in the form of text or shapes, sticky notes ("notes"), images, documents, and other types of digital objects 120. The objects 120 can be placed anywhere on the canvas 114, and the canvas 114 can grow in order to accommodate the objects 120. Additional details regarding one illustrative canvas 114 will be provided below with regard to FIG. 3.

[0032] The canvas 114 can also present dynamic templates 116 and regions 118. Dynamic templates 116 can include one or more regions 118 that together provide structure to objects 120 contained therein, and behavior that is typically based upon a purpose or desired outcome. For example, and without limitation, a template 116 can be defined and placed on a whiteboard canvas 114 that includes regions 118 configured for performing a retrospective analysis for a project (e.g. performing an analysis of what went well, what didn't go well, and what can be improved for a project). As another example, a template 116 might include regions 118 for tracking the status of to-do items in a project (e.g. not started, in-progress, or complete). Templates 116 including other types and arrangements of regions 118 for performing other types of functions can be utilized in other configurations. Details regarding the functionality provided by templates 116, regions 118, and objects 120 will be provided below.

[0033] As also shown in FIG. 1A, the UI 106 can include UI controls 122. The UI controls 122 can be configured as a toolbar that includes tools for selecting a pen and type of digital ink (e.g. color, pen thickness, pen type, etc.), for deleting digital ink, for creating other types of objects 120 such as notes, for setting a timer for voting on objects 120 on the canvas 144, for up-voting or down-voting objects 120, for organizing the objects 120 on the canvas 114, or for performing other functions, some of which will be described in greater detail below. As will be discussed in greater detail below with regard to FIGS. 6B-6D, the UI controls 122 can be template and/or user-specific. For ease of discussion, the UI controls 122 might be referred to herein as the toolbar 122.

[0034] Turning now to FIG. IB, additional aspects of the operation of the whiteboard application 104 will be described. As shown in FIG. IB, users of multiple computing devices 102 can utilize instances of the whiteboard application 104 simultaneously to share a whiteboard (i.e. a canvas 114). Each of the users can utilize their respective computing device 102 to add, edit, or remove objects 120 to/from the canvas 114. Multiple users can also utilize their respective instances of the whiteboard application 104 to create and interact with the templates 116 and regions 118 disclosed herein in the manner described below.

[0035] In order to synchronize objects 120, templates 116, and regions 118 between