Need #1

**During the workday, scrum teams need**

**to be frequently reminded of a simple means for informally and spontaneously seeking collaborative interactions with remote teams.**

**Otherwise,**

**they are limited to emails or bi-weekly Sprint Reviews, which are too formal, infrequent, and asynchronous to allow for collaborative communication.**

***Telepresence meetings are “events” that are well suited for broadcasts or presentations, but not for problem solving or creative design sessions.***

Need #2

**During “hub and satellite” (aka “one-to-many”) audio/video communications, anyone who is not physically present needs:**

* **to be fully included in the conversation, and treated as though he/she were in the room.**
* **to have unrestricted visibility of the room.**

**Otherwise,**

**the remote participant is often excluded from portions of the conversation, or unable to see things like body language, visual communication, or movement people in the peripheral of the group.**

Need #3

**During the workday, scrum teams need**

**to update their remote team members daily with their latest progress and problems.**

**Otherwise,**

**work can be unknowingly repeated or wasted, and opportunities for collaboration in times of need are often forgone.**

***Co-located teams can fulfill this need by daily scrum meetings, because the meetings are highly efficient, and entrenched as a daily ritual.***

Need #4

**During daily scrum meetings, participants need**

**-to be actively engaged for the whole conversation, not just during their turn to speak.**

**-to feel safe, supported, and uninhibited in sharing any difficulties they are having.**

**-to care about their co-workers’ problems (not just their own deadlines/responsibilities).**

**Otherwise,**

**sharing problems at a Scrum meeting can feel like you are confessing your shortcomings, rather than seeking collaborative solutions.**

**Design Requirements**

**The “Scrum Table” must:**

* **make everyone stand up.**
* **create a distinct and simple ritual, which enforces the rules of scrum.**
* **preserves the high efficiency and minimal preparation/coordination of the classic scrum.**
* **create a physical feeling of camaraderie by making the team form a circle.**
* **provide an affordance which distracts the participants’ hands (no distractions).**
* **provide a visual reminder/enforcer of the 2-minute per person timing restriction.**
* **accommodate 5-12 physically present people.**
* **be fully accessible for remote participants.**
* **be fully accessible for remote TEAMS.**

**Project Scope**

**To make this a real product (even though we expect it to continue to change/evolve) we would need to:**

* **design and build the triangular “table” that houses the screens. Mechanical + Industrial.**
* **design our own panoramic video stitching software, and possibly outsource students.**
* **find a 4:1 TV screen that will work.**
* **find a wide angle webcam, and design the housing.**