

## digital-context(s)

... **shared context** ... – ... the single most important part of meaningful exchange ...  
life(s) / closure(s) / reflect(s) / fight(s) / virtual workforce []

## digital-cost(s)

... **human cost** ... – ... accompanying the increasing role that technology plays in our social and workplace interaction(s) ...  
life(s) / closure(s) / reflect(s) / fight(s) / virtual workforce []

## digital-dimension(s)

### virtual distance – dimension(s)

- **physical – geographic, time zone, organizational**
- **operational – multitasking, communication, technical difficulties**
- **affinity – cultural, social, interdependence, working relationships**

life(s) / closure(s) / reflect(s) / fight(s) / virtual workforce []

## digital-distance(s)

... our understanding of distance in the virtual workplace has to include not just the physical spaces but the psychological gulfs that develop as we tap on our keyboards instead of each other's doors ...  
life(s) / closure(s) / reflect(s) / fight(s) / virtual workforce []

## digital-goal(s)

... **SMART** ... – ... specific, measurable, achievable, realistic, time-framed ...  
... **DUMB** ... – ... direct, understandable, meaningful, believable ...  
life(s) / closure(s) / reflect(s) / fight(s) / virtual workforce []

## digital-indicator(s)

... **indicator(s)** ... – trust (cognitive/affective) / innovative behavior / organizational citizenship – ...  
benevolence, ability and integrity ...  
life(s) / closure(s) / reflect(s) / fight(s) / virtual workforce []

## digital-math(s)

iframe scrolling="yes" width=80  
life(s) / closure(s) / reflect(s) / fight(s) / reference(s)

## digital-myth(s)

... **death of distance** ... – **myth** – ... our understanding of distance in the virtual workplace has to include not just physical spaces but the psychological gulfs that develop as we tap on our keyboards instead of each other's doors ...  
life(s) / closure(s) / reflect(s) / fight(s) / virtual workforce []

## digital-rethoric(s)

**digital(s) – rethoric(s) / persuasive game(s)**      – .. / common(s) / display(s) / create / art(s) / – / .  
walk(s) / collaboration(s)

game(s) / persuasive(s) = story + dilemma(s)

procedural rethoric = the art of persuasion through rule-based representations & interaction(s)  
rather than the spoken word(s).

human(s) / challenge(s) / game(s) / mechanic(s)  
play / critical(s) / story / project(s) / design(s) / world(s) / cycle(s)

## digital-satisfaction(s)

... **satisfaction(s)** ... – quality of leadership / enjoy actual work / interaction(s) with co-workers – ...  
inspirations, common goal(s) ...

life(s) / closure(s) / reflect(s) / fight(s) / virtual workforce []

## digital-team(s)

... **team** ... – ... used to describe basically any collection of resources that loosely work together around a  
common goal ... – ... **virtual ensemble(s)** ...

life(s) / closure(s) / reflect(s) / fight(s) / virtual workforce []

## digital-virtual(s)

... **virtual distance...** – ... **psychological distance created between people by an overreliance in  
electronic communications** ...

life(s) / closure(s) / reflect(s) / fight(s) / virtual workforce []