

Relier

Participant Prototype User Manual

Table of Contents	2
Introduction	3
Accessing the prototype	3
Documentation	3
Level of understanding	3
What it is and how it works	3
Submitting your level of understanding	4
Resetting your level of understanding	5
Question queue	5
How to raise your hand	6
How to lower your hand	6
Reactions panel	6
What it is and how it works	6
Add a reaction	7
Remove a reaction	8
Chat panel and seeing who is online	9
Sending a message	9
Seeing who is online	9

Introduction

Relier is a web-app developed to improve the user experience of presenters and participants in a video conferencing environment. This software is meant to supplement your video conferencing software of choice. What our application brings to video conferencing is the ability for presenters and participants to interact with each other in non-disruptive and casual ways. Our application supports communicating emotional expression through the use of emojis and graphics. With our application, we hope you have a more meaningful and engaging experience with your video conferences!

Accessing the prototype

To access our prototype, open your browser and navigate to the following link:

<https://www.figma.com/proto/RxGvi5Fi565nTRTL0CL32S/Computer-Prototype?node-id=184%3A11133&scaling=scale-down>

Documentation

Here are the main features of our program:

Level of understanding

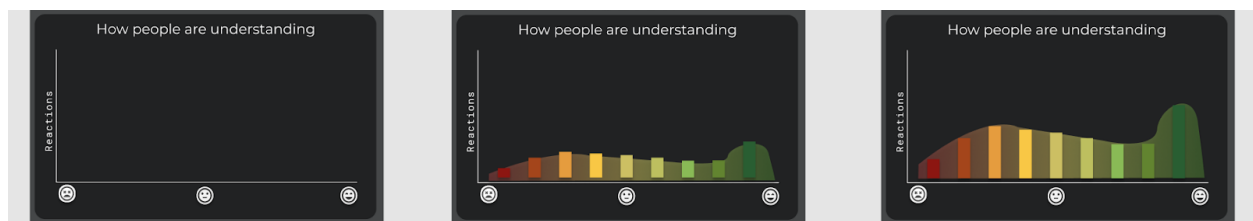
What it is and how it works

The “level of understanding” is a feature that **displays a live updated graph of the participant’s self-reported comprehension** of the presentation they are currently watching.

Along the x axis are the different levels of understanding, ranging from sad face (not understanding, in red) to happy face (understanding, in green). The y axis shows the frequency of each response. Each response is a discrete value, and we add a smoothed graph over the bars to give a better visualization of the responses.

The values from this graph are aggregated from participant input, updating at discrete times, where each individual user response has a lifespan of 1 minute after responding. After this one minute, the user response will return and be removed from the graph.

The next section discusses how to express your level of understanding as a participant.



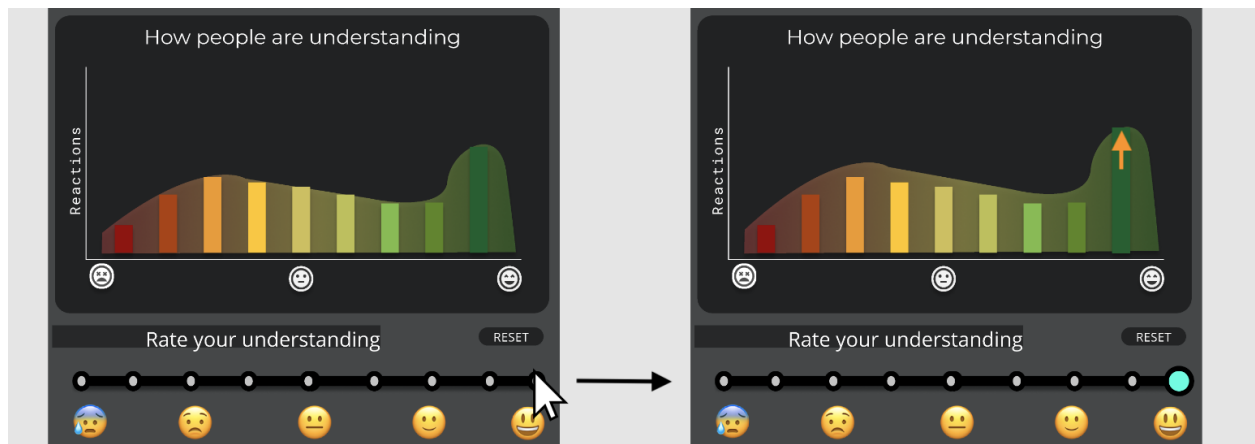
Submitting your level of understanding

As a participant, you can personally express your comprehension using the level of understanding bar.

This bar has nine discrete units on it, ranging from very worried emoji to very happy emoji to best represent how you feel you're following along in the presentation.

You can submit your response by simply clicking on the white dot that best represents your level of understanding!

Note that your response here is completely anonymous and cannot be traced back to you.



Resetting your level of understanding

It's important that participants reset their described level of understanding as their understanding changes over time.

To support users in keeping their responses relevant, **we automatically reset participant's level of understanding responses after 1 minute of reporting.**

Furthermore, participants can reset their response using the **“Reset” button** in the top right **or unclick the value they originally clicked** to report their level of understanding.



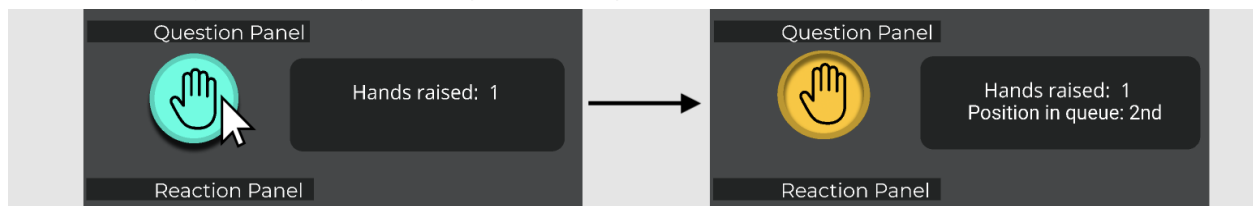
Question queue

The question queue provides participants and presenters with a highly visible way to raise your hand and have questions answered during a presentation.

When you have your hand raised, you are also shown what position you are in in the question queue, where the first hand raised is the first to be answered.

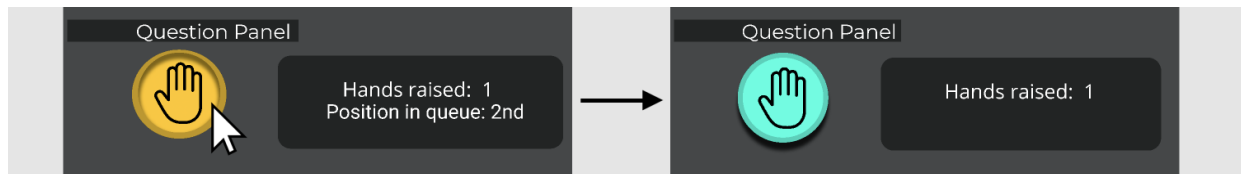
How to raise your hand

You can raise your hand by clicking on the big blue hand button.



How to lower your hand

You can lower your hand by clicking again on the hand button. Note that the presenter also has the ability to lower your hand from the presenter version of the app!

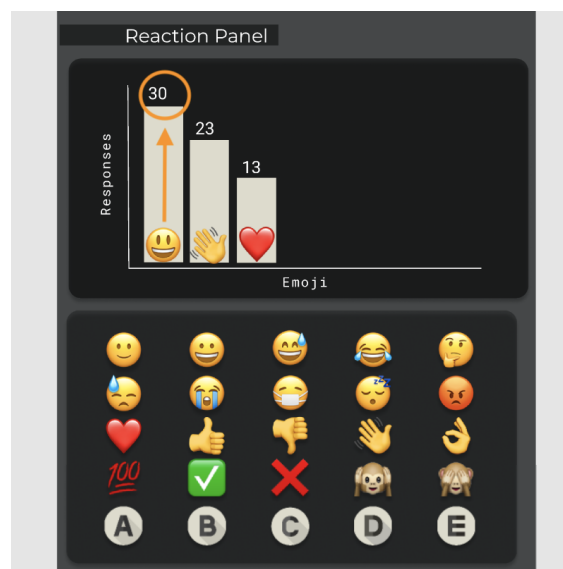


Reactions panel

What it is and how it works

Very similar to the level of understanding graph is the emoji reaction panel. **This panel shows an aggregate of the emoji responses reported by participants.**

The emoji with the highest level of reactions are displayed in the top part of the reaction panel where the count of responses is displayed on the top of the emoji bar, whereas the bottom part of this section provides an “emoji menu” of the emoji responses participants can emot.



Add a reaction

Participants can add their reaction to the emoji count in 2 ways.

The first way is by clicking on the emoji they want to add to the reaction aggregate in the “emoji menu”.

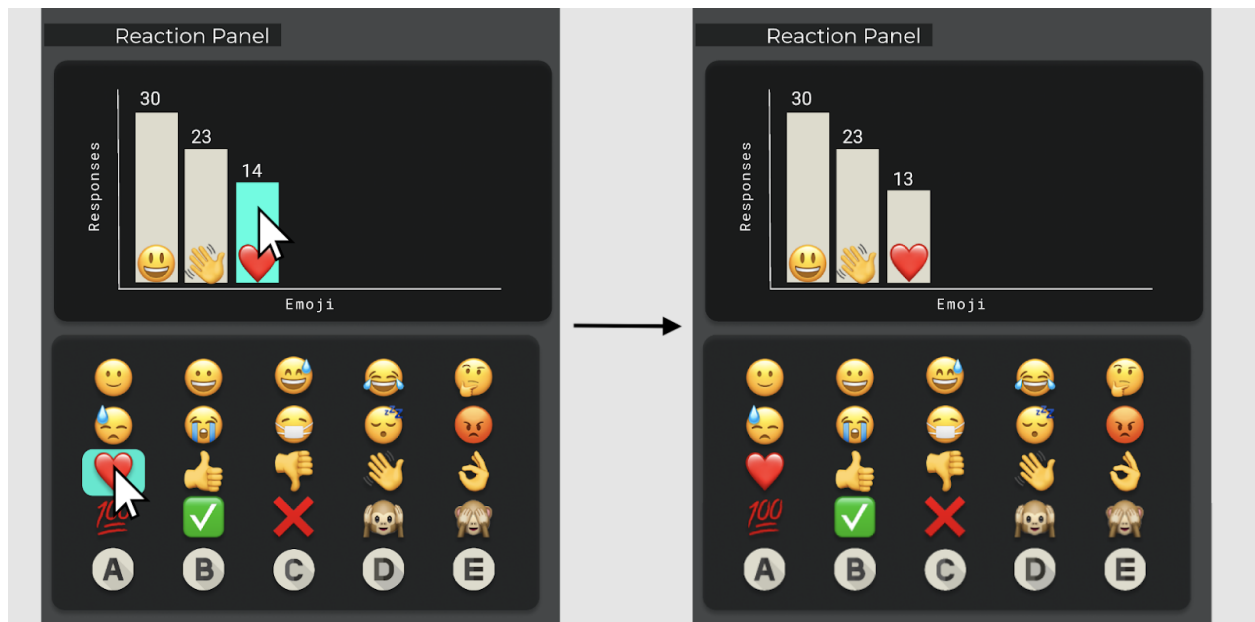
They can also add to the emote count of an emoji that is in the reaction panel aggregate by simply clicking on the bar of the emoji they want to react with.

Note that your response here is completely anonymous and cannot be traced back to you.



Remove a reaction

Participants can remove their reaction by either **waiting 2 minutes after they emote**, at which point their reaction will be removed from the graph, or by **unclicking the emoji they initially chose**. If the participants' emote is in the bar graph, **they can also click on the bar for their emoji to remove it**.

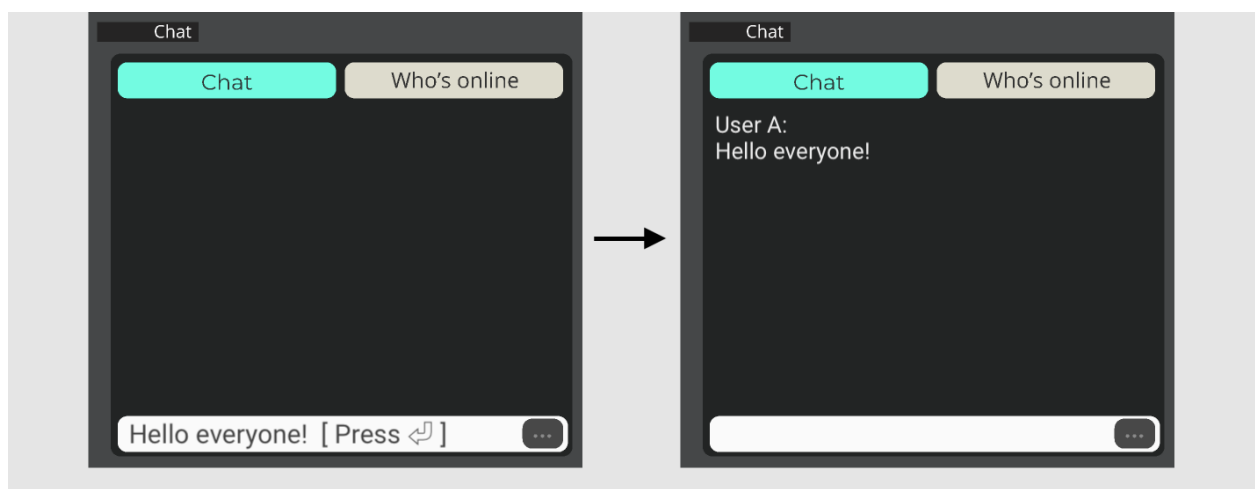


Chat panel and seeing who is online

Our application also supports chatting, as well as seeing who is online. The sections below describe how to use both features.

Sending a message

Our chat feature works much like you'd expect: type your message in the text window at the bottom of the screen and press Enter. Your message will be sent and visible to the whole class!



Seeing who is online

Our app also allows users to see the list of people who are currently in the same session as them. By clicking on the “Who’s online” button in the chat section, a list of currently online participants will show up.

