

Designing the interview conference room

To accommodate as many communication needs a conference room should include:

- video
- audio
- chat box
- file sharing

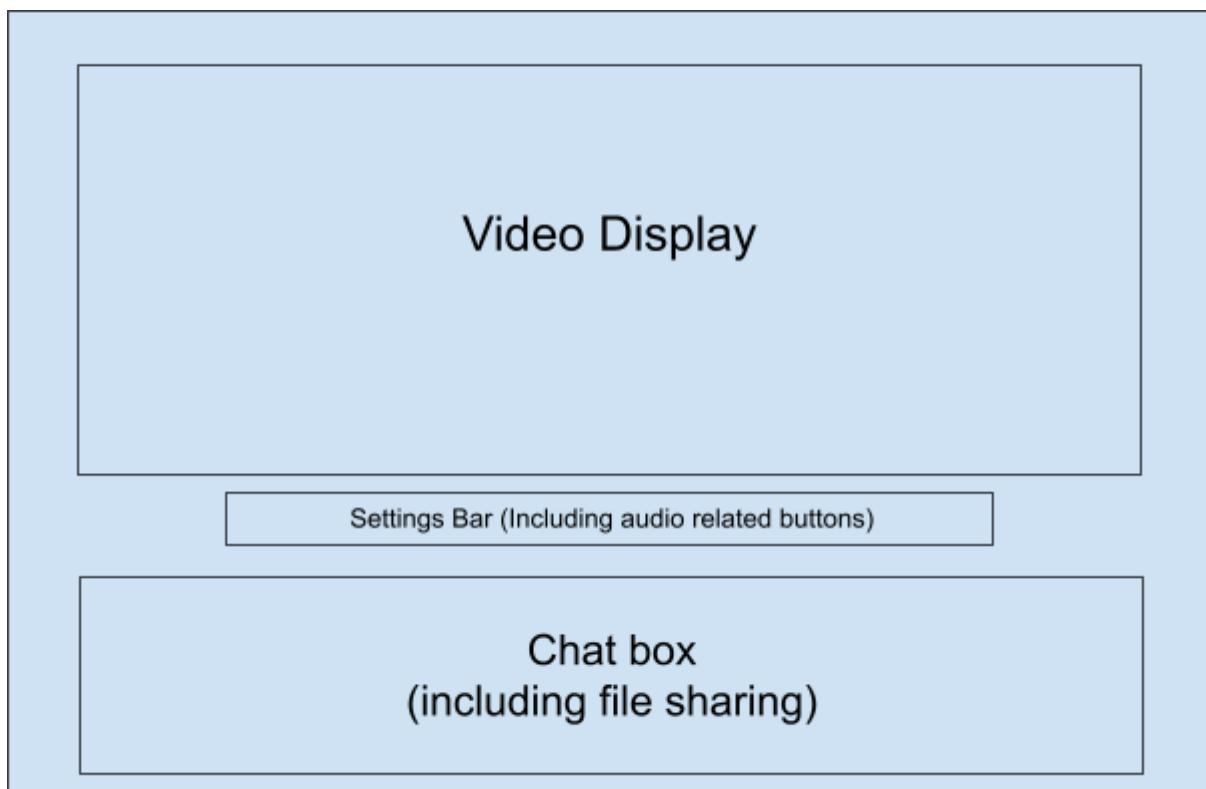
Video - An option to open your camera for visual communication. By default the camera is deactivated.

Audio - An option to use a sound input device such as a microphone to communicate verbally. It should be activated or deactivated at will. For the interview moderators we might also want an additional feature of force deactivating the microphone. For volume accommodation, we should be able to change how loud the sound information received is.

Chat box - For typing information in case the audio option is not available for whatever reasons.

File sharing - We might require some additional information that is stored inside files, so we need to be able to share them somehow, most likely as an extension to the chat box feature.

A basic layout of the features above that we are considering:



The page might offer additional pop ups/sidebars based on how we design the conference flow.

Participants

Interview Format

- An interview should involve **one candidate** and **one or more interviewers**.
- Both sides would have a personalized display.
- The interviewers are able to view candidate details while the candidate views some information regarding their interviewers.

Conference Room

- Joining the conference is done based on a conference ID.
- Users are able to join the room only if they are logged in and expected by the conference room (meaning that each conference room has a predefined list of users that can access it).
- When joining, all users are placed in a waiting room until an interviewer decides to start.
- The starting of the interview does not require all users in the predefined list to be present.
- Also, if the room is left by accident, any user can rejoin.
- If all users have left the room, an inactivity counter starts which will close the interview automatically after a specified amount of time.
- A user MAY NOT join from two different devices in the room.

Note: Information in this document is subject to change.