Brainstorming Ideas for 'approaching team more easily' and 'project team details'_20160406

From the earlier Personas-JourneyMaps-PainPoints ideation sessions, we summarized 9 main areas of improvements. In this brainstorming session, we brainstormed ideas to help new members approach project teams and learn more details about project teams, in order for them to decide which project to work on.

This file was created on 2017/02/10.

–Jaoyi

"HMW make it easier for new members to approach project teams?"

Implementations:
- Create an agenda for the meetup
- Designated person on team to be the representative
- Table signs

Nice-to-have:
- Designated brigade member who connects new members to projects
- Open brainstorm board
- Onboarding protocols for each project team

Brainstorming Ideas (from SWAP):
Greeters
1. Matchmaker at the door
2. Designated brigade member who connects new members to projects
3. Designated brigade member to collect info from groups

Hospitality / Welcoming
1. Candy bowl next to the project team
2. Activity table with object
3. Open brainstorm board
4. Dance room

Onboarding
1. Allocate specific time where new members get onboarded
2. Create an agenda for the meetup
3. Require onboard protocols for each project

Signal / Badges
1. Do not disrupt sign
2. Designated person on team to be the representative (same as 8 and 10)
3. Picture of the project leader
4. Table signs
5. Offline connection / chat
6. Empty chair at group table

7. Color symbol for special skills needed
8. "Talk to me" badge (same as 2 and 10)
9. Badge for designated team member for onboarding
10. Badge for designated team member (same as 8 and 2)

"HMW make project team infos more clear to new members and facilitate project participation?"

Implementations:
- Project team pitch at the orientation
- Project teams on a board
- Better online presence of projects
- Project filters
- Matching mechanism

Nice-to-have:
- New member pitch
- Nudge teams to update
- Core team match new members to project teams

Brainstorming Ideas (from SWAP):
Team and Personal Pitches
1. New member pitches what they are passionate about
2. Team pitch in front of new members
3. Musical pitches
Team Details
1. Interactive screen to check in and read about teams
2. Nudge teams to update with visible score
3. Help wanted listings
4. Super sign, printed weekly
5. Up to date list of project needs
6. Phone app for new members to get info on teams
7. New member sign up, as well as teams to create a "map of teams"
8. Better web presence for teams
9. Team description on sandwich board
10. Pictures of leaders
11. Team flyer, also describes what they "don't need"
Teams Gallery
1. Board of projects
2. Display team update on screen or poster
3. Posters of each team, in a gallery

4. "Team board" with columns for "present", leader, slack channel, skills needed
5. Display screen that rotates team info

Match / Assign

1. Matching mechanism
2. New members assigned to do simple tasks
3. Matchmaker via the "check in"
4. Project filters
5. Speed dating, in person matchmaking
6. Matched to multiple projects based on skills
7. New members self identify, post "who needs X" questions to teams
8. Show new members which teams to talk to
9. The sorting hat decides where you should go
10. New members assigned to projects
11. Pick a team out of a hat

Note: brainstorming topics and pain points

1. **How to make it easier to approach teams at the hacknight? (3)** (Brainstorming session on 20170607)
   o Team info not displayed
   o Hard to get to know the team
   o Challenging to approach a working team, feels like disruption
   o Inexperienced or non-coders feel inconfident
   o Not sure who to talk to

2. **How to display team infos more clearly to new members and other teams? (3)** (Brainstorming session on 20170607)
   o Skills needed
   o Frequency of meeting/ working
   o Learning opportunities
   o Ways to contribute
   o Accept inexperienced members?
   o Participation level unknown
   o Lack of deliverables

3. **How to enable members and teams contribute, and to enable more effective matching? (3)** (Brainstorming session on 20170607)
   o Similar to 4 and 5. Effective matching is a result in nature, not a problem. Matching essentially requires information from 5, and enables 4 (as new members indicated, part of the hesitation to approach comes from a lack of project information) .