

ENABLING VIRTUAL ENGAGEMENTS



Access

The first step to enabling virtual engagements, whether it be learning interventions, client meetings or team collaboration, is providing, allowing or enabling access. This includes:



Access to external web-based platforms

Employees and learners alike would need to have access to various technologies to engage and function remotely. You can either remove or reduce internet access restrictions or white-list the required online platforms within your IT infrastructure.



Access to the internet

All online platforms will require an internet connection to function.



Access to a smart device

Smart devices, be it a computer, laptop, tablet or cellphone*, are technologically geared to enable engagement through online platforms



Support

As an organisation, how can you support learners and employees to continue functioning through virtual engagements?



Internet support

Find ways to give employees and learners access to the internet for free or at reduced costs, for example:

- Access to free on-site Wi-Fi
- Cheap data allowance (many ISP's offer low cost data only packages)
- Data as a fringe benefit



Device support

The majority of employees and learners already own smart phones or devices. Allow them to use these devices on your guest networks to gain access to online tools and platforms. Alternately, you can implement a device access rotation schedule.



Collaboration

As an organisation, Omni is determined to continue delivering service excellence to our clients by taking a virtual approach to how we engage. This means that we will be agile enough to engage with our clients and conduct our training interventions virtually. What could you implement or allow access to, in order to enable virtual engagements?



Here are some of the tools we have geared and ready to go:



Zoom



Google Hangouts



Skype*



Adobe-Connect*

We are well prepared and equipped for this transition and are more than willing to collaborate with you on any platform that you currently have implemented.