Title page and contents table (20 segs)

Introduction (45 secs)

Project definition (application goals, scope, subsystems and SRS) (1:45 min)

Conceptual and visual design of the interaction (3 min 40 sec)

Conclusions (1 min) ?? 20-30seg y metemos mas a contenido

**Bibliografia:**

[**https://gravityflow.io/articles/lost-time-seriously-affects-profitability/**](https://gravityflow.io/articles/lost-time-seriously-affects-profitability/)

First we will see an introduction where we will have an overview of the current situation, then we’ll see some requirements, our goals and the different subsystems and we’ll end with some mockups and visual design ques.

**Title Page and Contents Table Introduction 1 min**

We’re currently in a global pandemic, students are already very stressed, and they have to deal with a messy app, a survey made by Adobe Systems, found that many people spend more than 2 hours every day checking emails and back-and-forth conversations organizing the calendar.

Students should not have to spend time switching apps, that is why we set out to do an application that was straight-forward for EPS students, tightly integrated with their existing Moodle ecosystem and where all the calendars and teams will be synchronised,

**Project definition (application goals, scope, subsystems, and SRS) (1min 30 s)**

The problems we aim to alleviate range from team management, so that students can have their private space to work, automatic deliveries, meetings, and workspaces so that students can collaborate as much as possible and surely work tools such as whiteboards, objectives loggers and more, it will not be just a simple call manager.

Our application will have four different subsystems, **Team Management Subsystem**, which will oversee **creating teams** for practical assignments, **managing members**, and creating a workplace with tools like a repository and notifications.

Then, the **Meeting Scheduling Subsystem**, will allow students to **see details of past meetings and the link and objectives of future meetings**, with all its details, enter using a simple hyperlink, see objectives accomplished, whiteboards used, and punctuality of each attendee.

The **Meeting Management Subsystem** will manage the **creation, cancellation and organization of such meetings,** the generated information during the meeting, cancellation of the meeting and change its alerts.

And finally, the **Meeting-making subsystem**, that basically will be in charge of the **in-call** **tools** like real time whiteboards, chat, shared repository, screen sharing, and a notebook. They will also be able to **record everything** that happens and a very important tool we also wanted to integrate, **meeting statistics.**

**Scope**

**What do we offer and what not?** We will create a **toolbox set for meetings**, but we are not going to create all the tools, such as the videocall system.

We will load the user information such as name, assignments... etc from Moodle, as well as the teams and meetings.

Finally, our main objective is integrating several already existing systems under the same roof, so we are not reinventing the wheel.

**Conceptual and visual design of the interaction (4 min 10 sec)**

**Landing Page: 10s**

Well after login in separately from moodle we arrive at the landing page, here students are able to access the unified calendar for all their meetings and teams , and access the subjects back in Moodle.

**Team Information: 30s**

From this view students can quickly jump to any team; they have access to the repository of each one, where they can store assignment files that will be automatically delivered when the time comes, finally they can propose a meeting, which we will see in a minute.

They can search for another group in the search bar and click join at any time to send a petition to the team participants, but be careful because once you join a group, you’ll not be able to leave until they finish all the tasks.

**Team Creation 40s**

Students can create new teams by fulfilling a short form in the page, where they can quickly invite all colleagues available, or select which one they prefer. The app automatically blocks those with incompatible calendars and groups, we do not want that they lose time inviting someone that is already not available! Teams also respect constraints set by the teacher such as minimum or maximum number of students.

**New meeting 30s**

Students can **create meetings and joint working sessions** for the teams they belong to, they will have to provide the following info: Name of the meeting, duration, date, objectives, topics and the **associated to a practical assignment** which the meeting was created for. All their group mates will be added to that meeting. In addition, a quick check is run in order to see if the selected date and time is available for all the participants of the meeting.

**Students will be notified** when meetings where they are involved in are created, and a **link** to that meeting will be added to their personal calendar. At the **end of each meeting**, students may **check which objectives they have met** from the list provided when they created the meeting.

**Calendar:60s**

Each student will have its own calendar where they could see all the past and future meetings as well as their information. On the left, there is a dropdown menu, where they can change the view of the calendar, choosing between day, month, or year.

If it is a pending meeting, they can see a link to it, and if the call is already running, they can click it and enter. They can also see the objectives of the meeting and the button with which they have the option to cancel it, giving the reason. And they have the possibility of disable the notifications for each particular meeting, by clicking on the bell in case it is activated.

In case of past meetings, students can check the punctuality of each participant, the tools used (where they can find the meeting recording as well), and of course, a meeting report with the accomplished objectives and statistics.

**Call:1.25**

This is how the tool screen looks like. We have a main layout where the students will be able to toggle with the different functionalities that have been provided.

All the possible tools are a digital whiteboard, a notebook and a shared repository, each tool has a direct access implemented by buttons.

This functionality leverages the workflow as everything is under the same roof and saves time to the user. This is the only application in the market that implements this system, and that is what really matters, to avoid the attendees losing their time with ambiguous interfaces.

Apart from the tools that the attendees own for studying, they can manage the meeting settings too, for example, attendees can add additional time if they need in case the preestablished duration is near to finish, by just writing it and clicking the accept button directly from this window. Also, our system is responsible for opening and closing the room with 5 minutes of margin and then it stores the automatically recorded class to the repository.

These tools were reckoned during lockdown times, so it implements new features compared to the classical meeting environments that used to be difficult to understand and lead their user to annoy them.

**Conclusions 35s**

Given the actual circumstances of a global pandemic where students need online thought techniques and new ways of remote working. We offer a high-end framework, user friendly and affordable solution that let students engage in a teamwork environment with all the tools that they may need to exploit their full potential just with a click. This is performance, this is TeamTeam!