

Meeting Controls Elements and Interactions

Controls must be omnipresent through entire meeting.
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 current 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

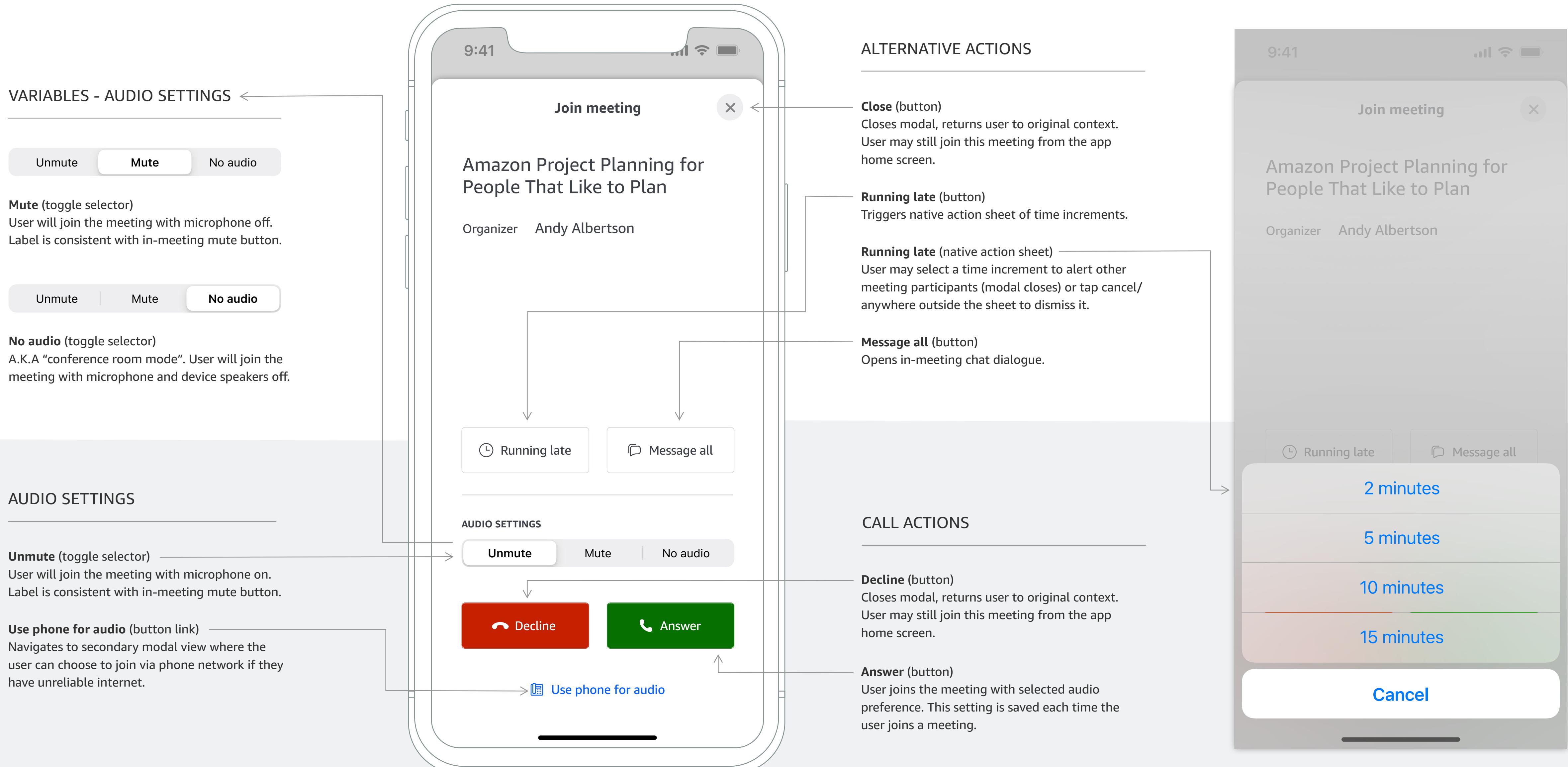
Full list below. Only show the user what's actually available to them.

VARIABLES - MIC OUTPUT

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

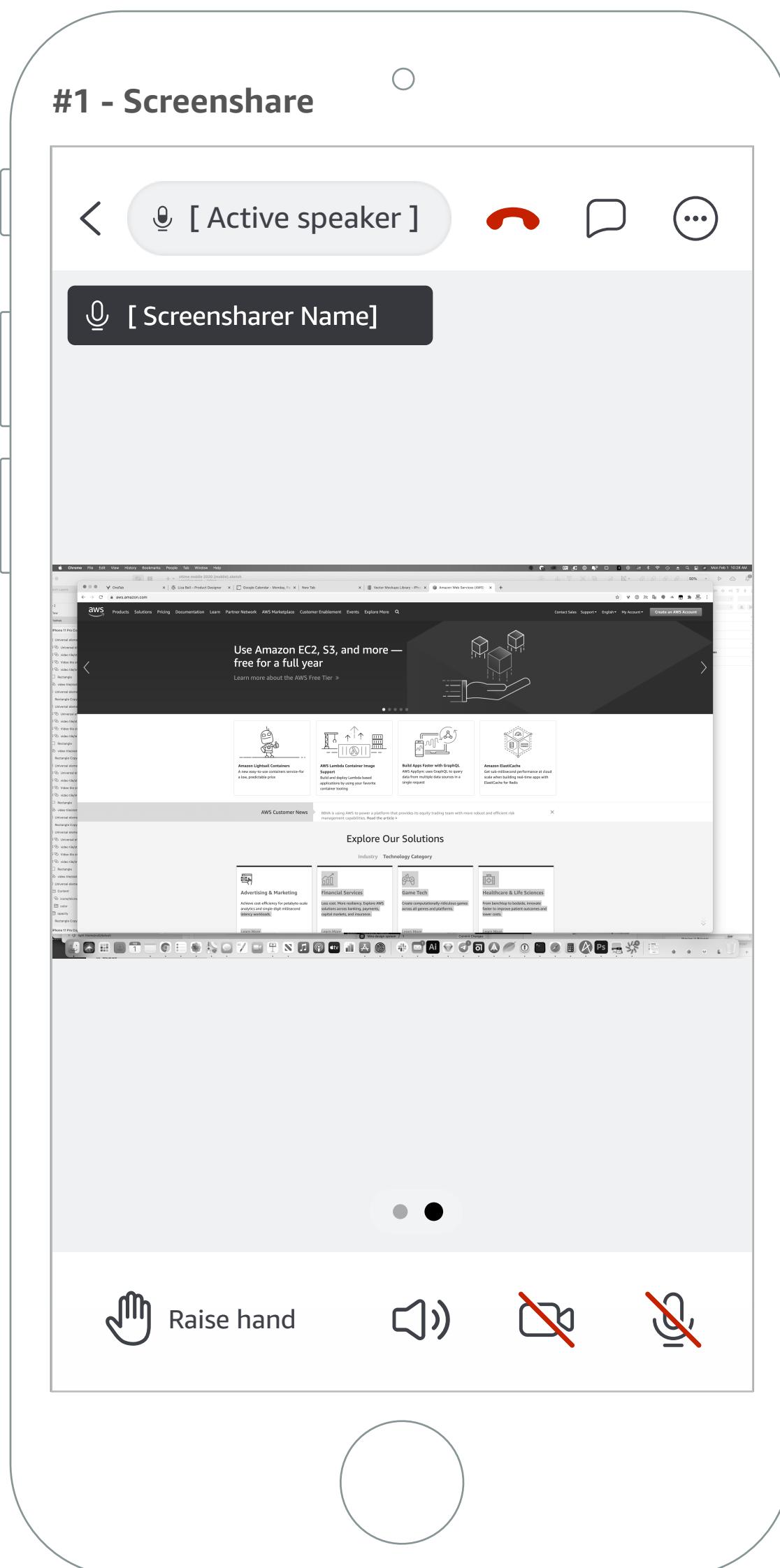
Incoming Call Screen Elements and Interactions

Auto-call enabled meetings and 1:1 calls appear as a full screen modal, covering app content. Users will join with their video OFF by default.

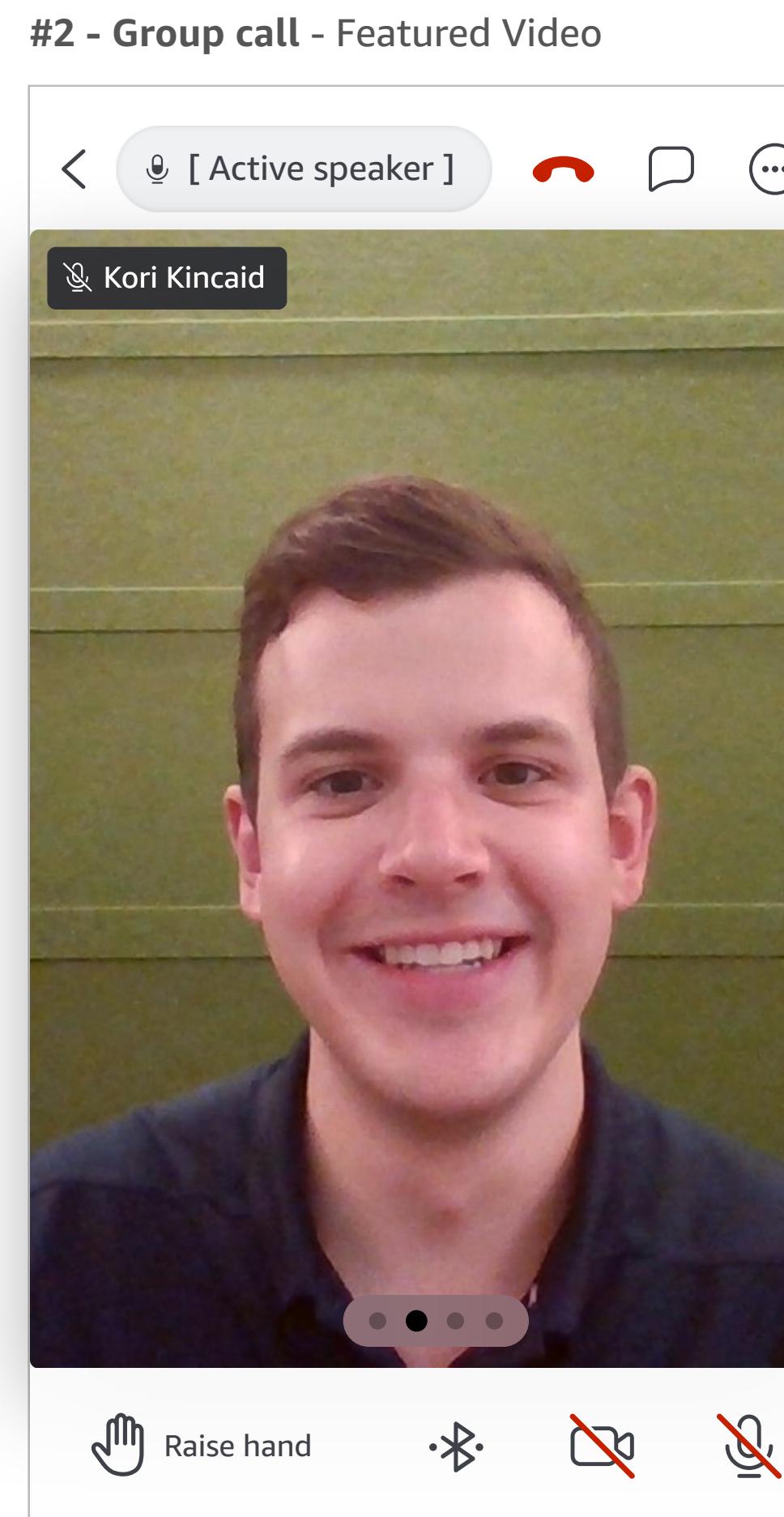


Spotlight Order of Priority

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.



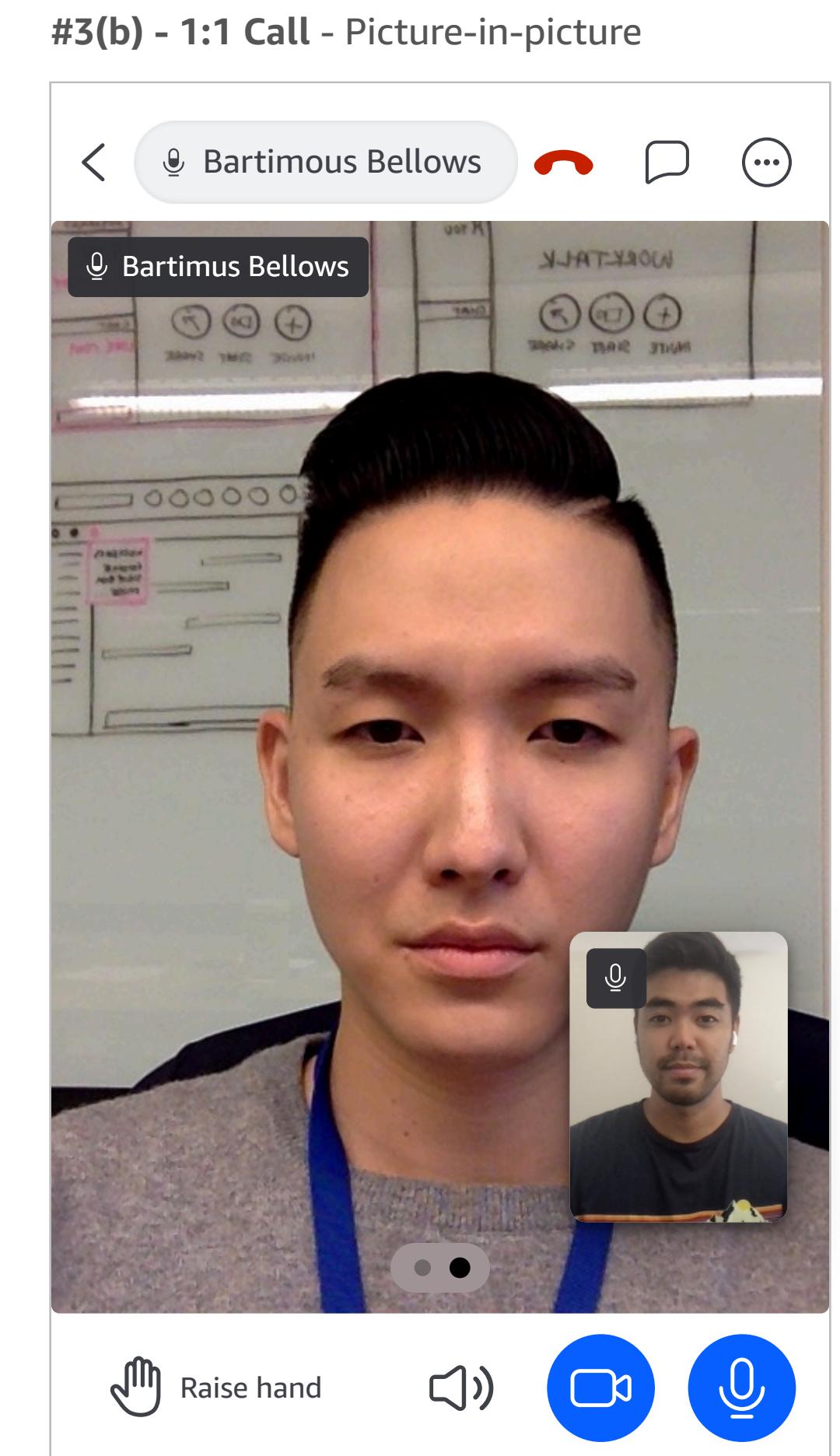
Second priority, user's choice to feature a certain video. Users will not be able to feature videos when there is a screenshare.

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



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

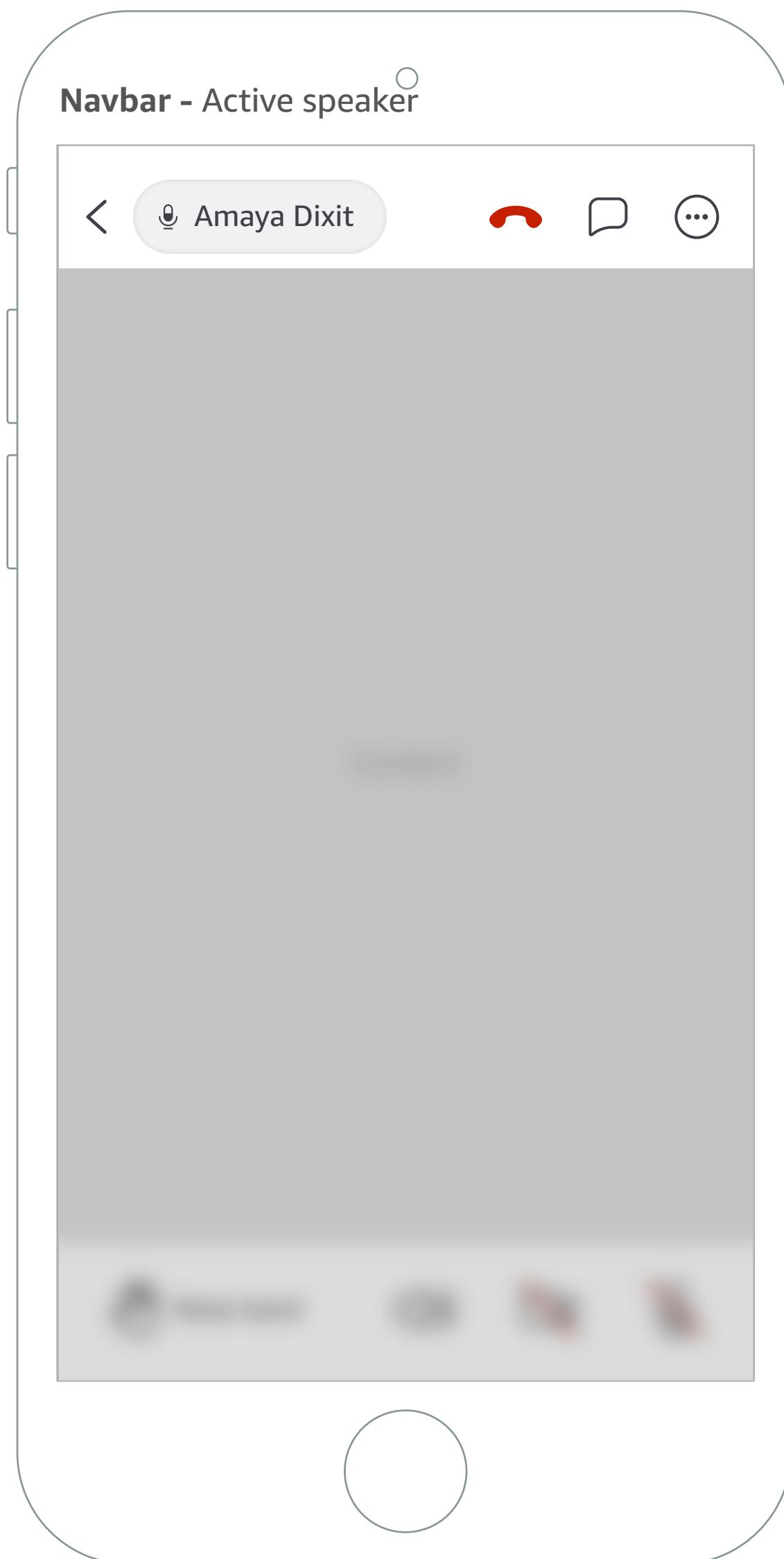
See Active Speaker States for more.



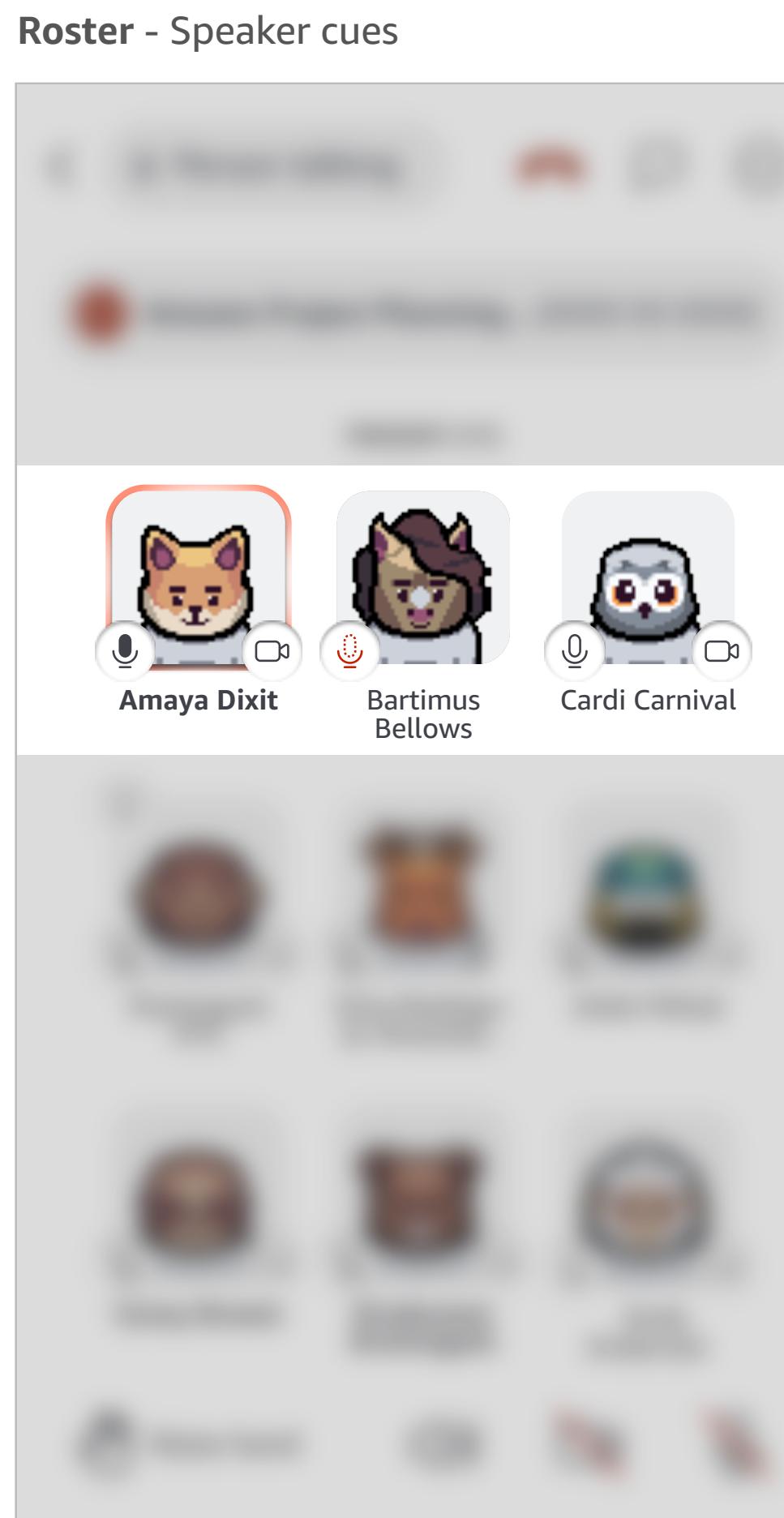
Default for 1:1 calls, when there is video but no screenshare. 1:1 calls do not need "featuring".

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.



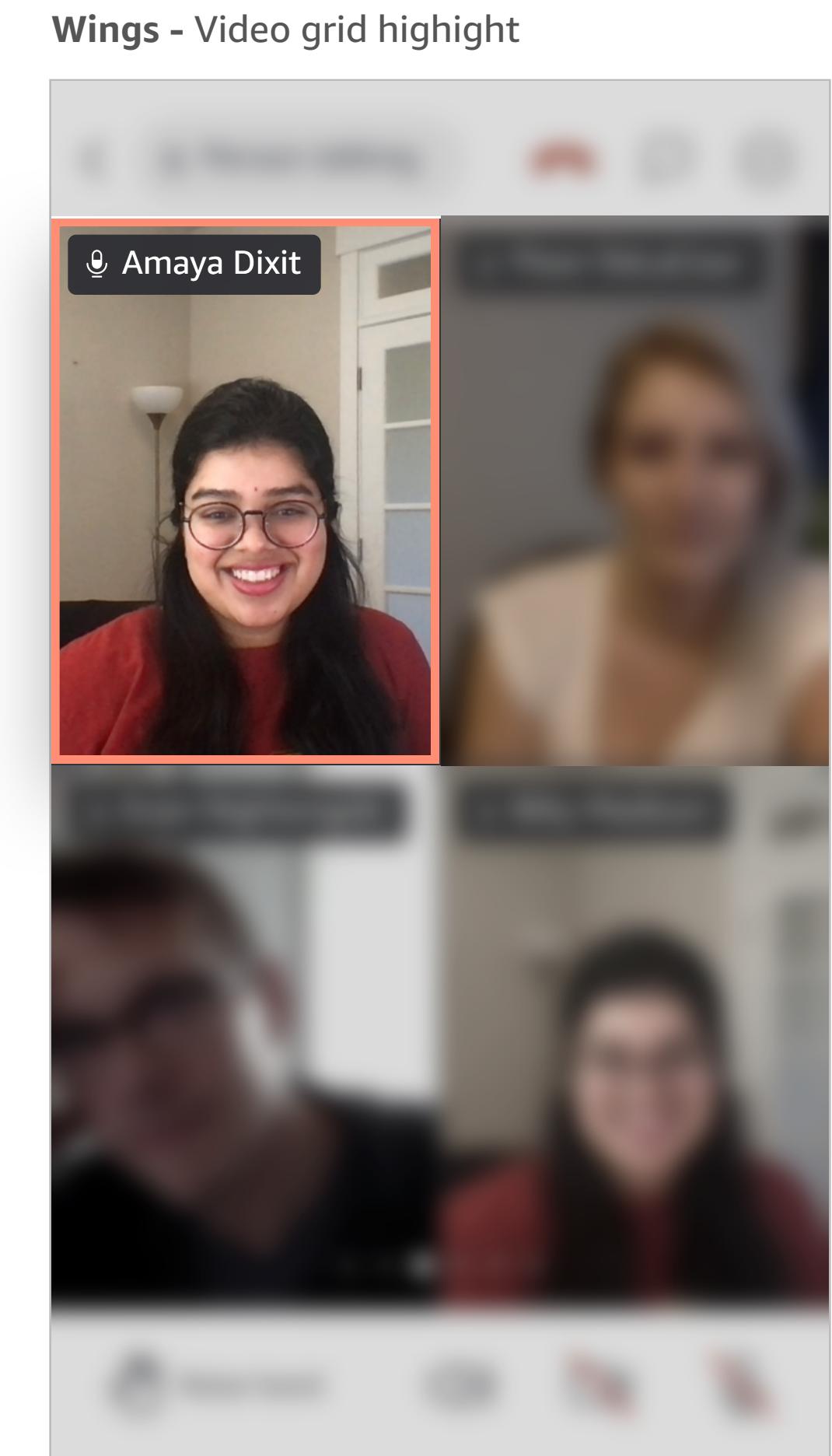
The upper left corner is a strong space for readability and updates. We use it for a mini active speaker cue that's always visible.



Roster 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.



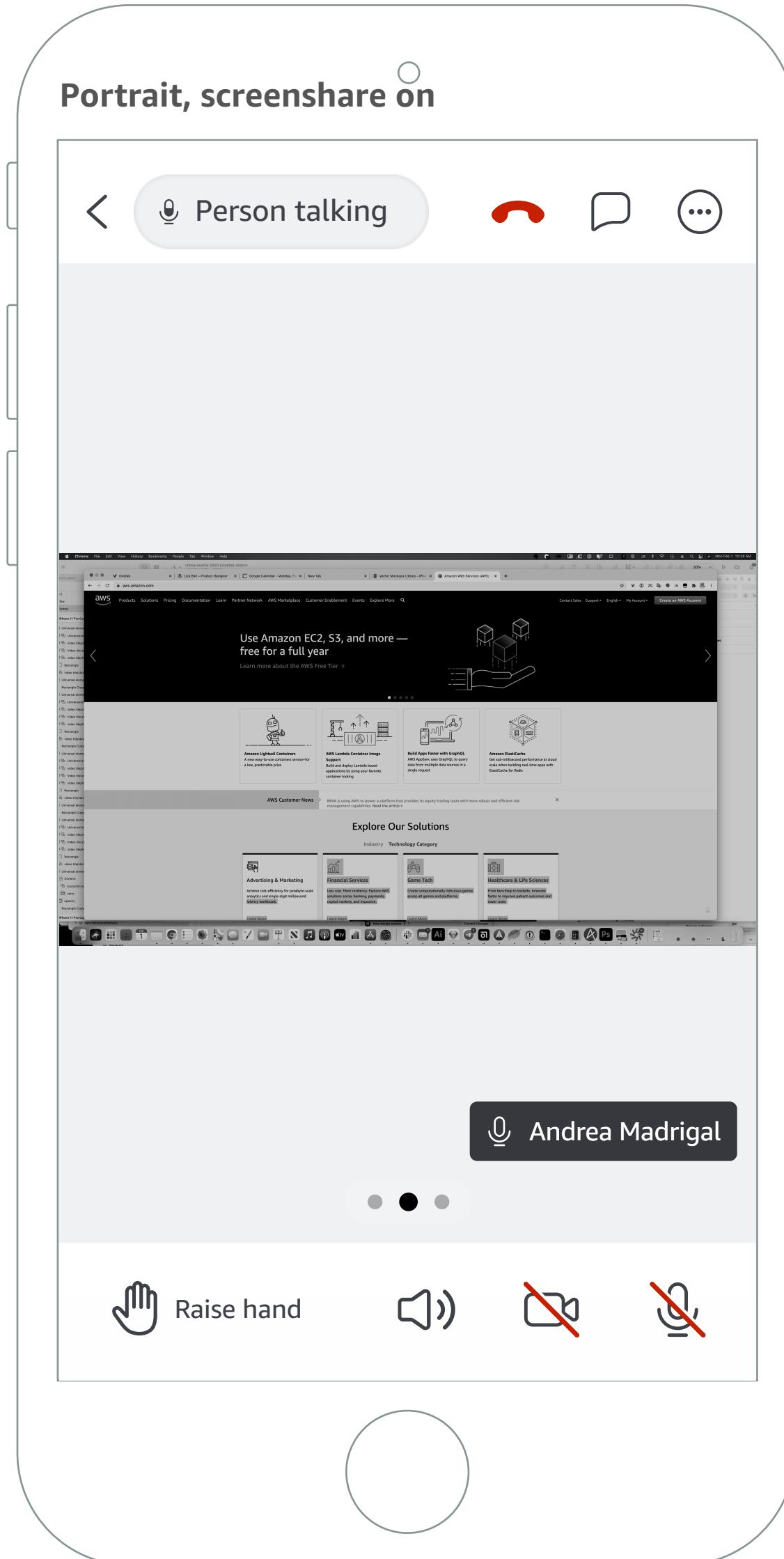
The default state for Spotlight in a group call is showing the current active speaker. This is an enlarged view of what's going on in the navbar.



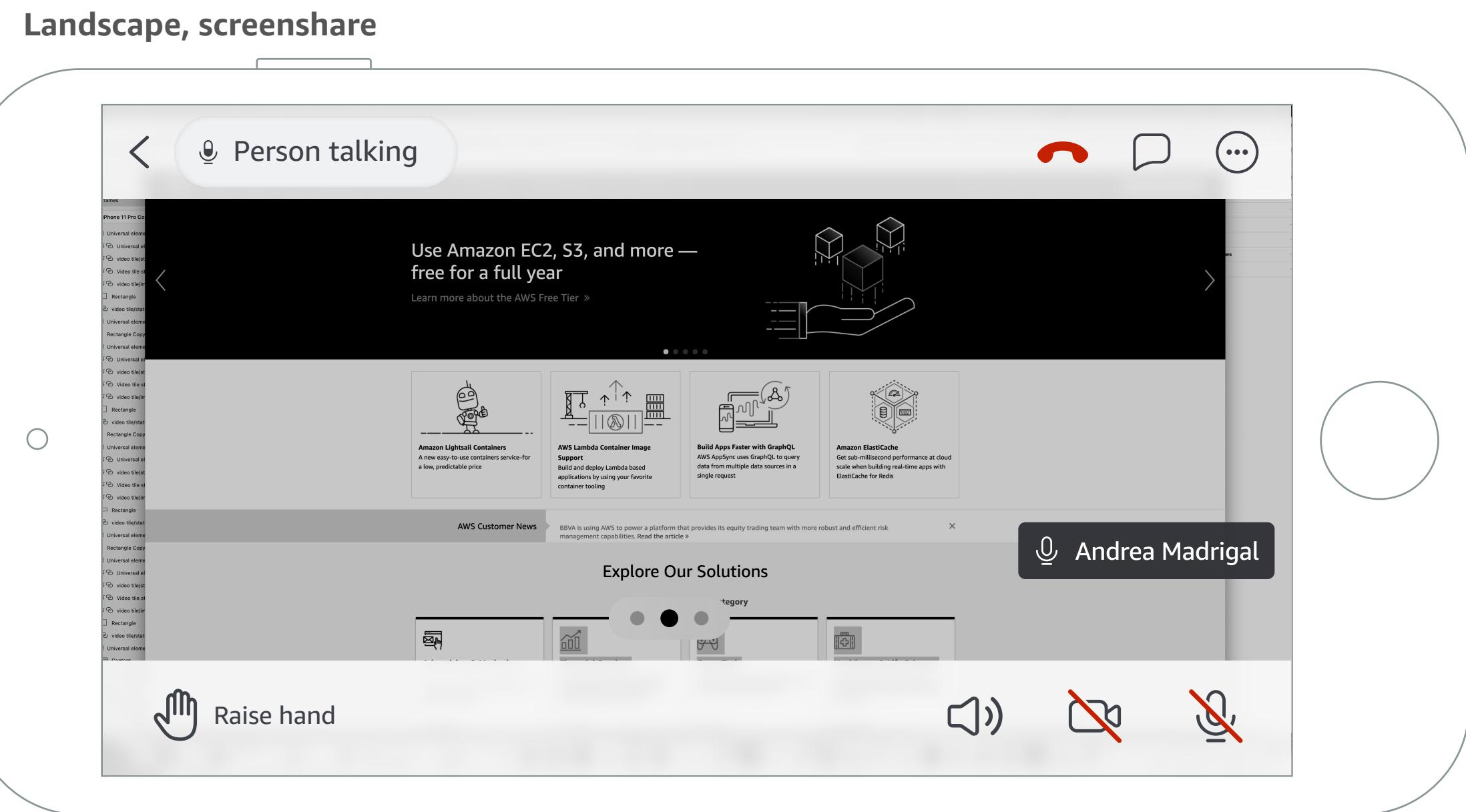
In the wings (video grid pages), we follow desktop's example for showing active speakers with an orange border and drop shadow.

Screenshare Mobile Full-Screen

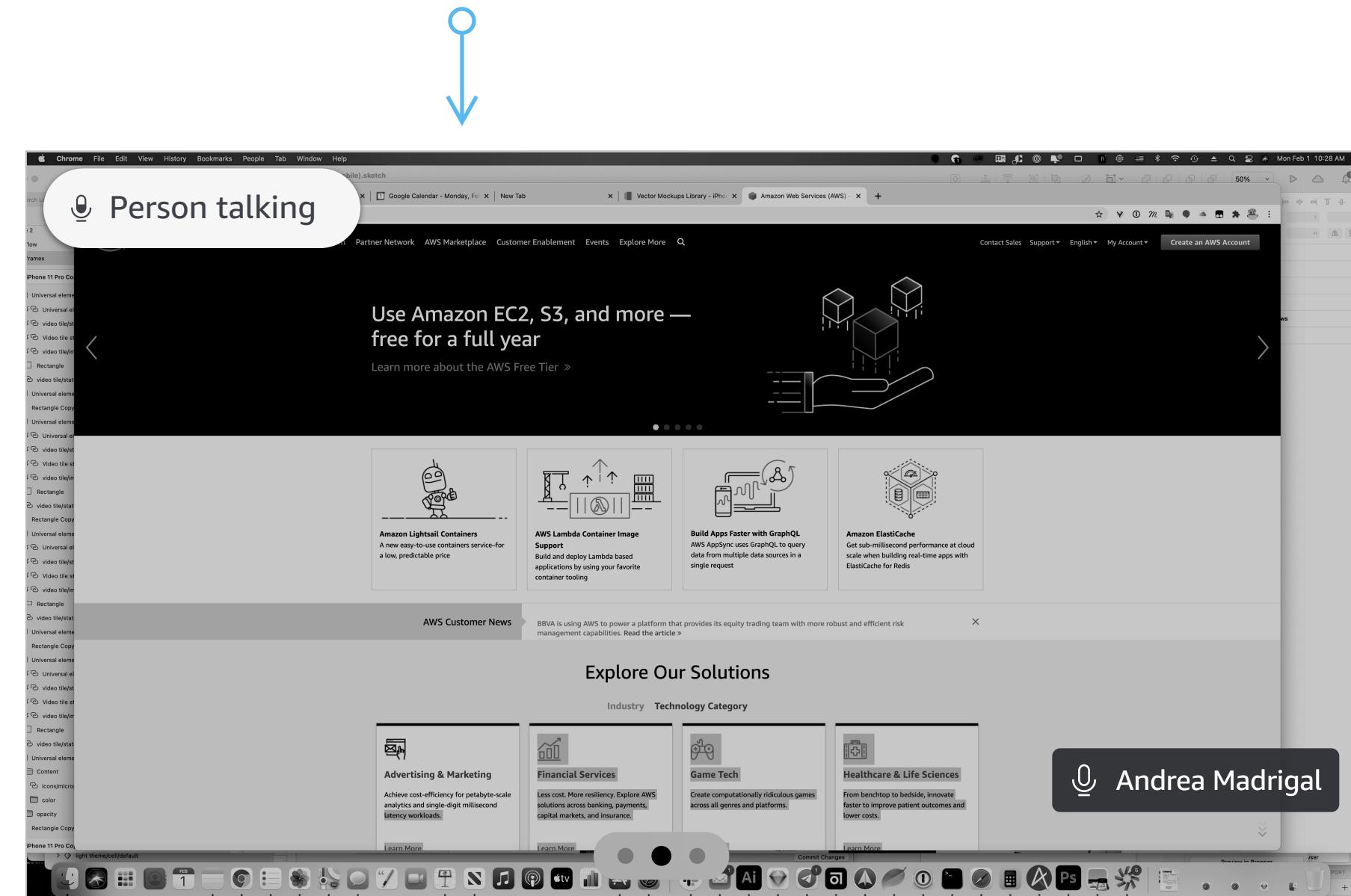
Balance users' access to important controls, active speaker, and maximize viewport for screenshare.



User rotates their screen →



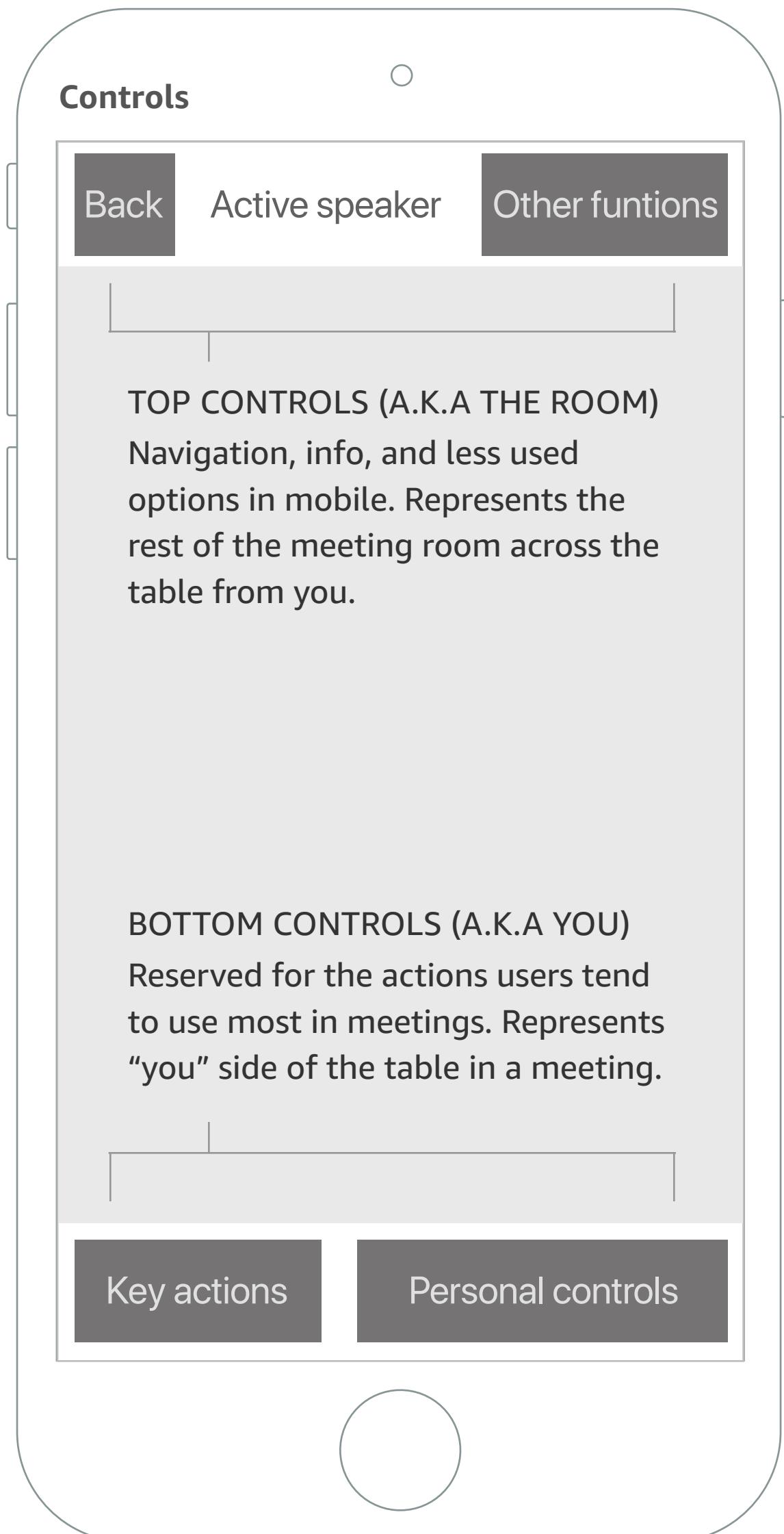
Controls show for ~3s (make it an overlay for landscape? if not, keep as is.)



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.

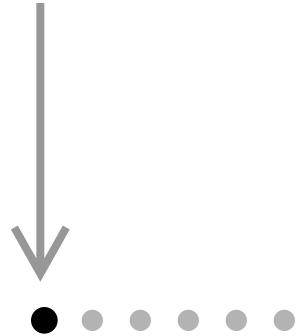


Page 1 - Roster

Roster (p1)

"Home base" of the meeting. Central and always present, users can gauge the meeting at a glance.

Once a video or screenshare starts, they show up as new pages users can swipe to.



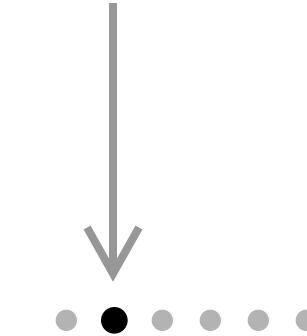
Page 2 - Spotlight

Spotlight (p2)

Dynamic content— gives user a view into the center of attention during the meeting.

Priority:

1. Screenshare
2. Featured Video (user selected)
3. Active Speaker (group call) OR PIP video (1:1 call)

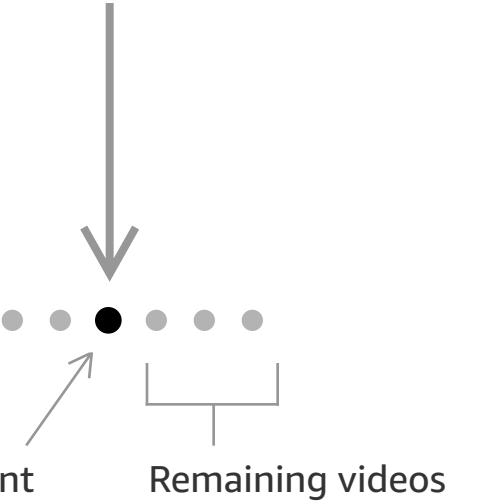


Page 3 - Wings

Wings (p3+)

1:1— PIP video moves here if there is a screenshare

Group— always 2x2 grid of multiple videos being shared. When there's more than 4 videos, we show 4 most recent speakers first.



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

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.

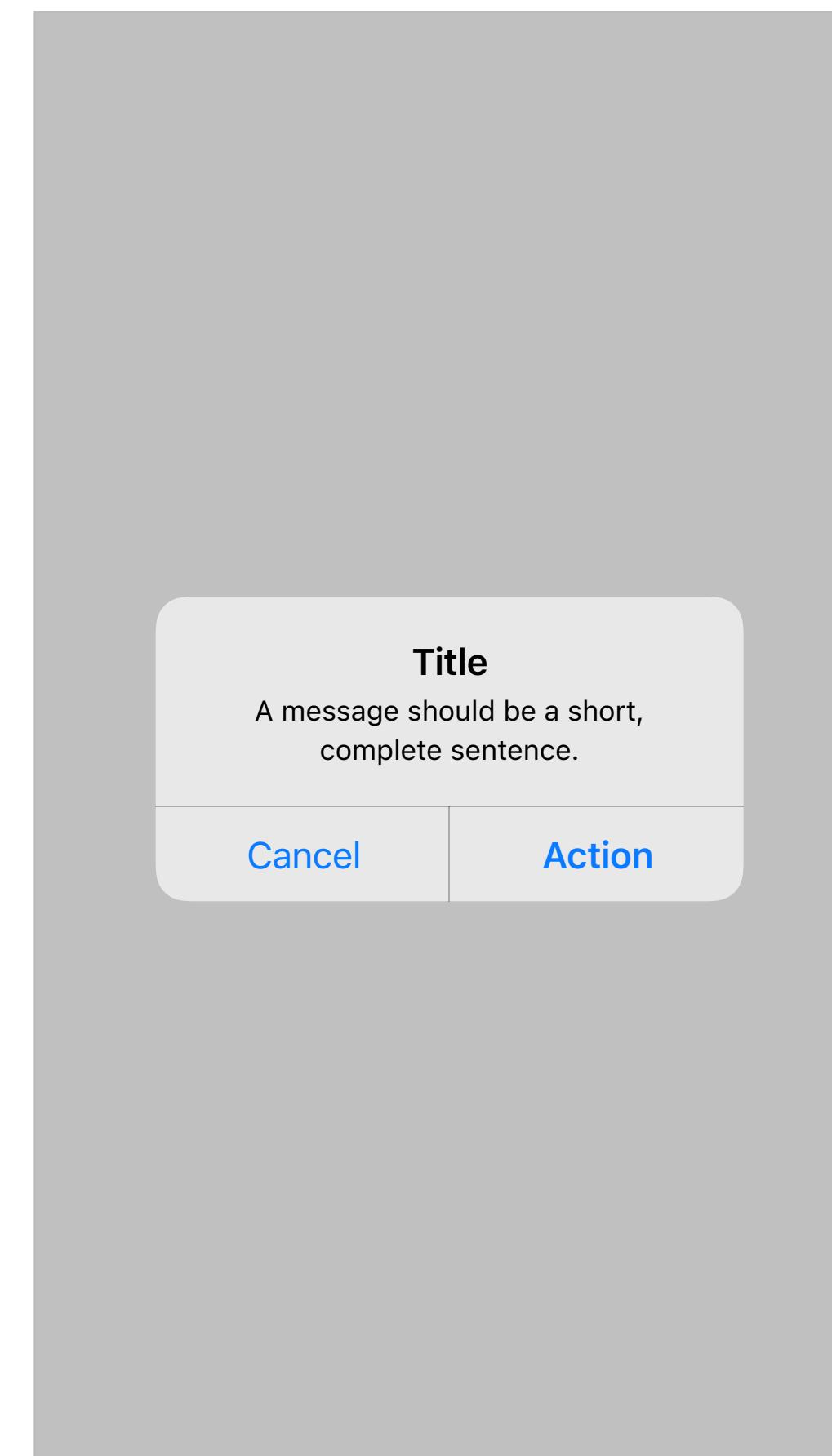
Both - In-app notifications



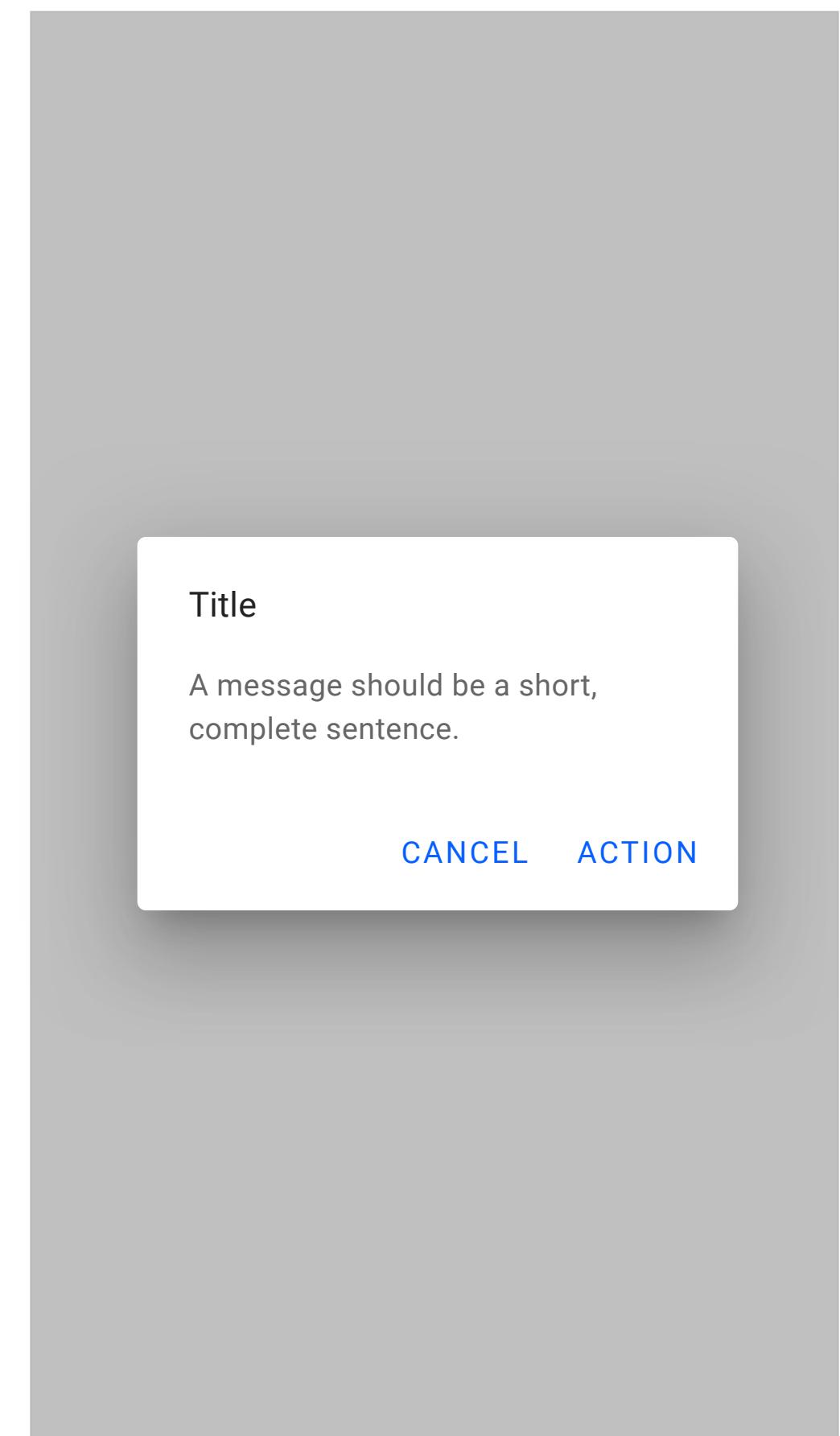
Both - In-app notifications



iOS - Alert



Android - Dialog



Meeting UX Functionality Index for 5.0

Reference for all meeting functions and how they are organized.

