Emerging technologies for multi-user 3D interaction in immersive virtual environments promise novel opportunities collocated and remote collaboration, but their development also implies new challenges. Collaborative 3D virtual environments must foster mutual awareness among participants and should support their coordinated cooperative action. This requires further research on suitable hardware setups, software architectures, and interaction techniques. Not least, the usability evaluation of collaborative systems is inherently more complex and can thus benefit from the development of novel appropriate methods.