

Meeting Controls Elements and Interactions

Controls must be omnipresent through entire meting.
Testing confirms mute/unmute is most important for
easy access.

TOP CONTROLS (A.K.A. THE ROOM)

Back to Chime app (view)
Returns user to Chime home screen without
exiting the meeting.

Leave meeting (menu)
Pops open a confirmation for user to leave (if
they are an admin, end the meeting).

Chat (view)
Opens a secondary view for the meeting chat.

"More options" (menu)
Stores all other options available to user.

BOTTOM CONTROLS (A.K.A. YOU)

Raise hand (toggle)
Sends in-chat alert user has "raised their
hand". For 5.0, no queue.

Audio output (menu)
User can select from a menu between variables
(list on right). This spot will always show the
user's curent output.

Camera (toggle)
Users can turn their video off and on.

Mic (toggle, animates)
Users can turn their mic off and on.
When it's on, it reflects their audio speaking
state, like on roster. Also signals poor
connectivity.

Active speaker (conditional)
Only shows current speaker name. In
"Group" meetings, tapping on it takes
you to "Spotlight" (p2, active speaker).
Otherwise, no action.

VARIABLES - CHAT

Chat new messages, with count

None (2) (12) Over 100

(alt) Chat new messages, no count

None Any

VARIABLES - AUDIO OUTPUT

Full list below. Only show the user
what's actually available to them.

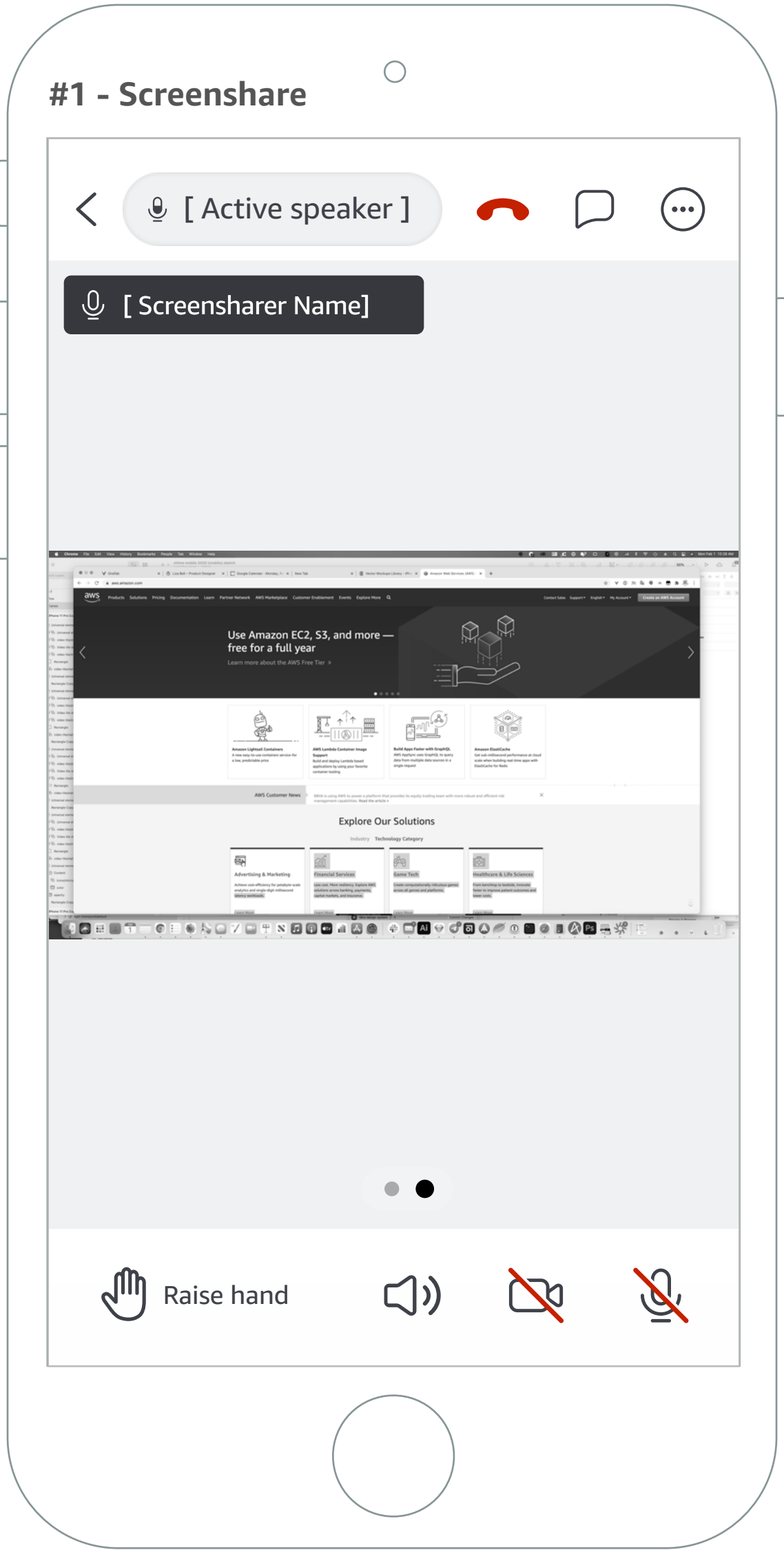
VARIABLES - MIC OUTPUT

- Mic off
- Mic on
- Speaking - Quiet
- Speaking - Medium
- Speaking - Loud
- Poor signal - mic on
- Poor signal - mic off

- Audio off
- Handheld (phone earpiece)
- Speaker
- Wired headset
- Bluetooth device (connected)

Spotlight Order of Priority

Spotlight (page 2) only exists when media is being shared (video or screenshare). It contains dynamic content, to lower cognitive load— viewing space is maximized for a single focal point at any given moment.



Highest priority if someone is sharing their screen. Mobile data for 4.39 shows people view screenshare 2x more than they view videos.

#2 - Group call - Featured Video



Second priority, user's choice to feature a certain video. Users will not be able to feature videos when there is a screenshare.

Note: Needs further investigation how important this feature is on mobile.

#3(a) - Group call - Active speaker



Default for group calls, when there is video but no screenshare or featured video.

See Active Speaker States for more.

#3(b) - 1:1 Call - Picture-in-picture



Default for 1:1 calls, when there is video but no screenshare. 1:1 calls do not need "featuring".

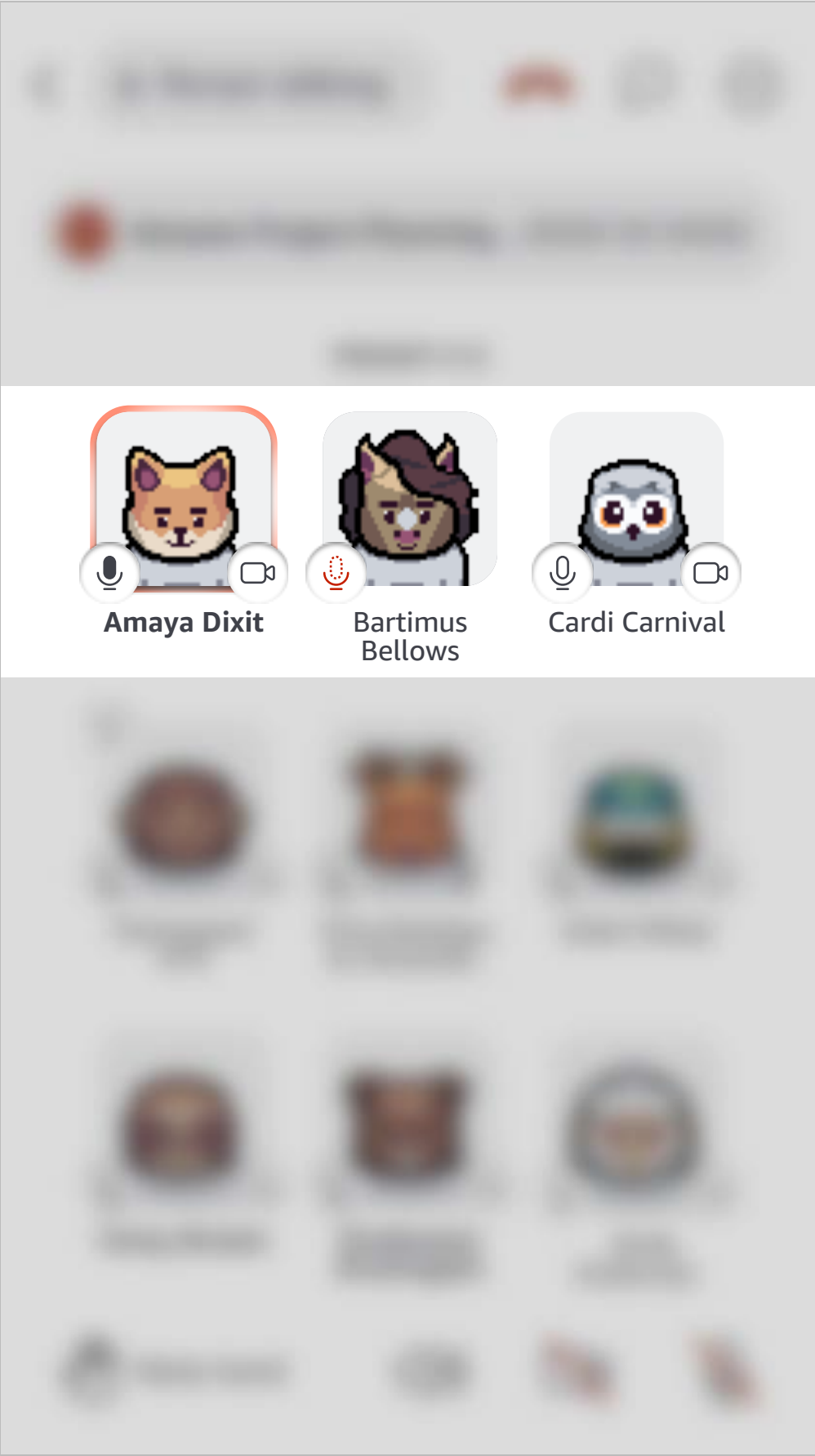
Signals **Active Speaker**

Mobile’s limited real estate and audio-centric use case means it’s critical for users to know who is speaking at any given moment. We communicate active speakers throughout the meeting experience using several visual cues.



The upper left corner is a strong space for readability and updates. We use it for a mini active speaker cue that’s always visible.

Roster - Speaker cues



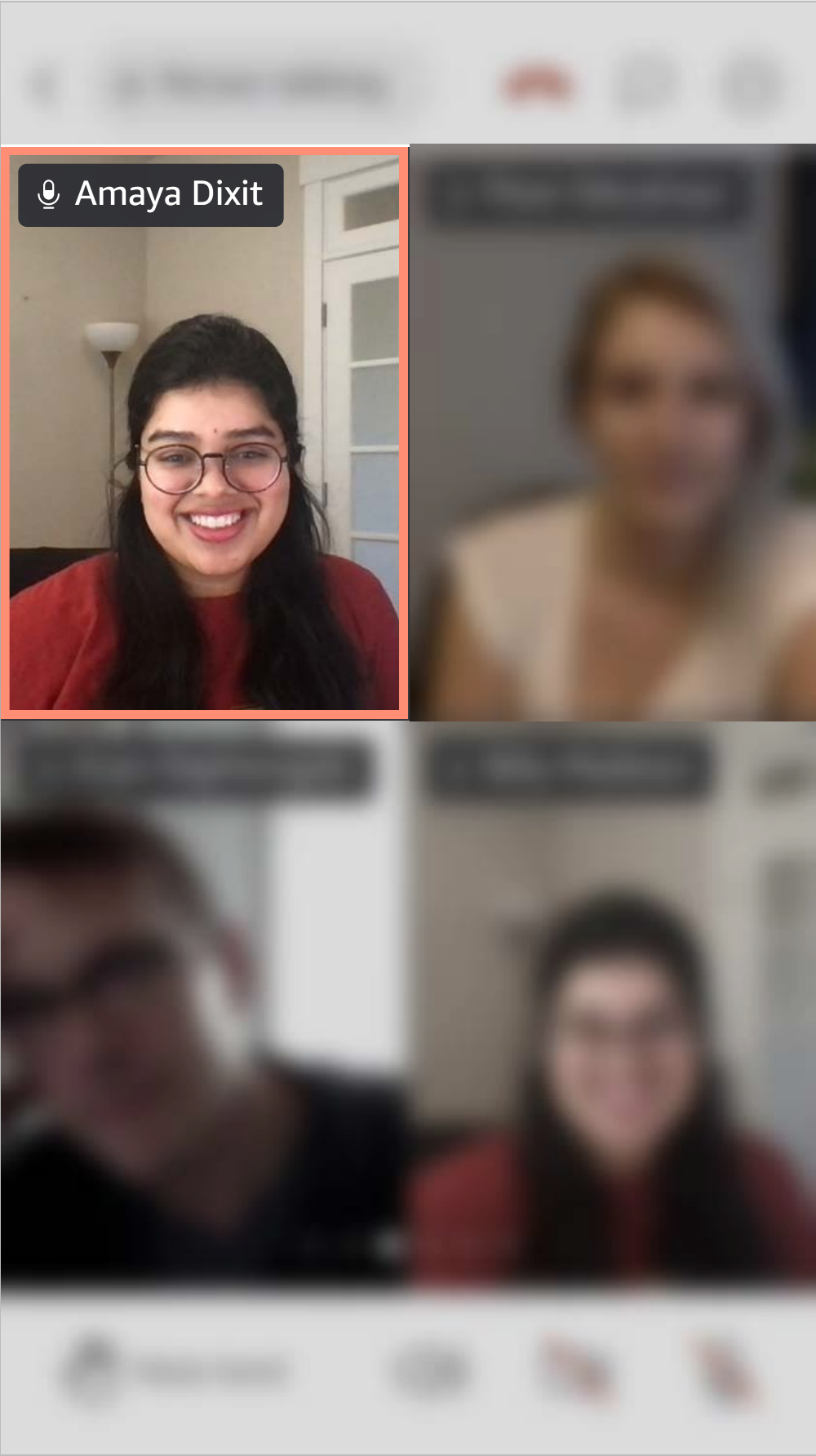
Roster uses the mic indicator to show the classic Chime working mic. It’s magnified with a “halo” around the avatar that echoes the mic’s 3 active speaker states.

Spotlight - Group, active speaker



The default state for Spotlight in a group call is showing the current active speaker. This is an enlarged view of wat’s going on in the navbar.

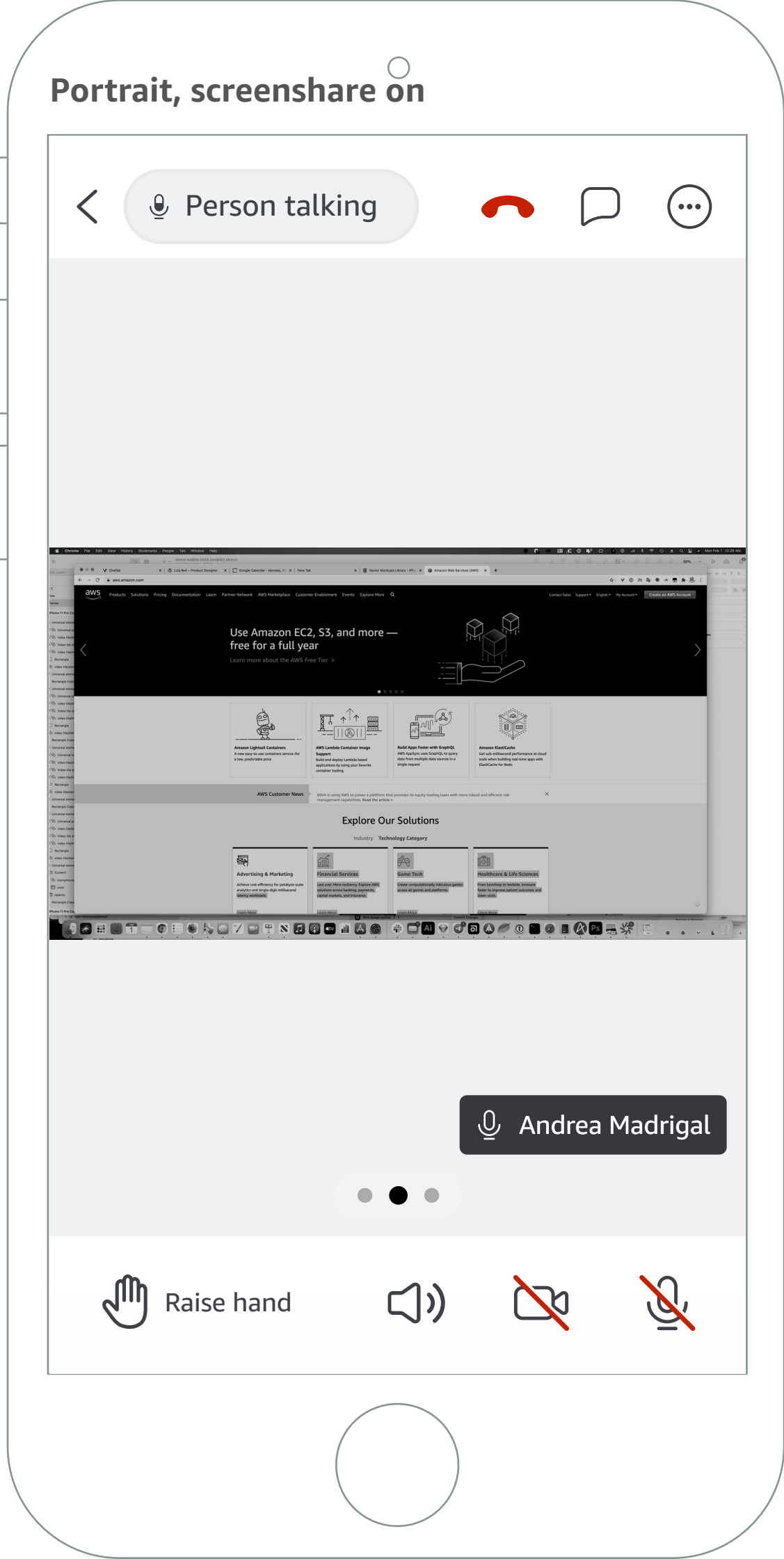
Wings - Video grid highlight



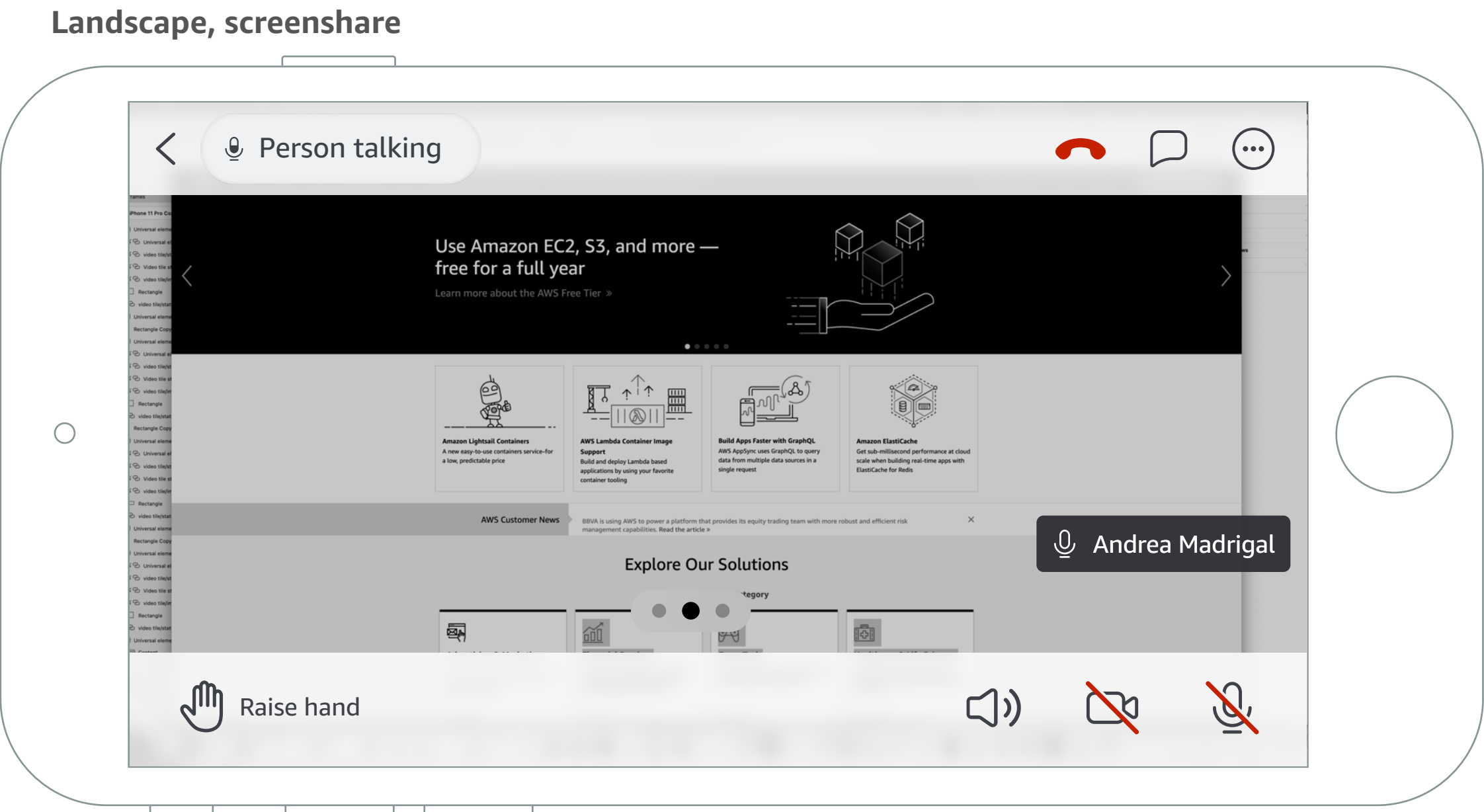
In the wings (video grid pages), we follow desktop’s example for showing active speakers with an orange border and drop shadow.

Screenshare Mobile Full-Screen

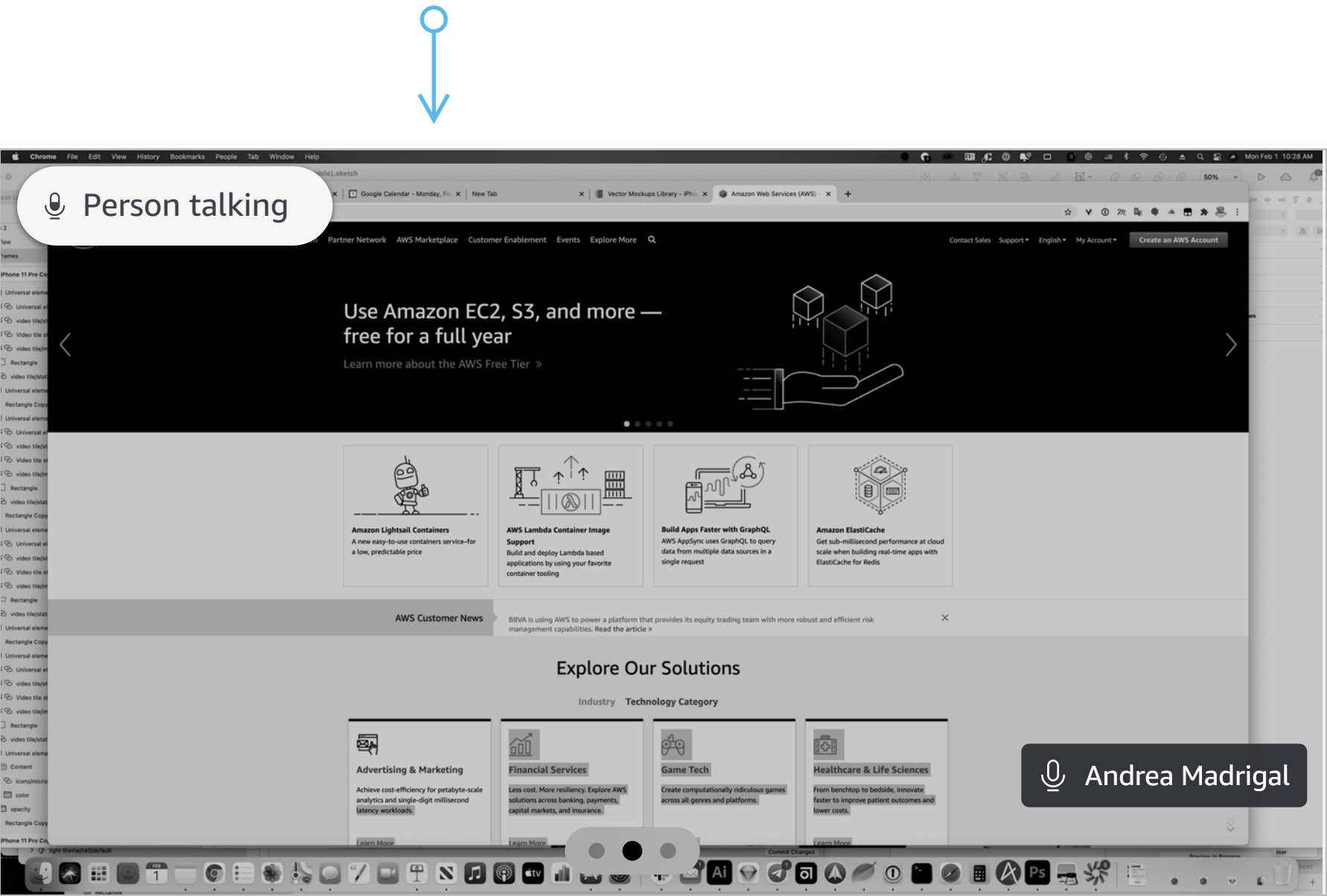
Balance users' access to important controls, active speaker, and maximize viewport for screenshare.



User rotates their screen



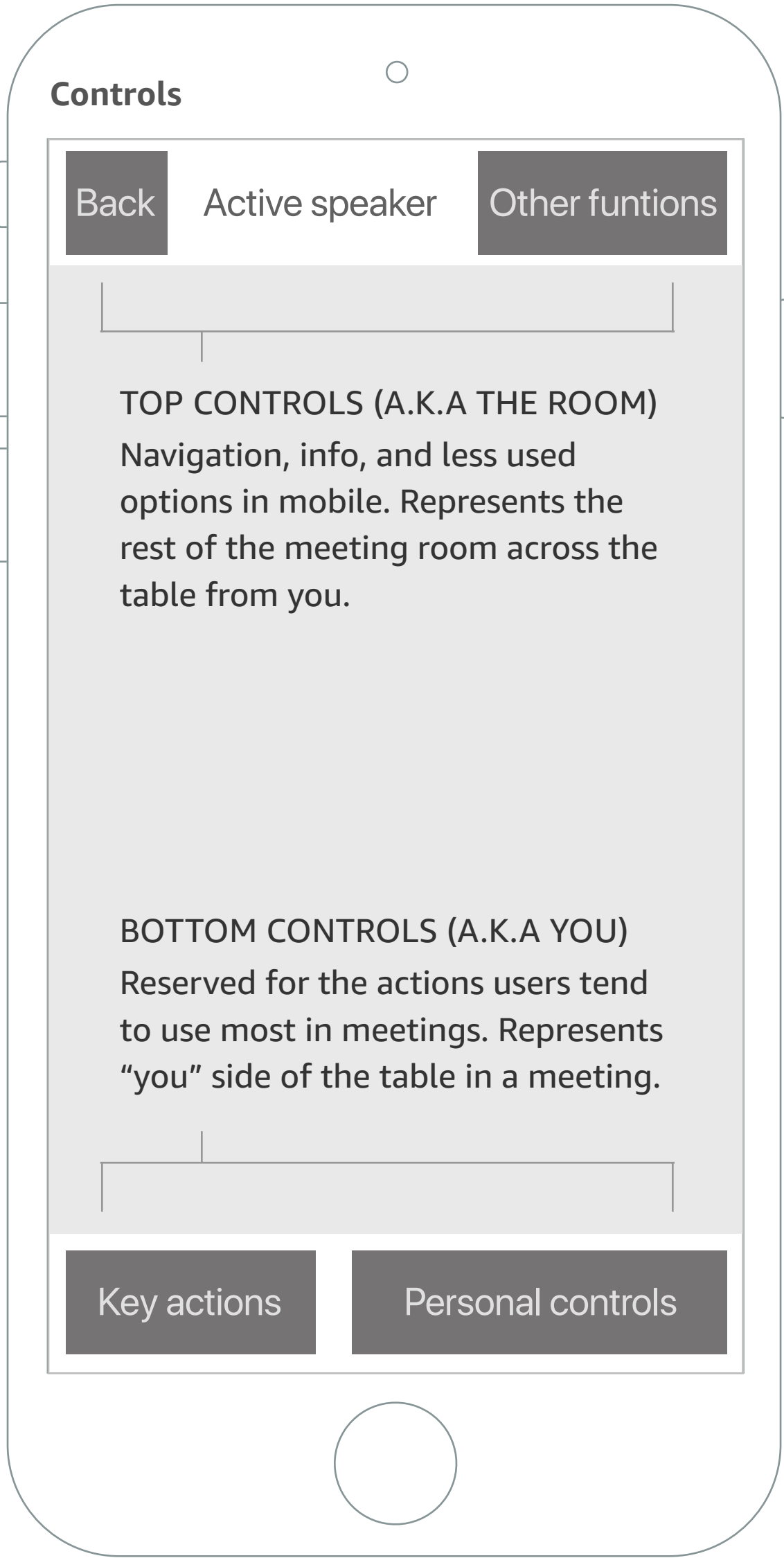
Controls show for ~3s (make it an overlay for landscape? if not, keep as is.)



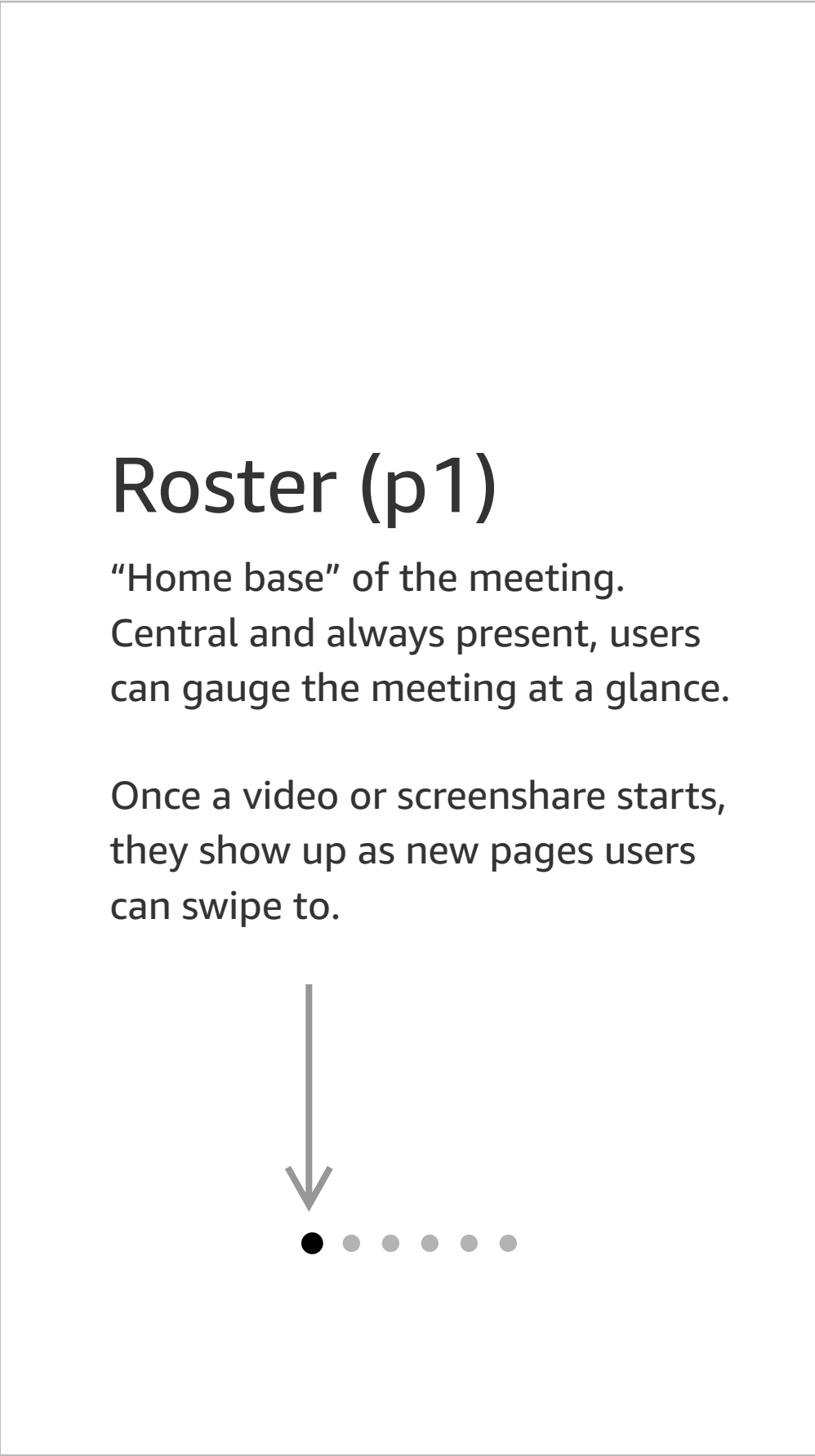
After ~3s, controls disappear. Active speaker remains in top left corner and pagination remains on the bottom. All zoom/pan actions are available same as portrait. Tap brings controls back up, allowing user to mute/unmute, raise hand, see chat, etc.

Meeting UX Main Views Principles

Bulk of meeting experience is in these screens. Unlike desktop, video takes a backseat for mobile users. Active speaker, roster, and easy access to personal controls take priority.



Page 1 - Roster

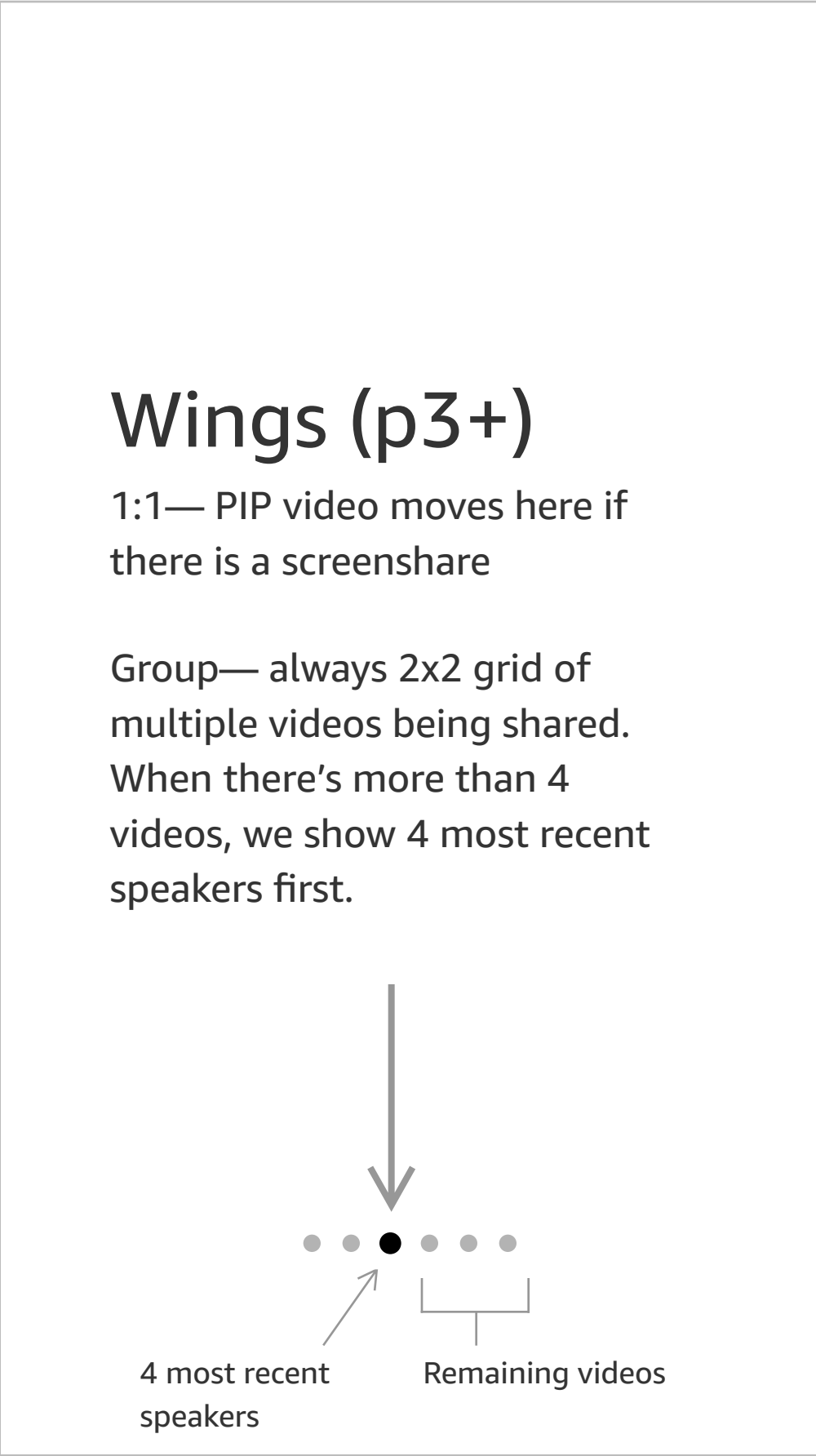


Internal research verified the information heirarchy mobile users need, which is reflected in the decisions for this new experience. Contact navgr@ for write-ups.

Page 2 - Spotlight



Page 3 - Wings



As of 2021, we're allowing a max of 25 video tiles in a meeting. This means we will have a max of 9 pages (7 video pages, plus spotlight and roster).

Meeting UI Alerts

Snackbars are useful to inform or warn mobile users without pulling them out of their meeting experience. Alerts are reserved for hard errors that prevent a user from being a part of the meeting.

Both - In-app notifications

Brief snackbar

Inform user without disrupting their meeting experience, automatically dismisses [SHORT time length]

Use for: Info and updates not requiring user action

↓

Snackbar - 1-2 line info, auto-dismiss

Both - In-app notifications

Action snackbar

Low friction way to inform user and give an option, requires user interaction.

Use for: Switch to dial-in during poor connectivity

↓

Snackbar - 1-2 line info ACTION

iOS - Alert

Title

A message should be a short, complete sentence.

CancelAction

Android - Dialog

Title

A message should be a short, complete sentence.

CANCELACTION

Meeting UX Functionality Index for 5.0

Reference for all meeting functions and how they are organized.

