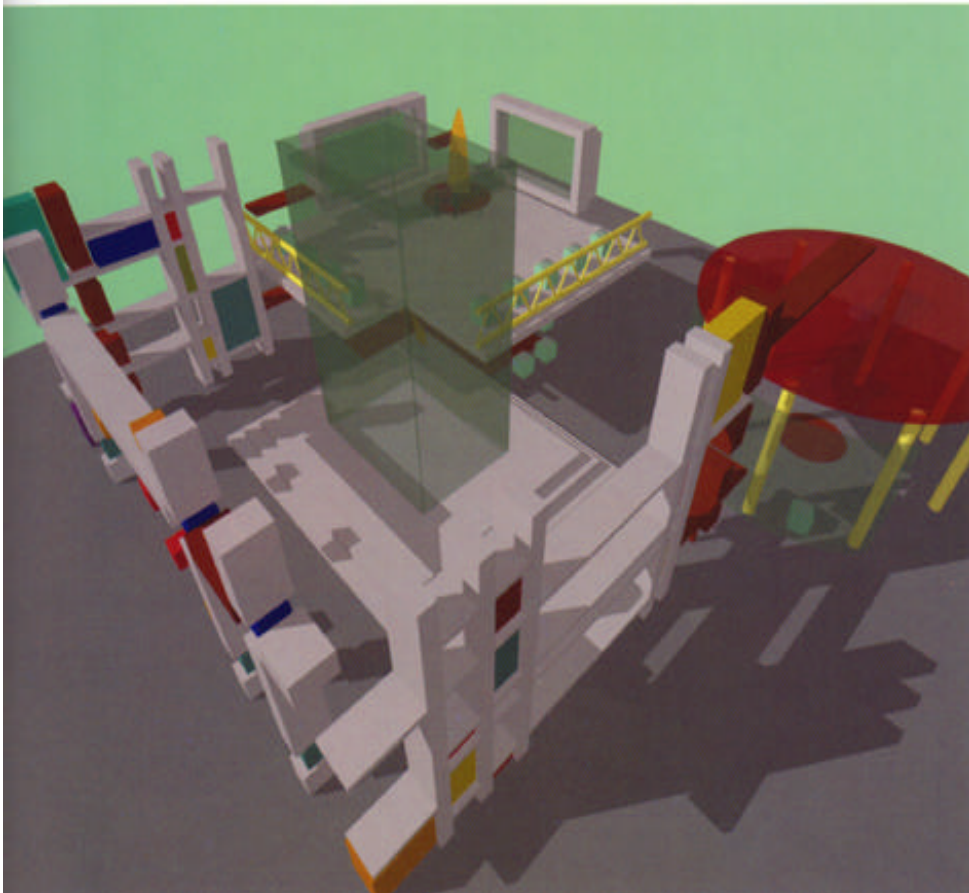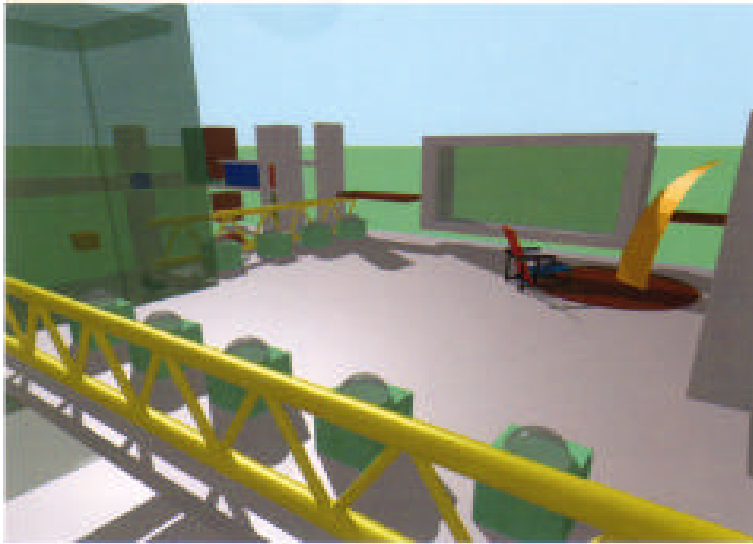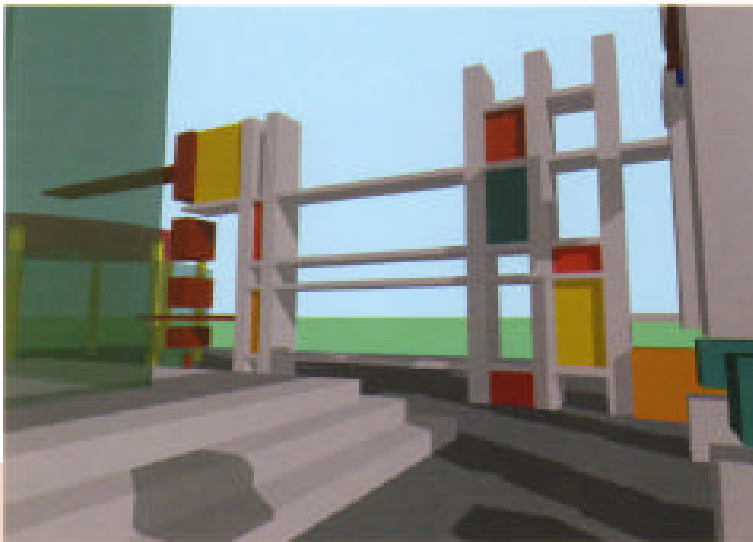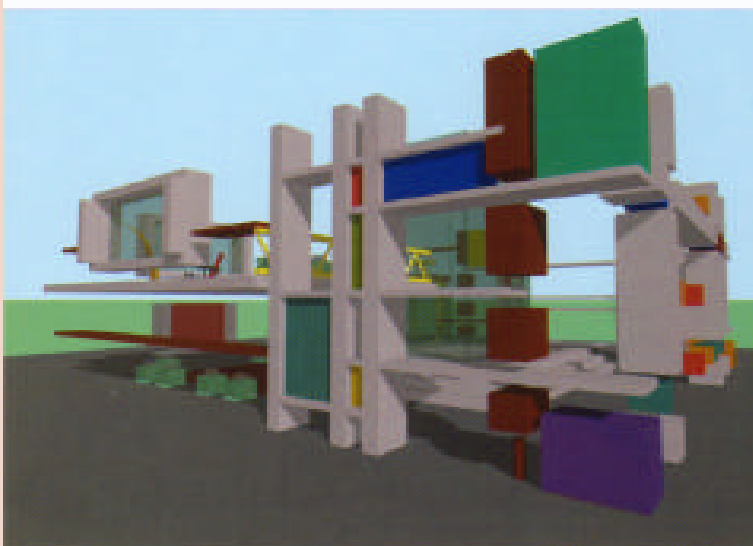

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1. Entrance provides an introduction to virtual office, as well as security and messaging devices
2. Cylindrical entrance area and rectangular prism enclose all other areas
3. Cubes on walls representing different functions can be relocated
4. Screens provide equivalent to the computer monitor, and feature as a place for information outside the office
5. Frame-like walls provide security and privacy through software

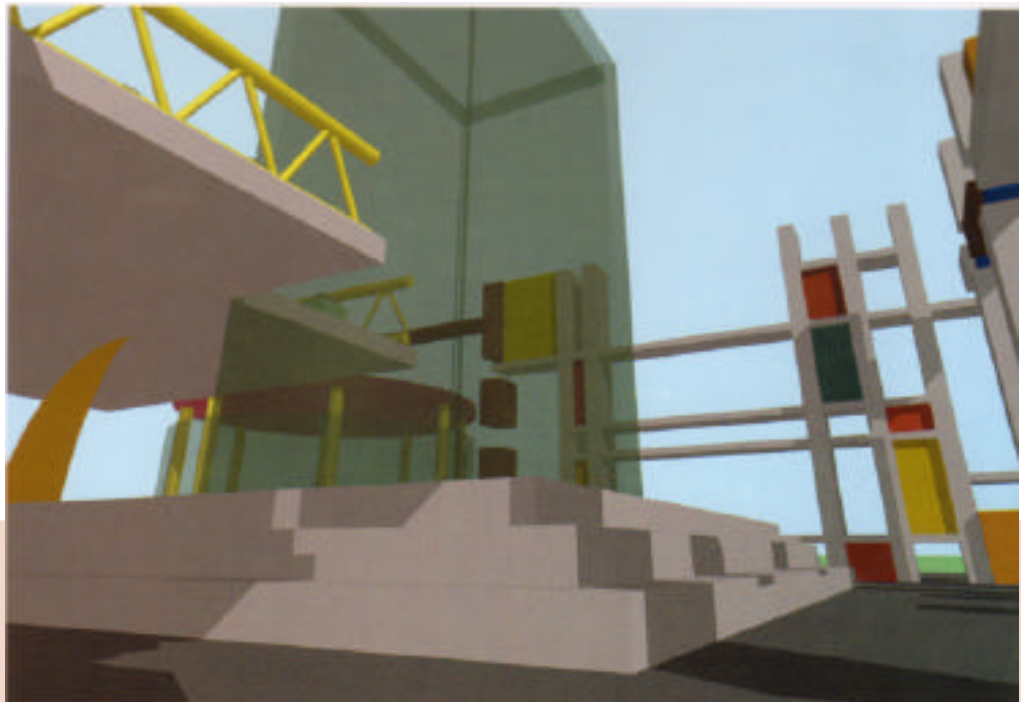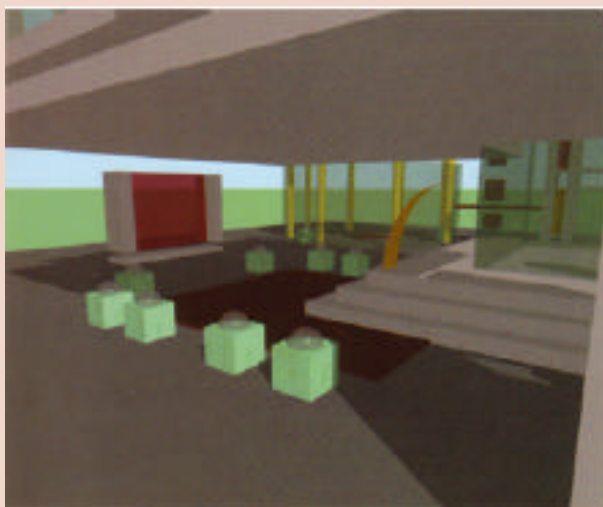MARY LOU MAHER, **UNIVERSITY OF SYDNEY**

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6. Working area provides range of office tools, with a chair to symbolize that a person is there
7. Communication area is for meeting and working collaboratively; stairs provide informal seating
8. Mondriaan's paintings inspired placement of frames
9. Lift moves avatar from one level to another; symbolizing a change in activity
10. Relaxation area provides access to online entertainment

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