

# How to Lead a Virtual Team

or

## “New Ways of Working”

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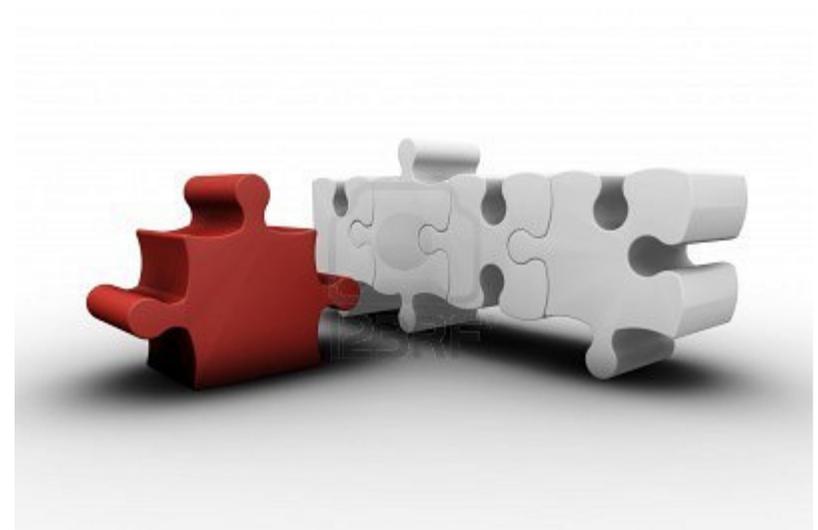


**KIN RESEARCH**

The Knowledge, Information, and Networks-research group

# WHAT WILL WE DO TODAY?

- 1) Introduction
  - 2) Exercise: Insights from you on “what makes an effective virtual leader in your context?” Team up!
  - 3) Insights from academia on possible solutions of dealing with the challenges of leading a virtual team
- Discussion & Conclusion



# FILMFRAGMENT NTR INTERACTIVE LEADERSHIP (2010)

<http://educatie.ntr.nl/leidersgezocht/2999112/aflevering-6-interactieve-leider/>



# WHAT IS A VIRTUAL TEAM?

**“Virtual teams are teams that work together on a common task, independent of temporal and geographical boundaries, supported by information technologies”**

**(Lipnack & Stamps, 2000)**



# AND WHAT IS A SERVANT (VIRTUAL) LEADER?

**“A servant leader facilitates growth, development and general well-being of individuals who comprise the organization.”**

**(Stone, Russell & Patterson, 2004)**

**WHAT GAVE  
RISE TO  
VIRTUAL TEAMS  
AND LEADERS?**

Computers are wonderful.  
Whatever happens,  
no one is to blame.



# WHAT ARE THE STRATEGIC BENEFITS OF VIRTUAL TEAMS?

- Getting the best talents from the globe to be part of the team.
- Creating a healthy “work-life balance” (work from home)
- Reduce costs of travelling and minimize carbon footprint...



# WHAT ARE THE EFFECTS OF COLLABORATING VIA THE COMPUTER INSTEAD OF FACE-TO-FACE?

- Non-verbal cues are reduced

*How does this impact the development of interpersonal relationships and trust?*



# What are the effects of New Ways of Working for different generations?

## Web 2.0

	Traditionalist 61 - 84	Boomer 42 - 60	Gen X 26 - 41	Gen Y 18 - 25
<b>Training</b>	<i>The hard way</i>	<i>Too much and I'll leave</i>	<i>Required to keep me</i>	<i>Continuous &amp; expected</i>
<b>Learning style</b>	<i>Classroom</i>	<i>Facilitated</i>	<i>Independent</i>	<i>Collaborative &amp; networked</i>
<b>Communication style</b>	Top down	Guarded	Hub & Spoke	Collaborative
<b>Problem-solving</b>	Hierarchical	Horizontal	Independent	Collaborative
<b>Decision-making</b>	Seeks Approval	Team informed	Team included	Team decided
<b>Leadership style</b>	<i>Command &amp; control</i>	<i>Get out of the way</i>	<i>Coach</i>	<i>Partner</i>
<b>Feedback</b>	No news is good news	Once per year	Weekly / Daily	On demand
<b>Technology use</b>	<i>Uncomfortable</i>	<i>Unsure</i>	<i>Unable to work without it</i>	<i>Unfathomable if not provided</i>
<b>Job changing</b>	Unwise	Sets me back	Necessary	Part of my daily routine

Lancaster & Stillman, 2003.

# WHAT ARE THE CHALLENGES OF INTERACTIVE LEADERS?

- Task related
- Social related



# Exercise: “What makes an effective virtual leader in your context?” Team up with 3/4 peers

1) Think about an inspirational leader that has once crossed your path and helped you grow.

*Can you describe these qualities and relate them to what it means to be a virtual leader?*

2) What are possible solutions to the following challenges:

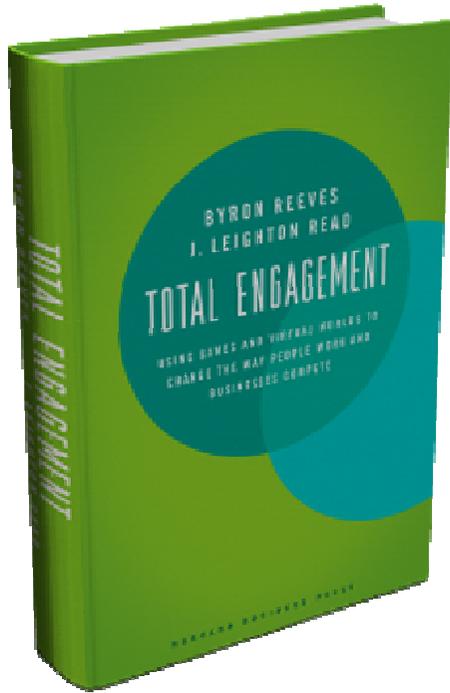
- \* trust without touch
- \* chitchat at the coffeemachine
- \* getting the job done!

3a) How does technology help or hinder the way you work now? 3b) And how do you expect it to influence your future work?



**So, what was this like and what did we learn from this?**

# PUTTING THINGS UP A NOTCH... THE GAMER DISPOSITION



Byron Reeves

On Leadership: How video games build leaders

<http://www.washingtonpost.com/wp-dyn/content/video/2010/04/07/VI2010040701157.html?referrer=emailink>

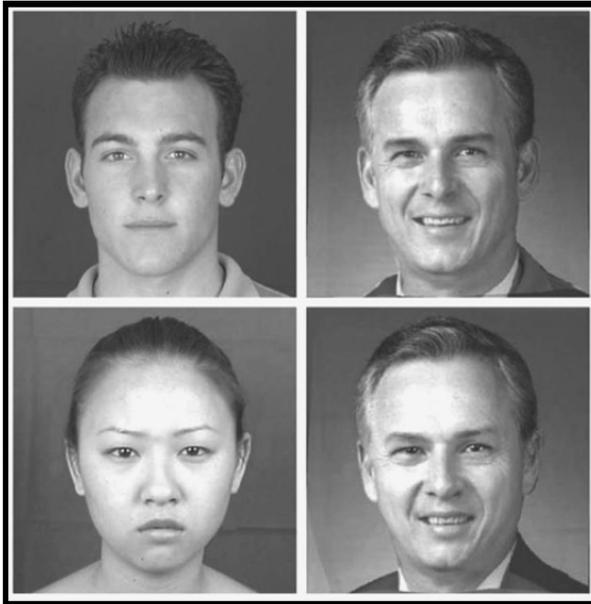


Figure 1-3. Pictures of the participants are on the left; the blend of 60% of an unfamiliar politician and 40% of the given participant is on the right.

**To create trust:**

**Digital morphing  
(Donath, 2007; Bailenson & Yee,  
2005)**



Figure 1-4. Four participants (left four panels) and their team face (far right), a morph that includes 25% of each of them.

# HOW CAN WE OVERCOME THE CHALLENGES OF VIRTUAL LEADERS ACCORDING TO ACADEMIA?

- **Establishing trust and interpersonal relationships:**

  - Walther's (1996) Hyperpersonal theory**

    - ✓ Meeting each other face to face
    - ✓ Ice-breaker exercises to get to know each other...

- **Fit between the task and technology used:**

  - Goodhue and Thompson (1995)**

    - ✓ Think of task characteristics
    - ✓ Less is often more.



# HOW CAN WE OVERCOME THE CHALLENGES OF VIRTUAL LEADERS ACCORDING TO ACADEMIA?

## ○ The role of a virtual leader:

**Kahai (2011), see <http://leadingvirtually.com>**

- ✓ **Be proactive**
- ✓ **Create a STRUCTURE that fosters teamwork**
- ✓ **Help the team to regulate it self, learn and grow.**

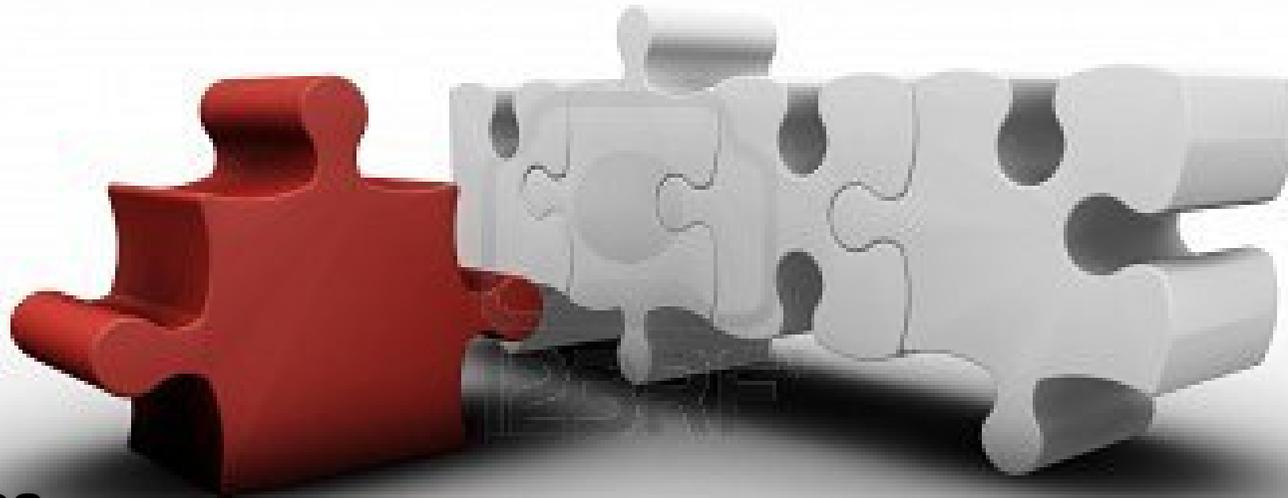
# DISCUSSION, RECAP AND CONCLUSIONS...

## HOW TO LEAD A VIRTUAL TEAM:

**Social  
Challenges**

**Technology**

**TRUST  
COHESION**

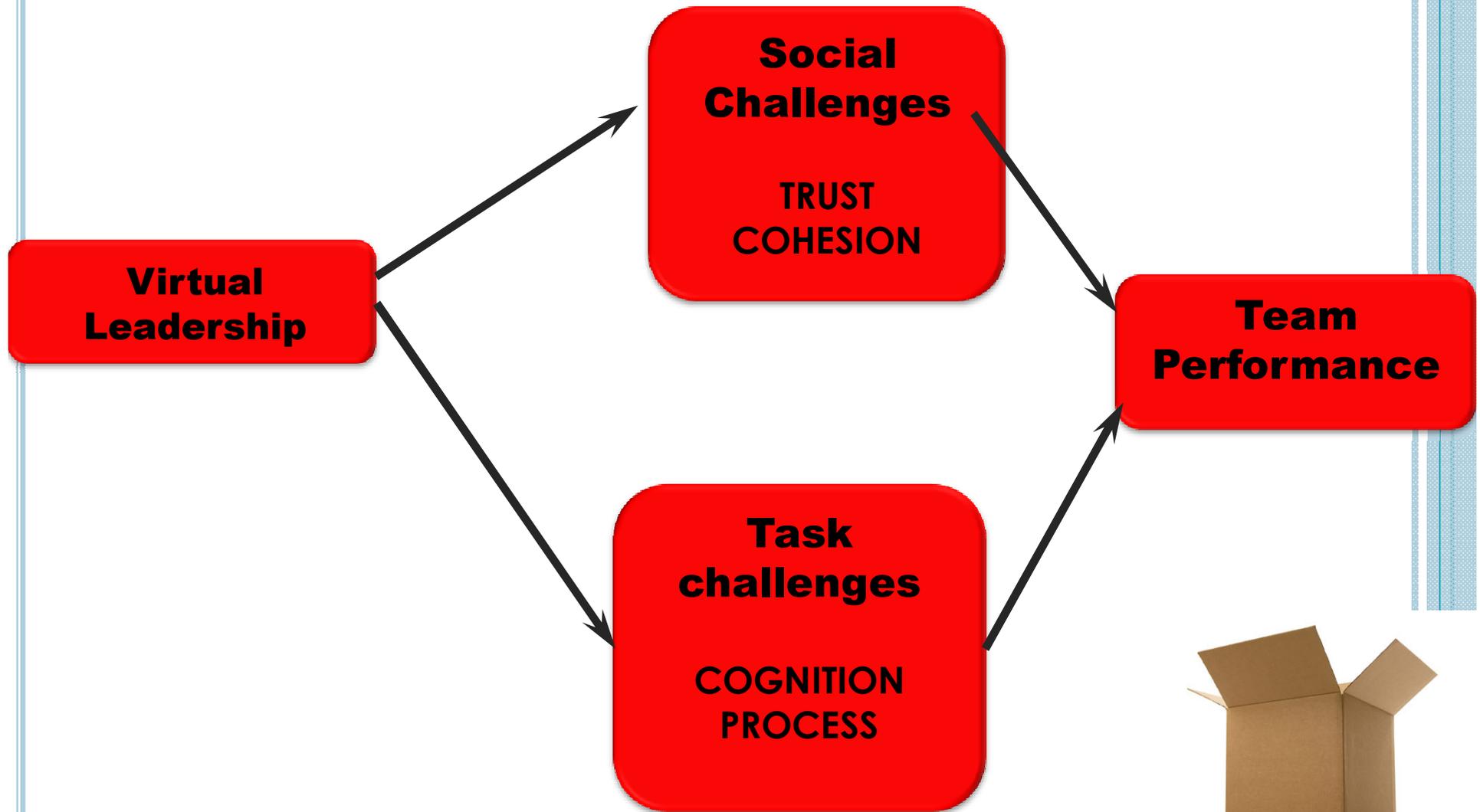


**Task  
challenges**

**COGNITION  
PROCESS**

**Team  
Performance**

# PUTTING IT ALL TOGETHER:



# THANK YOU!

## MORE QUESTIONS?

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