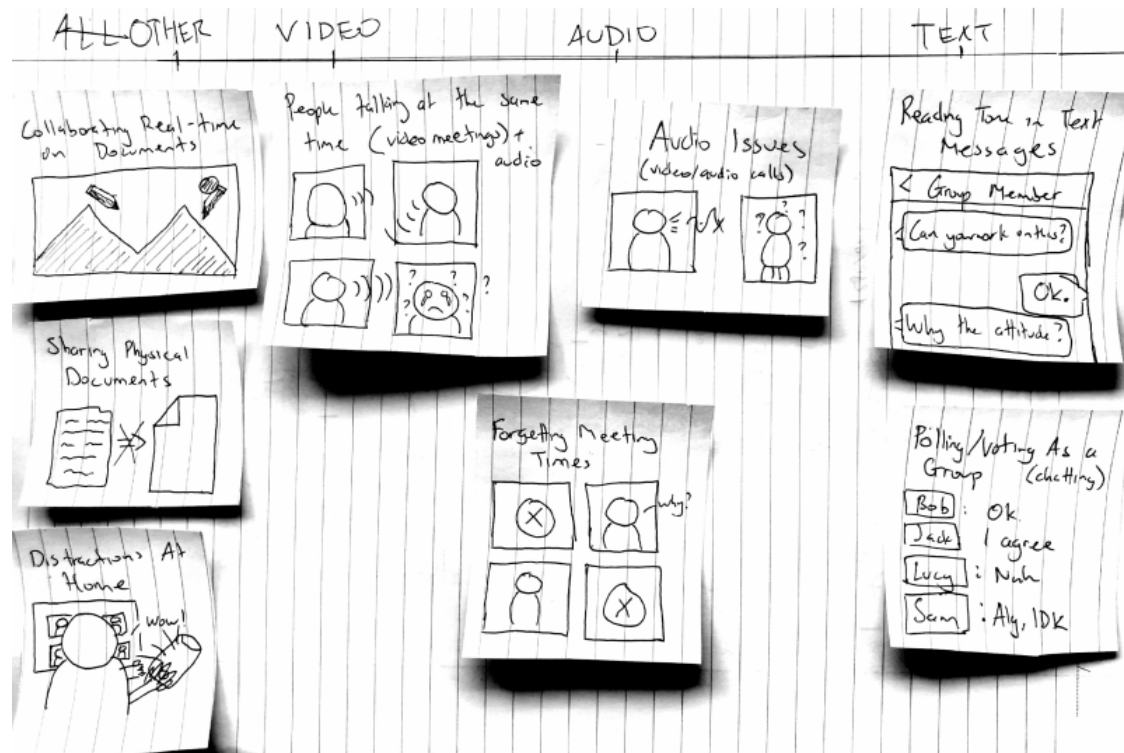# SOFTENG 350: Lab #4

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Activity 1

Activity 2

Framing by Video

Video is the most similar tool to in-person meetings. There are many issues that relate to video meetings in group projects. People may forget what time the meeting is set to and not attend. An issue with online video meetings is that only one person can talk at a time. If more than one person speaks at once, then the call becomes confusing to hear. A disadvantage of this is that side conversations can not occur, so the number of ideas and discussion is reduced.

Framing by Audio

Audio calls are a common way in which groups communicate. It is usually faster than text and allows tone to be conveyed. However, the people attending have to be present at the same time in a quiet place. A technological issue that arises frequently is loss/corruption in audio, which requires members to repeat their lines and interrupts the flow of conversation.

Framing by Text

The most frequent communication tool that groups use are text channels, such as Facebook or Discord. Although the medium of text is fast, can be done at any time, and does not require co-ordination (except for setup), there are also many issues. Tone and body language are not communicated through text, leading to confusion and misunderstandings. Polling is difficult, as some messages relate to the question, while others that do not relate push the poll out of view for other members.