Due to recent technology advancements, collaborative virtual environments (CVEs) where users can interact and collaborate via avatars in 3D worlds have become more and more common in home and professional usage. This speech discusses these newly upcoming tools from a CSCW perspective. We show that current CVEs can be seen as integrated environments that serve many (though not all) of the functions of traditional CSCW systems. In particular, a review of recent empirical studies with CVEs shows that these tools are beneficial with respect to some critical factors of CSCW: interactivity, private self-awareness, and social bonds between users. Based on these findings, the speaker proposes a research agenda to further investigate the question in how far the newly emerging 3D CVEs have potential as CSCW tools.