### **WCARS 64**

### ***Emerging Audit and Accounting Technology: The CAR Lab Explores Pedagogy and Practice in Virtual Space***

An intimate collaborative exploration of virtual worlds and their potential for the stakeholders of the CAR Lab and the world of continuous monitoring, reporting, and auditing.

8 am - 2 pm Eastern, December 13, 2024. Join when you can; leave when you must!

Related topics:

* AI-driven auditing tools
* Augmented reality
* AR/MR/VR in education
* Cybersecurity in Virtual Space
* Ethical issues of virtual collaboration
* Immersive analytics
* Metaverse
* Mixed reality
* Psychological impacts of virtual learning and workspaces
* Regulatory challenges
* Virtual reality
* Visualizations in AR/MR/VR

### **Session Objectives**

1. **Platform Familiarization**: Introduce participants to the virtual environment, highlighting its features and functionalities, including breakout rooms, resource sharing, and automated note-taking.
2. **Educational Applications**: Demonstrate how virtual environments can be used for education and training, showcasing interactive modules and real-time data integration.
3. **Business Management in Virtual Worlds**: Explore the use of virtual environments for managing businesses, with a focus on integrating real-time data from ERP/accounting systems and accessing exogenous data sources for analytics.
4. **Future of Education and Accounting/Audit**: Facilitate a brainstorming session where participants can conjecture potential uses of virtual environments in education and accounting/audit, with opportunities to share and upvote ideas.
5. **Interactive Engagement**: Ensure active participation through Q&A sessions, group discussions, and interactive activities, leveraging both real-time and time-shifted interactions.
6. **Resource Sharing and Collaboration**: Provide spaces for uploading and sharing PDFs, PowerPoints, and other materials, fostering collaboration among participants.
7. **Automated Note-Taking**: Utilize AI tools to capture discussions and make notes available to all participants, ensuring that key points and ideas are documented and accessible.

This session aims to blend the immersive and interactive capabilities of virtual environments with the practical needs of education and business management, creating a dynamic and engaging experience for all participants.

### **Proposed Schedule**

#### **8:00 AM - 8:20 AM: Welcome and Introduction**

* Welcome to WCARS64 (Miklos Vasarhelyi, Rutgers)

#### **8:20 AM - 8:50 AM: VR overview and exploration overview (Eric Cohen, Cohen Computer Consulting)**

* Overview of the platform and session objectives
* Introduction to the virtual environment(s) we will explore

#### **8:50 AM - 9:10 AM: Break and opportunity to prepare to “play” with environment if desired**

#### **9:10 AM - 9:50 AM: Session 1a: Virtual Environments for Education and Training (Geoffrey Adams, FSU)**

* Presentation on the use of virtual environments in education at FSU
* Q&A session

#### **10:00 AM - 10:50 AM: Session 1b: EYARC materials (David Wood, BYU)**

10:50 - 11:20 BREAK

11:20 AM - 12:10 PM **Session 2a: Managing a Business in a Virtual World (Eric Cohen; Bill Morton, Flow Immersive)**

* Real-time data integration from ERP/accounting systems
* Accessing and analyzing exogenous data sources
* Analytics, visualization
* State of software

12:10 PM - 12:50 PM Session 2b: Group Discussion (Vasarhelyi, Issa, Laziro, Wu, Cohen, )

* Benefits
* Risks
* Controls
* Complementary technologies

#### **12:50 PM - 1:10 PM: Break and time to think/upload ideas for groupthink voting**

#### **1:10 PM - 2:00 PM: Session 3: Future of Education and Accounting/Audit in the Metaverse (**Vasarhelyi, Issa, Laziro, Wu, Cohen**)**

* Group brainstorming on potential uses of virtual environments
* Participants share and upvote ideas
* Automated note-taking to capture key points and ideas
* Ideas for further collaboration
  + Training
  + Panels with leadership
* Debrief

Brief description:

A (not-for-profit, no cost to participants) conference/collaboration of a diverse and international audience to explore higher education pedagogy and accounting/audit business applications in virtual space. Our ideal environment would include primary and breakout rooms, translation from the primary language (English) for the participants, opportunity to share materials (PDFs, PPTs) and display content on an ad hoc basis, and be able to take part on everything from mobile devices (optional), PC/Mac to VR/AR devices. If possible, we want to demonstrate virtual analytics, bringing in data (or simulating doing so) in real time.

Initial desired aspects of platform:

* We can attend the conference virtually, with avatars representing us.
* Virtual rooms let us have birds-of-a-feather sessions (break out rooms)
* The ability for participants to post information on a shared white board, upload documents (journal articles, presentations) in real-time
* ***APIs let us bring in external data, such as interrogating the Hedera blockchain.***
* We want something that does not require our participants to have AR/VR equipment. Zoom only participation if not the full experience.