# huddle
## team meetings made easier

## Design Problem

Meetings can be difficult to plan: ambiguous agendas, undecided time and location just add to our troubles. Not just these, but also technical glitches, weather conditions and social media interruptions create additional hold-ups. While many of these factors are difficult to avoid, huddle makes an attempt to keep them in check and helps users strategize for future meetings.
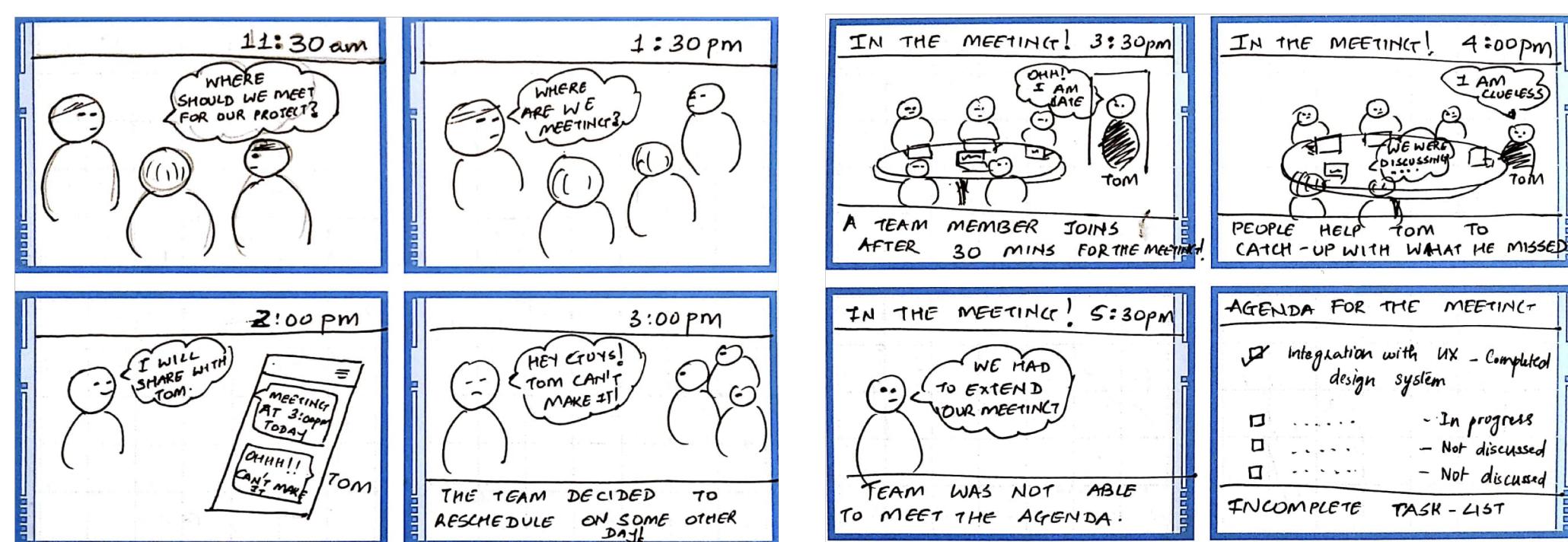
## Users & their Needs

Users want to keep track of their progress, the factors affecting their meetings, and foster better communication within their teams. They wish to use this information to strategize the way they work and implement changes in their work behavior to enhance productivity.

Huddle is best suited for students working on projects in academic settings who wish to reflect upon how various factors affect the way they work in a team meeting.
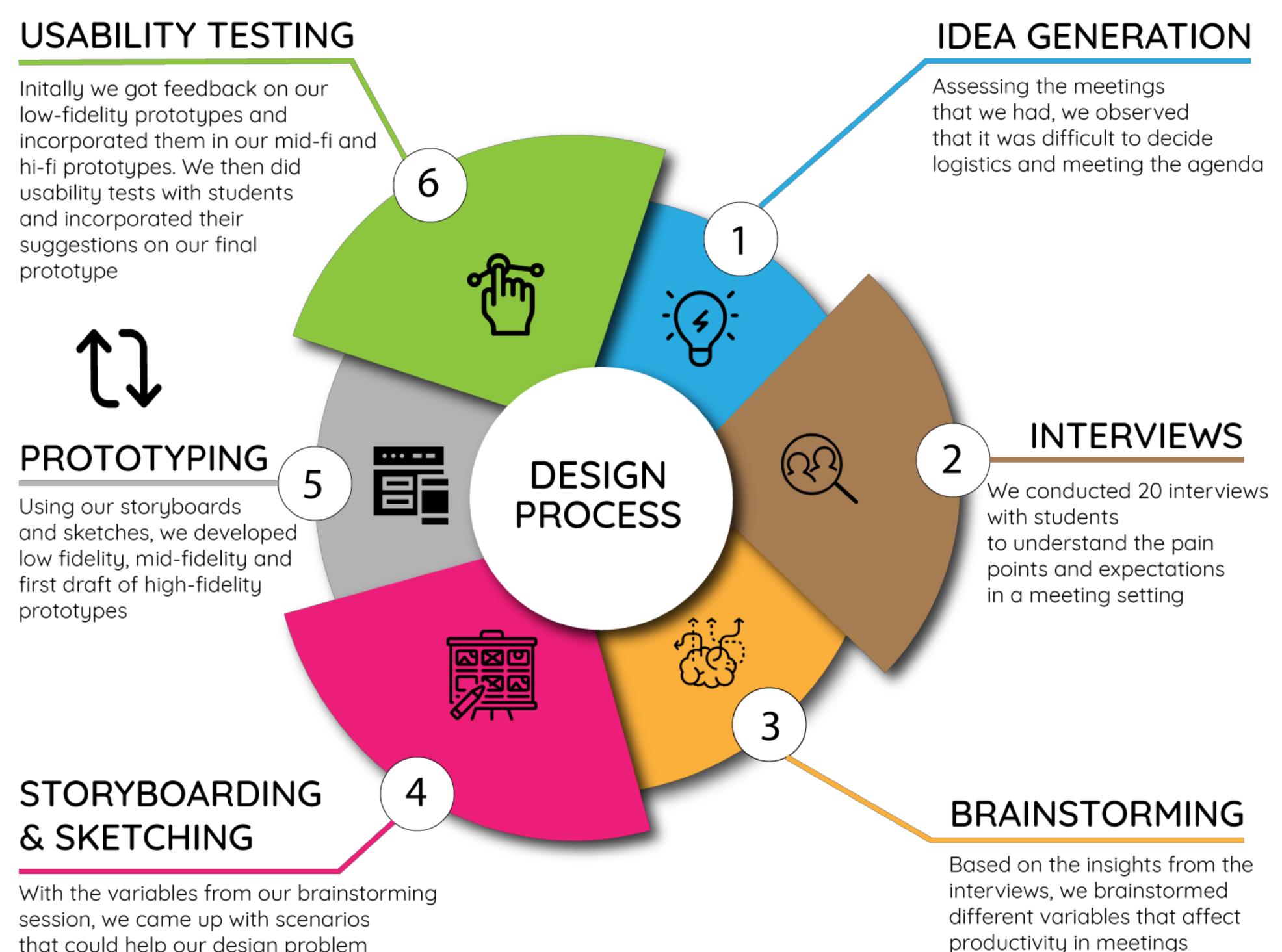
## Idea Generation

The pathway to the development of Huddle involved creation of storyboards taking into account these factors and the requirements of our users.
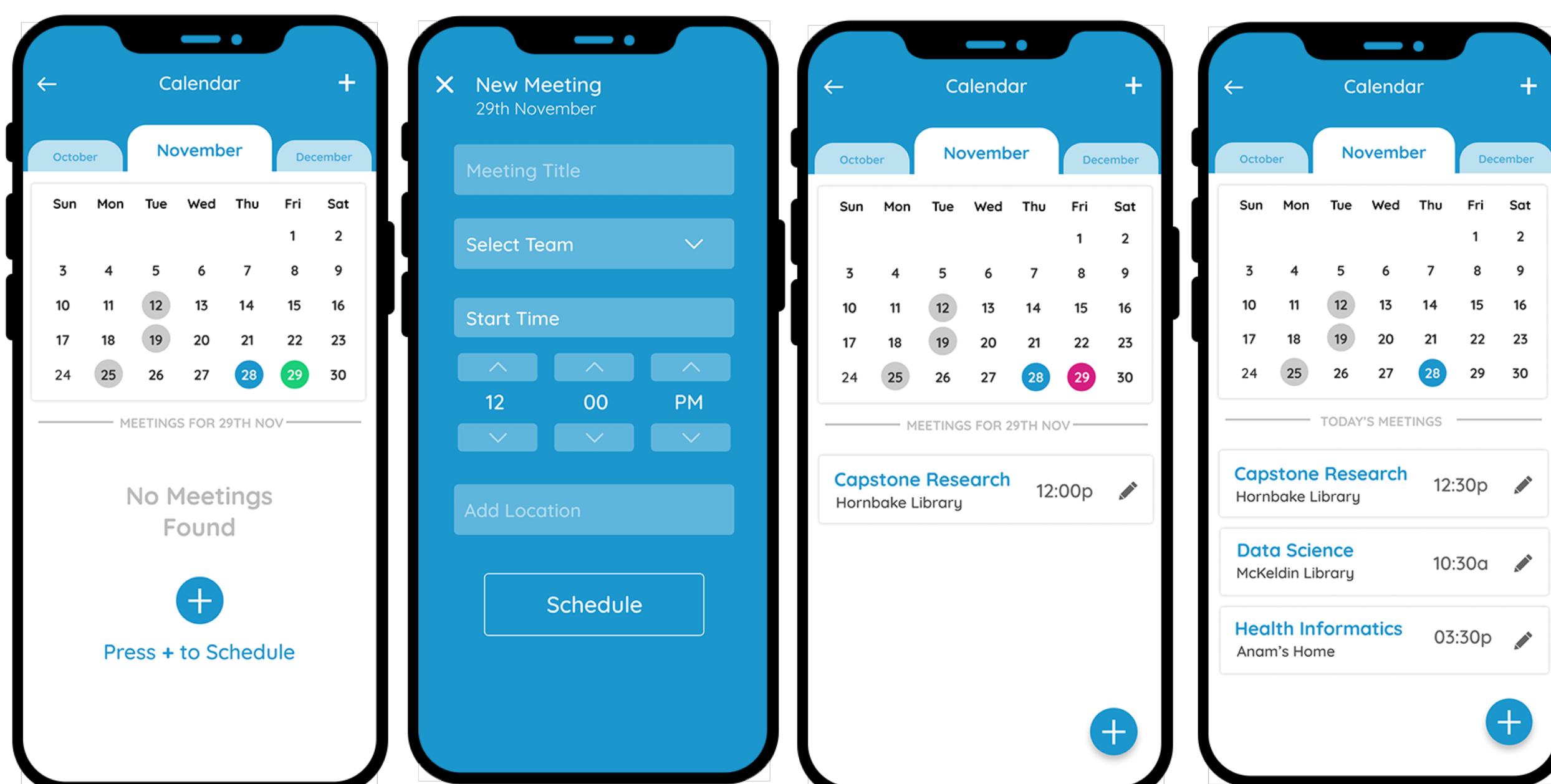
Deciding the logistics of when to meet, where to meet for informal meetings is a pain!

Staggered arrivals lead to the team not meeting the agenda on time and having to extend meeting hours.

### DESIGN PROCESS

**6 USABILITY TESTING**
Initally we got feedback on our low-fidelity prototypes and incorporated them in our mid-fi and hi-fi prototypes. We then did usability tests with students and incorporated their suggestions on our final prototype

**1 IDEA GENERATION**
Assessing the meetings that we had, we observed that it was difficult to decide logistics and meeting the agenda

**2 INTERVIEWS**
We conducted 20 interviews with students to understand the pain points and expectations in a meeting setting

**3 BRAINSTORMING**
Based on the insights from the interviews, we brainstormed different variables that affect productivity in meetings

**4 STORYBOARDING & SKETCHING**
With the variables from our brainstorming session, we came up with scenarios that could help our design problem

**5 PROTOTYPING**
Using our storyboards and sketches, we developed low fidelity, mid-fidelity and first draft of high-fidelity prototypes

The design of Huddle followed an iterative process starting with idea generation, and going through interviews, brainstorming, storyboarding and sketching, prototyping and finally usability testing. At every stage, feedback was received and improvements were made accordingly.

## Design Solution

## Design Scenario One

This design helps users stay on track with their meeting schedules. Users can schedule a meeting for a specific project team based on availability of all team members (which Huddle clearly indicates). This meeting appointment is then reflected on the calendars of all the members.

This promotes better communication with the team and helps track meeting logistics easily.

## Design Scenario Two

This design lets users keep track of action points and hold-ups experienced during a meeting. In this way, users can keep a check on their own progress for the team project as well as how the other team members are progressing on their action points.

This promotes social interaction and collaboration within the team and helps them reflect on their working habits using the stats provided on Huddle which aids in minimizing their hold-ups .

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