IS 6410 System Analysis & Design Group Project

"Action Items" – Collaboration management system

Group 1

David Sarkisian

Andy Charles

Xuan Qin

Part 1: Team Organization

1.1 Team name: Action Items

Team members:

Team member	Skills	IT related interests
Andy	Academic knowledge of Web	Cloud Servers engineering
Charles	Development, IT Security, Databases	
David	Web Development, Programming,	Web Development, BI and
Sarkisian	Quality Engineering, Databases	Data Science
Xuan	Academic knowledge of Networking and	General knowledge of
Qin	Servers, IT Security, and Databases	information systems

1.2 Other uses for the project

This project has not been used in any other course

Part 2: Project Selection & Requirements Analysis

2.1. Title and table of contents

Title: Action Items

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- 1.2 Other uses for the project

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2.2 Executive summary

Many organizations and teams across various industries are not always efficient with the time they spend in work meetings. It's also common for teams to fail to clearly identify the purpose of the meetings and establish specific problems or goals and solutions for those as desired outcomes of the meetings. As a consequence, teams spend additional unnecessary time in meetings and sacrifice valuable time that could be spent completing actual work.

Currently there are various tools on the market designed to increase efficiency of meetings and improve the overall experience. However, most of them are missing important functionality that would allow teams to focus on specific goals and solutions for problems.

This gap can be filled by creating a platform where users are able to easily host virtual or in person meetings while focusing on clearly established agenda and specific outcomes of the meetings, additionally it would allow project leaders to set action items for each participant of the meeting to make sure all team members are involved and are contributing. Moreover, such meeting outcome data could be further integrated with project management tools and new tasks would already be assigned to appropriate team members.

Implementation of such platform could significantly reduce meeting time and increase efficiency and quality of meetings. It would allow teams more time to complete the actual work and move faster. Team members would become more involved and more likely participate in meetings and take responsibility. Finally, it would help project leaders track progress and plan better as meeting outcomes would become more predictable. A significant benefit of this platform that it could be utilize in any industry and, practically, by any team.

Great commercial profits could be generated from the platform if sold to organization using subscription model. A free version with limited features would be also offered for nonprofit organizations.

2.3 Target actors

Primary Actor 1: **Meeting owner -** this primary user of the system would be the individual who schedules and hosts the meetings. Often it will be project leader or scrum master. The meeting

owner would be also responsible for selecting the appropriate group of participants and. Establishing the agenda, and the problem or goal of the meeting. That would require the meeting owner to communicate with the rest of the team prior to scheduling the meeting. During the meeting, the meeting owner would also assign out action items to each participant.

Primary Actor 2: **Meeting participant** - this primary user is any team member who is a participant of the meeting. Such individuals are also able to assign action items to themselves or to other participants. Meeting participants are also able to leave meeting feedback.

Primary actor: **meeting spectator** – these secondary users could be participating in the meetings, but they would not be assigned and action items. They would play the role of consultants and would be able to leave meeting feedback.

Secondary actors: **non-participant team members** - these secondary users would team members who are not participating in the meeting, but action items could still be assigned to them.

Secondary actor: **integrated information system** – these secondary users receive data created during meetings via an integration for further use or manipulation.

2.4 Requirements gathering

2.4.1 Survey

Survey was selected as the primary requirement gathering technique. Using this method allowed us to target various actor groups (with an exception of the integration information systems), and customize the questions flow with some conditional logic based on selected answers. Since the "Qualtrics" surveying software tool was used to build the survey, it was not difficult to distribute the survey. The "Distributions – Anonymous Link" feature was used to complete survey distribution. The link was sent to individuals with various occupation industry and team role to gather data from a diverse group of potential actors. Qualtrics also allowed us to easily analyze survey results using features under the "Reports" tab.

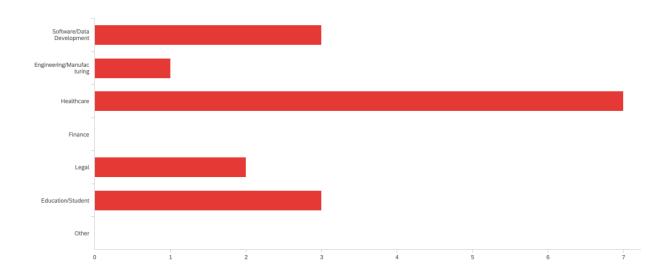
The survey includes the total of 20 questions, but depending on the answers, some users will not see all the questions as there is conditional logic implemented.

The survey does not include any personal information questions, such as names, places of work or age, as those questions are irrelevant for our project. It also allows users to remain anonymous and make the surveying experience seamless.

The first multiple-choice question "What is your occupation/industry?" collects general information about the industries in which most of our primary and secondary actors work. This allowed us to identify the potential market opportunities for our product.

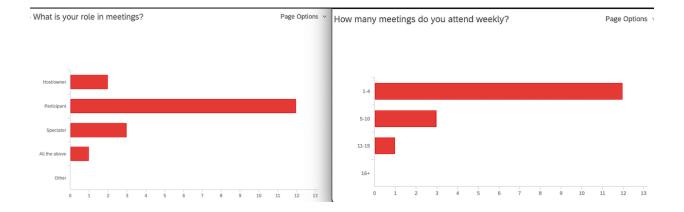


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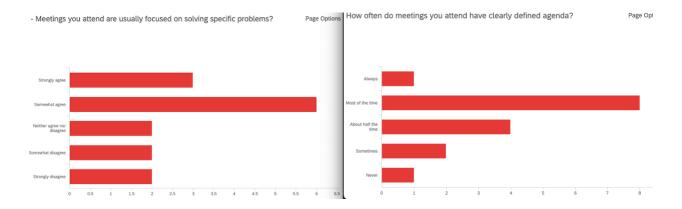
The diagram above shows that most users work in healthcare industry, but there are also plenty of answers falling into other categories such as software development, engineering, legal and education. This indicates that our product could have potential market opportunities across multiple industries.

The initial question is followed by questions collecting information about frequency of meetings and user's role in meetings. The vast majority of users attend 1-4 meetings per week, while most of the users are meeting participants a few hosts and spectators.



The question "Do you perform leadership duties within your team?" is used to implement conditional logic and display certain questions for team leaders. The results show that about 56% of participants are leaders.

Survey presents a few important questions collecting data about meeting experience for the users. Despite the fact that the results show that most users agree that meetings usually have agendas clearly defined as well as they focus on solving specific problems, we still believe that the most teams face meeting productivity issues. The results may have been slightly inaccurate because of how they have been structured. Similar results are seen for "If you are participating in a planning meeting, how often is it clear what work has been assigned to you?" question.

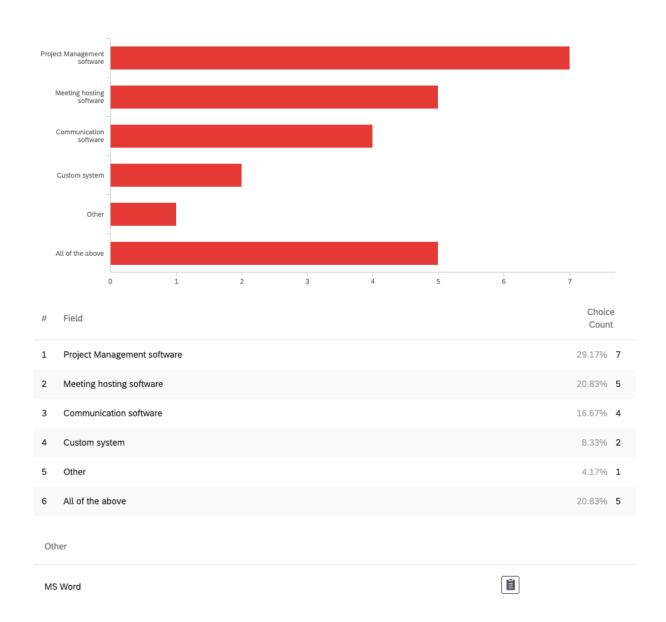


Following several questions were added to the survey to collect data that would help decide if specific features need to be offered withing the product. These features are:

- Display meeting types: 87% users answered 'Yes' or 'Maybe' feature included.
 Additionally, a question inquiring about what meeting types users participate in was added with a variety of options and evenly distributed results validated our decision to include this feature in the product.
- Ability to assign specific tasks to team members for team leaders: 90% users answered
 'Yes' feature included
- Ability to receive meeting feedback from meeting participants: 69% users answered 'Yes' – feature included
- Display remaining meeting time: 94% users answered 'Yes' feature included. (Additionally, about 88% users state that meetings tend to go overtime.)
- Host polls in meetings: 56% users answered 'Yes', 25% users answered 'Maybe' feature included.
- Support spectator user type: 75% users answered 'Yes' feature included

The survey also contains questions targeted to identify the extent to which our product should be integrated with other systems. About half the users answered that their team uses additional tools to document meeting results. Most of those users then think that such tools are effective. However, about 93% users answered 'Yes' to the "Would you want to be able to import your documented meeting results into other platforms?" question, so we decided to include this type of integration.

Additional integration feedback was gathered from the answers to "Which platforms would you want your meeting software to integrate with?" question. We decided to provide a universal option to export meeting data from our tool in various formats and the ability send such data via the API.



Each user is asked to provide any additional feedback at the end the survey. The users did not leave any useful feedback in this section.

2.4.2 Research

Research was also selected as a requirement gathering technique in addition to Surveying. This type of requirements gathering covers all of the target actors listed in section 2.3. It also appeared to be the best fitting requirement gathering method to use for integrated information systems actors as such actors cannot be interviewed or surveyed.

After searching the internet, following facts finding tasks were set:

- Identify current competing products on the market with shared target customer base
- Identify features offered by competitors that bring additional value to the product
- Identify current trends/news among largest players on the market.

Gathering such facts and information helped us identify areas of improvement, consider adding more features to the system.

It is important to note that there are not that many products on the market that offer the all-in-one software tool for hosting meetings with defined agenda and documenting task assignments associated with the agenda. We were able to, however, identify some gaps in the product that could be filled by developing additional features. One of such features is integrating "Action Items" into Jira prior to meeting. Integration interface could be added directly within a Jira "Epic" so that teams could easily complete planning meetings and then import action items back to Jira as tickets.

After finding multiple competing products, we selected two most powerful ones: Hive and Flock. A great advantage of Hive is that it's a standalone project management platform, but also offer a wide variety of integration with tools such as Slack, Zoom, Jira, MS Teams and more. The product offers various collaboration features, some of which our product lacks. In order to keep our system competitive, we decided to adopt some of them: meeting templates and notes https://hive.com/product/. Templates allow to preload meetings agendas and default action items leaving little input for the user to add. Notes are additional input fields for action items that would provide more detail for the task.

Flock is another competing product that offers a very similar set of features. Although, there is one that could put them ahead of the "Action Items", and that feature is Reminders. It allows users to choose deadlines for tasks, and remind user about them by the bot https://www.flock.com/features/productivity/todos/.

2.5 High-level scope definition

2.5.1 Functional User stories:

1) As a meeting owner, I want to create a meeting and set meeting type so that all meeting participants are able to view it.

Acceptance Criteria:

- Meeting owner is able to create meeting and set meeting type
- Meeting participants and meeting spectators are able to join the meeting and view the meeting type
- Meeting can be created from a template
- 2) As a meeting owner, I want to set meeting agenda so that all meeting participants are able to view it.

Acceptance Criteria:

- Meeting owner is able to set meeting agenda
- Meeting participants and meeting spectators are able to view the meeting agenda
- 3) As a meeting owner or a meeting participant, I want to set action items to meeting participants and team members so that they understand the work that they need to complete in the future.

Acceptance Criteria:

- Team members names are listed on the screen in the "action items" view
- Users are able to input, assign, and view action items

4) As a meeting spectator, I want to leave feedback for the team after the meeting, so that the quality of work can be improved.

Acceptance Criteria:

- Meeting spectators are able to leave feedback notes for the team
- 5) As a user, I want to be able to be able to vote in a poll so that my input can be considered. Acceptance Criteria:
 - Meeting owner can create multiple polls in a single meeting
 - Meeting participants can vote in polls
- 6) As a **meeting owner or participant**, I want **to leave additional action items notes** so that the team may review them and get additional details for discussed topics.

Acceptance Criteria:

- Users are able to leave meeting notes for action items
- 7) As a non-participant team member, I want to receive reminders so that I complete the assigned task on time due.

Acceptance Criteria:

- Team members receive action items reminders
- 8) As an integrated information system, I want to receive meeting data from "Action items" via an API so that the data can be easily accessed in the system.

Acceptance Criteria:

- Meeting result data can be exported from the system
- Meeting result data can be imported into a different system

2.5.2 Non-functional user stories

9) As a user, I want the system to be able to scale quickly so that up to 250 team members can input data simultaneously without system performance decreasing.

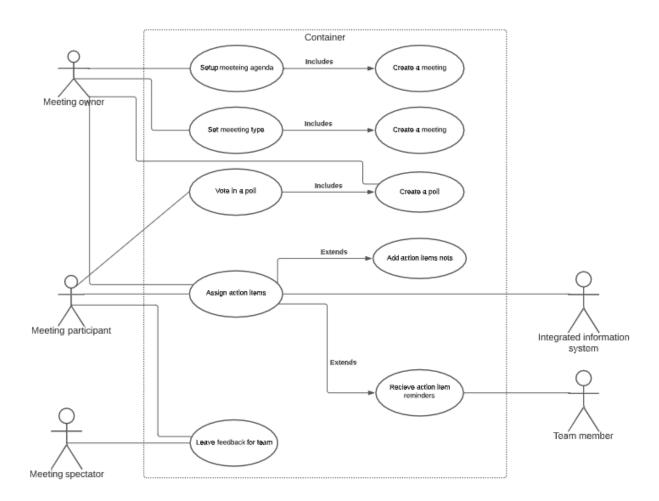
Acceptance Criteria:

- System performance is not decreasing with more increasing user input
- 10) As a user, I want the action items data to be only available to users with granted access, so that unauthorized users are not able to access it.

Acceptance Criteria:

- Authorized users are able to access action items data
- Unauthorized users are not able to access action items data

2.6 Use Case Diagram



2.7 Use case narratives

Use Case 1	
Description	Meeting owner can click to add meeting
	agenda
Actors	Meeting owner
Pre-Condition	Meeting owner wants to set meeting agenda
Post-Condition	Meeting agenda is set and display at the top of
	the action block
Basic Success Flow	
Meeting owner click	s on the add meeting agenda
2. A successful messag	ge shows that the meeting agenda is displayed at the top of the
action block	
Alternative Path	
A1.	

Use Case 2	
Description	Meeting owner can click to add action item
Actors	Meeting Owner
Pre-Condition	Meeting owner wants to add action item
Post-Condition	Action item is added next to each participant
Basic Success Flow	1
Meeting owner clicks of	on the add action item button
2. Green check mark show	ws that the action item has been added to each participant
Alternative Path	

Use Case 3	
Description	Meeting spectator can click to add feedback
Actors	Meeting spectator
Pre-Condition	Meeting spectator wants to leave feedback
Post-Condition	Feedback/action item is added next to each
	participant

Basic Success Flow

- 1. Meeting spectator clicks on the add feedback button
- 2. A green check mark shows that the feedback is successfully added to each participant

Alternative Path

- A1: Noting is written in the feedback box
 - 1. An error pops up saying that the fled is empty

Use Case 4	
Description	Meeting participant can click to display the poll question to vote
Actors	Meeting participant
Pre-Condition	Meeting participant wants to vote
Post-Condition	The poll questions are selected and ready to submit

Basic Success Flow

- 1. Meeting participant clicks on the poll questions
- 2. Successful message is displayed once an answer is selected and submitted

Alternative Path

- A1. Meeting participant doesn't select an answer
 - 1. Error message pops up saying that an answer must be selected

Use Case 5	
Description	Meeting participant can click on display button
	to display poll question on the screen
Actors	Meeting participant
Pre-Condition	Meeting participant wants to create suggestions
Post-Condition	Suggestions are created and added to the voting
	result
Basic Success Flow	
1. Meeting participan	t clicks on the poll suggestion box to add suggestion
2. Successful message	e is displayed once a suggestion is made and submitted

Use Case 6	
Description	Non-participant team member can click on the
	reminder button to set reminders
Actors	Non-participant team member
Pre-Condition	Non-participant team member wants to receive action item reminders
Post-Condition	Reminders are set for all action item
Rasic Success Flow	I

Basic Success Flow

1. Meeting participant and meeting owner click on the reminder button to set reminders

Alternative Path

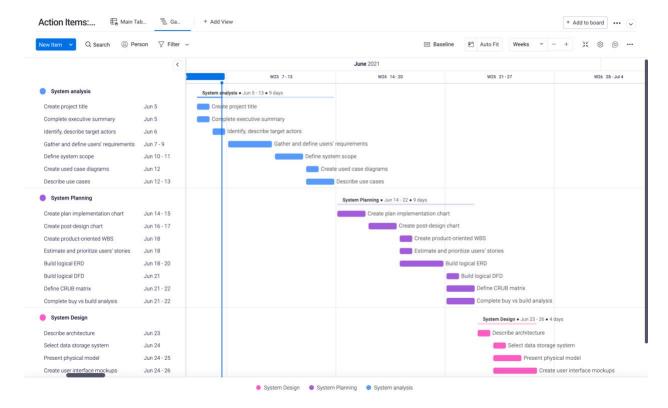
A1: Reminder is not set

1. An error message pops up and saying that a reminder needs to be set before assigning action item

on item is added, data are transferred grated information system information system
•
information system
information system wants to receive
action items
_

Part 3: Project Plan

3.1.1 Pre-implementation GANTT chart:



3.1.2 Post-design GANTT chart:

Task Mode •	Steps	→ PERT Estimate:	High cost.	Low Cost	Additional + Cost	Total Cost Estimate	- Cost	→ Duration	≠ Start +	Finish +	Pre	9 11 13	15	17 19	21	23	25	27 29	Au 31	gust 2021 2	4 6
100	Implement User Interface	35.7	%75	\$25	\$	\$4,480.00	\$4,560.00	6 days	Tue 7/13/21	Tue 7/20/21	П				Andy	Charles	David Sar	kisian			
-	Create Meeting Database	20	%85	%15		\$3,360.00	\$3,360.00	3 days	Wed 7/21/21	Fri 7/23/21	1				1	A	ndy Charle	s David Sa	rkisian,X	uan Qin	
-	Perform User Testing	24	%15	%85	\$500.00	\$4,480.00	\$4,320.00	6 days	Mon 7/26/21	Mon 8/2/21	2									And	ly Charles, Xua
-	Create Wireframe	15	%10	%90		\$2,240.00	\$2,240.00	2 days	Tue 8/3/21	Wed 8/4/21	3										Andy Char
100	Total	94.7 Hours 20 days				\$14,980.00	\$14,560.00	0 days	Wed 7/28/2	Wed 7/28/2	1							♦ 7/28			

3.2 Software development estimate

Steps	Worst Case Hours	Best Case Hours	Likely Case	PERT Estimate
			Hours	
Implement User	40	30	36	35.7
Interface				
Create Meeting	25	16	20	20
Database				
Perform User	30	24	23	24
Testing				
Create Wireframe	18	13	15	15

Formular: Worst case + Best case + 4x Likely case/6

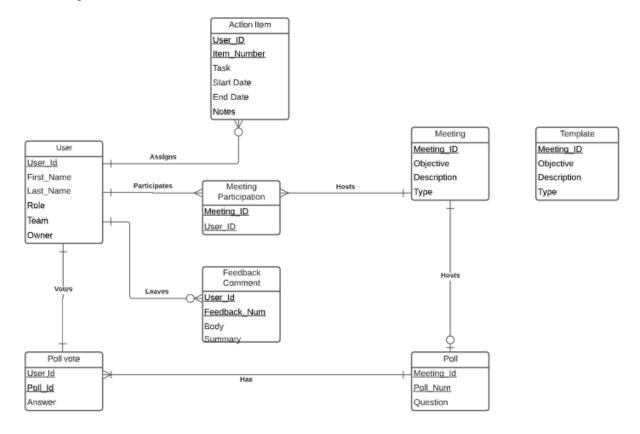
We estimated the high cost at \$50 per hour and the low cost at \$45 per hour with a total cost of 14,980 dollars over 20 days and 94.7 hours for the implementation of this project.

Steps •	PERT Estimate	High cost ▼	Low Cost *	Additional Cost ▼	Total Cost Estimate ▼
Implement User Interface	35.7	%75	\$25	\$	\$4,480.00
Create Meeting Database	20	%85	%15		\$3,360.00
Perform User Testing	24	%15	%85	\$500.00	\$4,480.00
Create Wireframe	15	%10	%90		\$2,240.00
Total	94.7 Hours 20 days				\$14,980.00

Part 4: Analysis Documents

4.1.1 Logical ERD

4.1.1.1 Diagram



4.1.1.2 Metadata

Entities

<u>User</u> – this entity represents the user interacting with the system. It holds attributes identifying and describing the user. The attributes include user's id, first name, last name, role, team and if the user is owner or not. The user id is a numeric value that must be unique.

<u>Meeting</u> – this entity represents the meeting itself. Objective attribute represents the summary of the problem or agenda needed solved as the outcome of a meeting. It also includes type and description attributes used to provide detailed information about the meeting purpose. Meeting id must be unique.

<u>Meeting participation</u> – this entity reflects a log of a user participating in a meeting. It includes meeting id and user id.

<u>Action Item</u> – this entity represents a task assigned to a user during a meeting. The user id and item number are used to uniquely identify the action item. Task attribute hold the value of the item's summary. Start date, end date, and notes are attributes used to describe the action item and provide more detailed information about it.

<u>Feedback Comment</u> – this entity represents a feedback comment that user may leave for the team. It references user id as the comment is tied to a user. Feedback number attribute is used to help identify a specific comment. Summary and body are the attributes used to hold the content of the feedback comment.

<u>Poll</u> – represents an optional poll that can be help within a meeting. It references meeting via meeting id, adds a poll number for identification and holds the question value as question attribute.

<u>Poll Vote</u> – represents user's vote in a poll. References the user and poll through their respective ids and stores the answer.

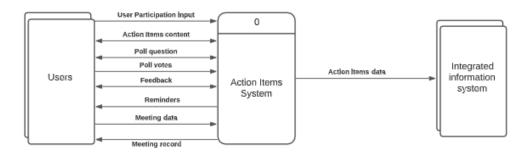
<u>Template</u> – this entity holds hard coded meeting data. It can be used to quickly prefill meeting data.

Relationships and cardinalities

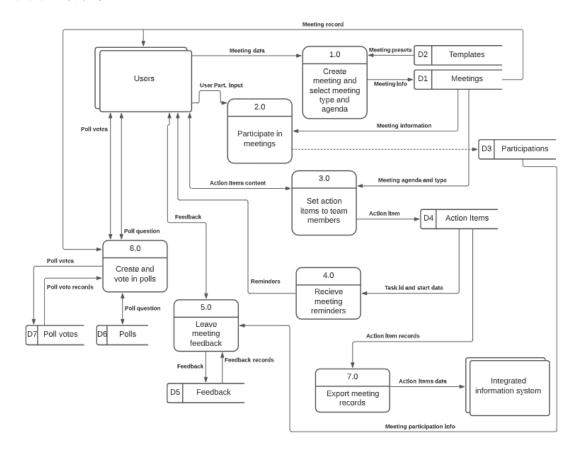
- A user may assign none or many action items
- A user participates in one or many meetings
- A meeting hosts one or many participations
- A user may leave many comments
- A user may vote in a poll
- A meeting may host a poll

4.1.2 Logical DFD

4.1.2.1 Context Level



4.1.2.2 Level 0



4.2 CRUD matrix

ID	Process	Meetings	Meeting participations	Templates	Action items	Feedback	Polls	Poll yotes
	Create meeting and select meeting type and agenda	С		R				
2.0	Participate in meetings	R	С					
3.0	Set action items to team members	R			CRUD			
4.0	Recieve meeting reminders				R			
5.0	Leave meeting feedback		R			CRU		
6.0	Create and yote in polls						CR	CR
7.0	Export meeting records				R			

3.3 Buy vs build analysis

We need to have a database as part of our product to manage the information of meeting owner(s), meeting participants, non-participant team members and meeting spectators. We also need to manage the information of meeting progress, milestones with timestamps, and send out notifications when there is an action item due soon.

We will consider buying a premade database service and integrating with our app or building our own inhouse data storage and management system. We decided to compare building vs Hive/Flock as those are the software tools currently on the market that offer the all-in-one tools.

Building	in House
Pros	Cons
We can create a fully customized data storage	The security features are not going to be as robust in
solution. Can create a database that is fully	an in-house solution. We will have to
integrated with our app from the ground up. We can	constantly maintain and update our integrations
update and change our data storage based on the	which risks mistakes which can cause problems, and
specific requirements of our app and users.	the users' information could be jeopardized.
We can build up our employee's institutional	The Costs are much more variable as we don't
knowledge and be able to troubleshoot any	know the exact time or money it will take to build a
problems with people that know the software best.	storage system from scratch, and usually it's more
	costly than buying.

Buying of	f the shelf
Pros	Cons
Have Costs that are set and consistent for the full	Hive or Flock is not designed well for the large
length of our usage. The templates and notes of Hive	amounts of data we are collecting, especially if we
are free to use and can be integrated with Slack,	start collecting unstructured data. We could be
Zoom, Jira, MS Teams and more.	more efficient with a customized in-house build.
We can focus on our profit generating activities	Data will be stored on external software and we will
without spending time building a data storage and	have to trust that component's security protocols
management solution that isn't worth it. More time	without being able to test it.
can be spent working on our actual features,	
allowing the preloading of action items.	

Part 5: Design Documents

5.1 Architecture overview

5.1.1 Supported platforms

"Action items" will be used by collectives in professional or academic settings to accomplish maximum efficiency in meetings and collaboration sessions. Also, the tool's user interface requires a large amount of screen space to provide best user experience. Considering these factors and the estimated cost to build mobile and desktop versions of the application, it was decided that it is best not to support "Action Items" on mobile and desktop platforms and offer the product exclusively on web browser platforms.

5.1.2 Architecture objectives

In order to successfully deploy and maintain "Action Items" in production environment and fulfill functional and non-functional requirements of the system, we identified following objectives for our architecture design:

- Provide experience with easily identifiable data entities for users to input and read;
- Perform application logic, such as mapping action items to respective users;
- Store data entities for short- and long-term accessibility;

- Obtain secure, scalable, and reliable hosting for the front-end web application, backend service and the database;
- Obtain and reliable hosting for the source code repository and integrate with the site hosting platform for continuous deployment and testing;
- Optimize costs of the hosting systems;
- Export and transfer data entities to other systems;

5.1.3 Architecture design

After analyzing functional and non-functional requirements and the architecture objectives of the system, we decided to use object-oriented approach with MVC framework. Using the OOP paradigm allows for easier development while storing, transferring, and presenting data entities in a more intuitive manner. The presentation logic will be handled using a popular JavaSctipt framework, such as ReactJS. The application logic will be handled using a programming language supported within MVC framework, such as Ruby and it's MVC framework – Rails. The data access technology will be discussed in item 5.2. All different components will communicate with each other vie REST API.

5.1.4 Hosting platforms

We selected a combination of existing popular tools used for hosting web applications. One of the AWS products we decided to utilize is AWS Amplify. This product appeared to be a great fit for our objectives as it provides strong security and availability for hosted applications, allows to scale on demand, allows to host both front and back-end services written in various languages, easy to integrate with other AWS products, source code repository hosting platforms, and other external platforms. We will be hosting our front-end application and back-end service on AWS Amplify.

We selected GitLab as our source code repository management system. It comes from a reliable provider, offers strong security, availability, and user experience. It also allows to implement continuous integration and run unit and integration tests per commit. AWS Amplify and GitLab can be easily integrated and new features can be automatically deployed to production environment.

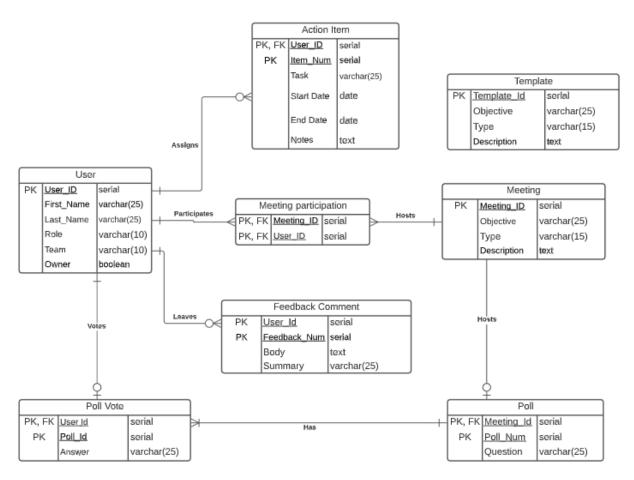
Reminders will be sent via email using AWS SES (Simple Email Service Classic)

5.2 Data-storage

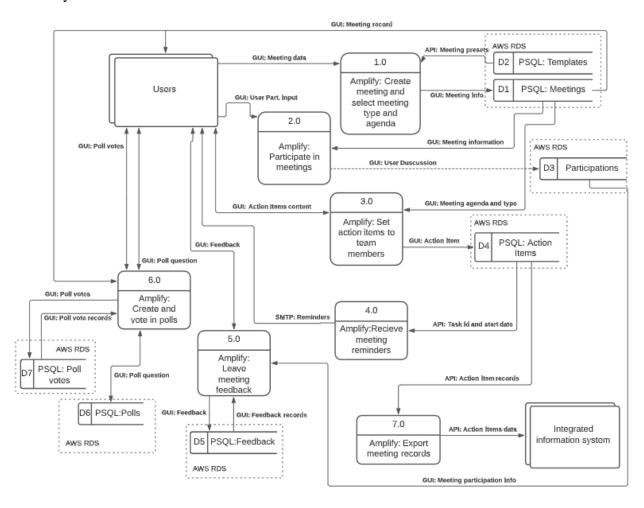
To store our data entities, we decided to use a relational database. There are various popular tools that support such databases and it plays well with the object-oriented design of the application. PostgreSQL is a great database system as it is open source, and is known for its reliability and security. The database will be hosted using AWS RDS as it is a great tool to setup, operate and scale a relational database in cloud-environment and can be integrated with Amplify.

5.3 Physical models

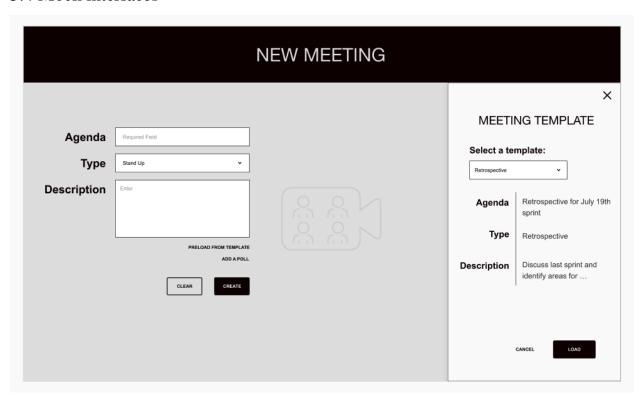
5.3.1 Physical ERD

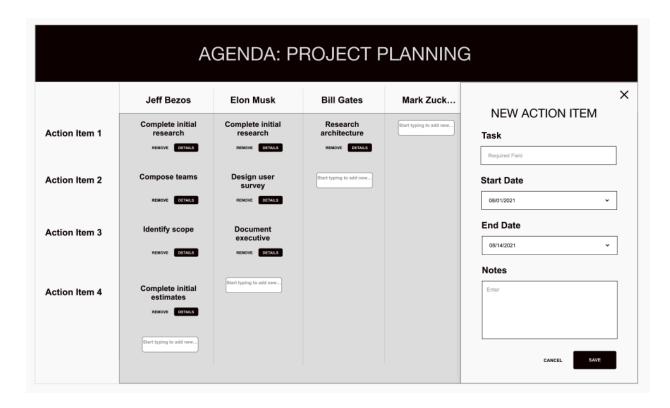


5.3.2 Physical DFD



5.4 Mock interfaces





Task	Start Date	End Date	Notes	Actions
Complete initial research	08/01/2021	08/01/2021	This is mock text and it is added here to mock up the interface	EDIT REMOVE X
Compose teams	08/01/2021	08/01/2021	This is mock text and it is added here to mock up the interface	EDIT REMOVEX
Identify scope	08/01/2021	08/01/2021	This is mock text and it is added here to mock up the interface	EDIT REMOVEX
Complete initial estimates	08/01/2021	08/01/2021	This is mock text and it is added here to mock up the interface	EDIT REMOVE X

Part 6: References

6.1 References:

PostgreSQL information: https://www.postgresql.org/

AWS Amplify information: https://aws.amazon.com/amplify/faqs/

AWS RDS information: https://aws.amazon.com/rds/faqs/

GitLab information: https://about.gitlab.com/

6.2 Software used

Survey – Qualtrics

Diagramming – Lucidchart

Mockups – Adobe XD

Part 7: Appendices

2.4.1 – Full Survey

0 (01	
	What is your occupation/industry?	
	Software/Data Development	
	○ Engineering/Manufacturing	
	○ Finance	
	○ Legal	
	- Education/Student	
	Other	
	92	
	How many meetings do you attend weekly?	
	0 14	
	○ 5-10 ○ 11-15	
	○ 16+	
ļ ,		
	23	
'	What is your role in meetings?	
	Host/owner	
	Participant	
(_ Spectator	
	All the above	
(Other	
	220	
	Oo you perform leadership duties within your team?	
	○ Ves	
	O No	
	₂ 4	
H	low often do meetings you attend have clearly defined agenda?	
	Always	
	Most of the time	
	About half the time	
	Sometimes	
	Never	
Q	96	
N	Meetings you attend are usually focused on solving specific problems?	
	Strongly agree	
	Somewhat agree	
	Neither agree nor disagree	
	Somewhat disagree	
	Strongly disagree	
Q	95	
V	Vould you want to be able to select and display meeting types ?	
) Yes	
) Maybe	
	O No	

	97	
	What types of meetings do you usually host/participate in?	
	Stand Up / Team update	
	Planning	
	Retrospective	
	Collaboration	
	One on One	
	Informational / Presentation	
	Other	
	All of the above	
	Q8	
	▼ ■ Display this question	
	If What is your role in meetings? Host/owner Is Selected	
	Or Do you perform leadenship duties within your team? Yes is Selected	
	As a team leader or meeting host, would you want to be able to assign specific tasks to	
	the team members/participants?	
	O Yes	
	○ No	
•		_
Tc		
- 1		
	▼ Usplay this question	
	If What types of meetings do you usually host/participate in? Planning Is Selected	
	If you are participating in a planning meeting, how often is it clear what work has been accepted to you?	
Θ	assigned to you?	
	Always	
	Most of the time About half the time	
	O Sometimes	
	O Never	
•	+ Add page break	
•	+ Add page break	
•	+ Add page break	
•	Q10 As a meeting host, would you want to receive additional feedback from each team	
•	Q10	
•	Q10 As a meeting host, would you want to receive additional feedback from each team	
•	As a meeting host, would you want to receive additional feedback from each team member/participant after the meeting?	
•	O10 As a meeting host, would you want to receive additional feedback from each team member/participant after the meeting? O Yes	
•	O10 As a meeting host, would you want to receive additional feedback from each team member/participant after the meeting? O Yes	
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	As a meeting host, would you want to receive additional feedback from each team member/participant after the meeting? Yes No	
•	As a meeting host, would you want to receive additional feedback from each team member/participant after the meeting? Yes No O11 How often do your meetings go overtime?	
•	As a meeting host, would you want to receive additional feedback from each team member/participant after the meeting? Yes No OII How often do your meetings go overtime? Most of the time	
•	Q10 As a meeting host, would you want to receive additional feedback from each team member/participant after the meeting? Yes No O11 How often do your meetings go overtime? Most of the time Sometimes	
	As a meeting host, would you want to receive additional feedback from each team member/participant after the meeting? Yes No OII How often do your meetings go overtime? Most of the time	
	As a meeting host, would you want to receive additional feedback from each team member/participant after the meeting? Yes No O11 How often do your meetings go overtime? Most of the time Sometimes Rarely	
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	As a meeting host, would you want to receive additional feedback from each team member/participant after the meeting? Yes No O11 How often do your meetings go overtime? Most of the time Sometimes Rarely Never	
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	As a meeting host, would you want to receive additional feedback from each team member/participant after the meeting? Yes No O11 How often do your meetings go overtime? Most of the time Sometimes Rarely Never O13 Would you want your meeting platform to display remaining meeting time?	
	As a meeting host, would you want to receive additional feedback from each team member/participant after the meeting? Yes No No OII How often do your meetings go overtime? Most of the time Sometimes Rarety Never OI3 Would you want your meeting platform to display remaining meeting time? Yes	
	As a meeting host, would you want to receive additional feedback from each team member/participant after the meeting? Yes No O11 How often do your meetings go overtime? Most of the time Sometimes Rarely Never O13 Would you want your meeting platform to display remaining meeting time?	
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	As a meeting host, would you want to receive additional feedback from each team member/participant after the meeting? Ves No No O11 How often do your meetings go overtime? Most of the time Sometimes Rarely Never O13 Would you want your meeting platform to display remaining meeting time? Yes No	
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	As a meeting host, would you want to receive additional feedback from each team member/participant after the meeting? Ves No No O11 How often do your meetings go overtime? Most of the time Sometimes Rarely Never O13 Would you want your meeting platform to display remaining meeting time? Yes No	
	Q10 As a meeting host, would you want to receive additional feedback from each team member/participant after the meeting? O Yes No No O11 How often do your meetings go overtime? Most of the time Sometimes Never O13 Would you want your meeting platform to display remaining meeting time? Yes No No	
	As a meeting host, would you want to receive additional feedback from each team member/participant after the meeting? Yes No No Outside the time Sometimes Rarety Never Outside the time Outside the time Never Outside the time	
	As a meeting host, would you want to receive additional feedback from each team member/participant after the meeting? Ves No No Most of the time Sometimes Rarety Never Q13 Would you want your meeting platform to display remaining meeting time? Ves No Ves No Ves No Ves Ones additional tools for documenting meeting results? Ves Ves Ves	

