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/)

**Introduction**

There is a global pandemic, students are already very stressed, and they have to deal with a crappy app that is slow and complicated, a survey made by Adobe Systems Inc., found that many people spend 2 hours every day checking emails, and according to Michelle Yeager one of the biggest timewasters is back-and-forth conversations in emails, organizing projects and themselves. That is why we set out to do an application that was straight-forward for EPS students, and integrated with their existing Moodle ecosystem, they should not have to spend time switching between apps for all your college work.

**Project definition (application goals, scope, subsystems, and SRS) (2 min)**

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 past and 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 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 tools in-call 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.

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

* **Team Management Subsystem**

The students can create new teams by fulfilling a short form in the page, and them the system will add all the students of the desired group into the team automatically. Those students should accept this petition later.

~~We provided our students with an iterative calendar where they can see all the relevant information about the different subjects and also go through them and access the shared repository.????~~

* **Meeting Management Subsystem**

Students can create meetings and joint working sessions, they will have to provide the following info: Name of the meeting, duration, date, objectives and topics. You can also choose to create a meeting tailored for a practical assignment and all your 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.

* **Meeting Scheduling Subsystem**

Each student will have its own calendar where he could see all the past and future meetings as well as their information. If it is a pending meeting, they could see a link to the meeting, the purpose/objectives of the meeting and they also have the option to cancel the meeting, giving the reason why they cancelled it.

I fit is a completed meeting a meeting report can be seen, showing who attend it, the punctuality of each participant, the spare time of the meeting and the goals and objectives achieved on that meeting.

* **Meeting-making subsystem**

This window contains all the tools that the students can access during a call, those functionalities, such as digital whiteboard, notebook and a shared repository, leverage the workflow as everything is under the same roof. Apart from the tools that the attendees own for studying, they can manage the meeting settings too.

This subsystem was though 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**

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. We offer you TeamTeam!