1. Brainstorming

* Brainstorming is a task which requires both members to start thinking of any ideas/thoughts on a particular project. It doesn’t necessarily have to be in person now that we can technologies to help us with when geologically distant from one another.
* Using the platform Google Jam board is a good way to note down ideas from all the parties collaborating. It is efficient & easier to do it in-person but still worth it of trying this out with the constraints present.

1. Domain Analysis

* In software engineering, domain analysis, or product line analysis, is the process of analyzing related software systems in a domain to find their common and variable parts.
* Domain analysis can be performed remotely as it is done over the internet. The design engineer and the manager can work on this over teams, zoom etc.

1. Ethnographic Observation

* Ethnographic research is a qualitative method where researchers observe and interact with a study's participants in their real-life environment.
* This task cannot be performed virtually as it requires meeting the participants in person. The

1. Interviews

* Interviews can easily be conducted online using various platforms available –> Zoom, Google Meet, Microsoft Teams, etc.
* But to know the candidate’s personality trait and body language, an in-person interview is recommended.

1. Prototyping

* Prototyping is an experimental process where design teams implement ideas into tangible forms from paper to digital. Teams build prototypes of varying degrees of fidelity to capture design concepts and test on users. With prototypes, you can refine and validate your designs so your brand can release the right products.
* Prototyping cannot be done virtually. As the process requires the collaboration between the design engineer and physical assessment of the output.

1. Questionnaires

* Conducting questionnaires online is considered more effective and efficient as you can gather the data online instead of physical copies of the responses.
* Some of the focus group prefer in person sessions since they need response on a product which cannot be displayed online or something that requires human interactions as well.

1. Scenarios

* A scenario is a tool used during requirements analysis to describe a specific use of a proposed system. Scenarios capture the system, as viewed from the outside, e.g., by a user, using specific examples.
* This can be performed remotely as physical presence is not required. Using a portable computer and a supported browser (Google Chrome) this task can be successfully completed.

1. Task Analysis

* Task analysis is a method of analyzing the tasks and to check if it performs as per requirement.
* Task analysis can be done virtually with the help of applications such as teams, WebEx and Zoom.

1. Viewpoints

* A viewpoint is an encapsulation of partial information about a system’s requirements. Information from different viewpoints must be integrated to form the final system specification.
* As it requires a discussion between stakeholders of building testing maintaining and analyzing it can be monitored and tracked virtually through aforementioned web applications.

1. Workshops

* A software and technology workshop are a three-to-four-week process where a team of experts analyses your idea for a product or digital transformation/business development effort, helps you shape it, and provides basics like prototype and estimated budget to help you start your project successfully.
* A workshop can be held remotely as it doesn’t require physical presence of the participants.