Scenario brief: Validating the interactive presentation feature

# Step 1: Create user stories

As established, ConnectSphere serves large clients, and your team is developing an innovative interactive presentation feature directly within the platform.

## Your role & goal

An initial design concept for this feature exists (which you'll review as part of the activity materials). Before committing significant development effort, your manager needs you to lead the initial validation process. Your goal for this activity is to:

1. Clearly define user requirements through user stories.
2. Determine appropriate testing strategies for this feature in an enterprise context.
3. Analyze initial user feedback to identify potential issues.
4. Propose evidence-based design iterations.

**Understanding the feature context: Interactive presentations**

The core idea behind this feature is to allow ConnectSphere users to move beyond static slide decks. The initial concept enables users to create presentations within the platform that include interactive elements (like polls, Q&A sections, embedded videos, or perhaps even collaborative whiteboarding elements). The goal is to make presentations more engaging for the audience and more effective for the presenter, directly within the collaborative environment users already work in.

**Understanding the target users**

While many people within an enterprise might *view* these presentations, consider the primary *creators* and *sharers* within ConnectSphere's client organizations:

* **Potential creators/presenters:** Think about roles like Marketing Managers (presenting campaign plans/results), Sales Enablement Specialists (creating training materials), Corporate Trainers (delivering onboarding/skill sessions), Product Managers (sharing roadmaps), or Account Executives (presenting tailored proposals).
* **Their goals:** These users likely aim to improve audience engagement, ensure better knowledge retention, facilitate real-time feedback during presentations, and streamline the creation/sharing process compared to using separate presentation and collaboration tools.
* **Potential pain points (with existing tools):** They might struggle with static content failing to keep audiences engaged, difficulty integrating interactive elements smoothly, cumbersome processes for sharing presentations and collecting feedback, or lack of analytics on viewer engagement.

**Initial design concept**

