

Relier

User Manual for presenters

Table of Contents	2
Introduction	3
Accessing the prototype	3
Documentation	4
Level of understanding	5
Checking the number of respondents for each bar	6
The question queue	7
Reaction panel	8
Error signaling	9
Chat	10
Sending a message	10
Seeing who is online	11

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!

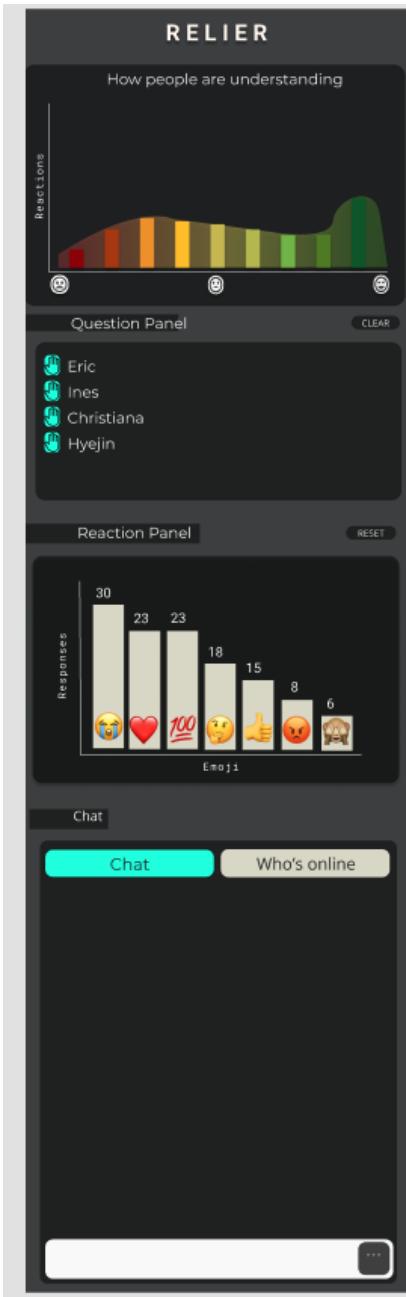
Accessing the prototype

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

<https://www.figma.com/proto/kGv98f5CYHbZDq1hCxHpkC/NEW-Prototype?node-id=1%3A8&scaling=scale-down>

Documentation

Here are the main features of our web-app



The screenshot displays the RELIER web-app interface with four main panels:

- Level of Understanding:** A 3D bar chart showing the progression of understanding over time, with a color gradient from red to green.
- Question Panel:** A list of participants with their names and small profile icons: Eric, Ines, Christiana, and Hyejin.
- Reaction Panel:** A bar chart showing the aggregate of responses by other participants, with emoji icons and numerical values: 30 (泣), 23 (❤️), 23 (💯), 18 (👍), 15 (👍), 8 (😊), and 6 (🤔).
- Chat Panel:** A section with a "Chat" button and a "Who's online" button.

Annotations on the right side provide descriptions and instructions for each panel:

- Level of Understanding:** "This is the ‘level of understanding’ graph ← that aggregates the user’s self-reported understanding during the presentation."
- Question Panel:** "This is the queue of participants raising their hand to speak. ← You can remove a single participant by clicking their name or clear the queue by clicking the reset button"
- Reaction Panel:** "This is the reaction panel. ← This panel shows you the aggregate of responses by other participants! You can clear the result by clicking the reset button"
- Chat Panel:** "This is the chat panel ← You can see messages exchanging between participants.
You can also see who is online using the ‘people’ tab"

Level of understanding



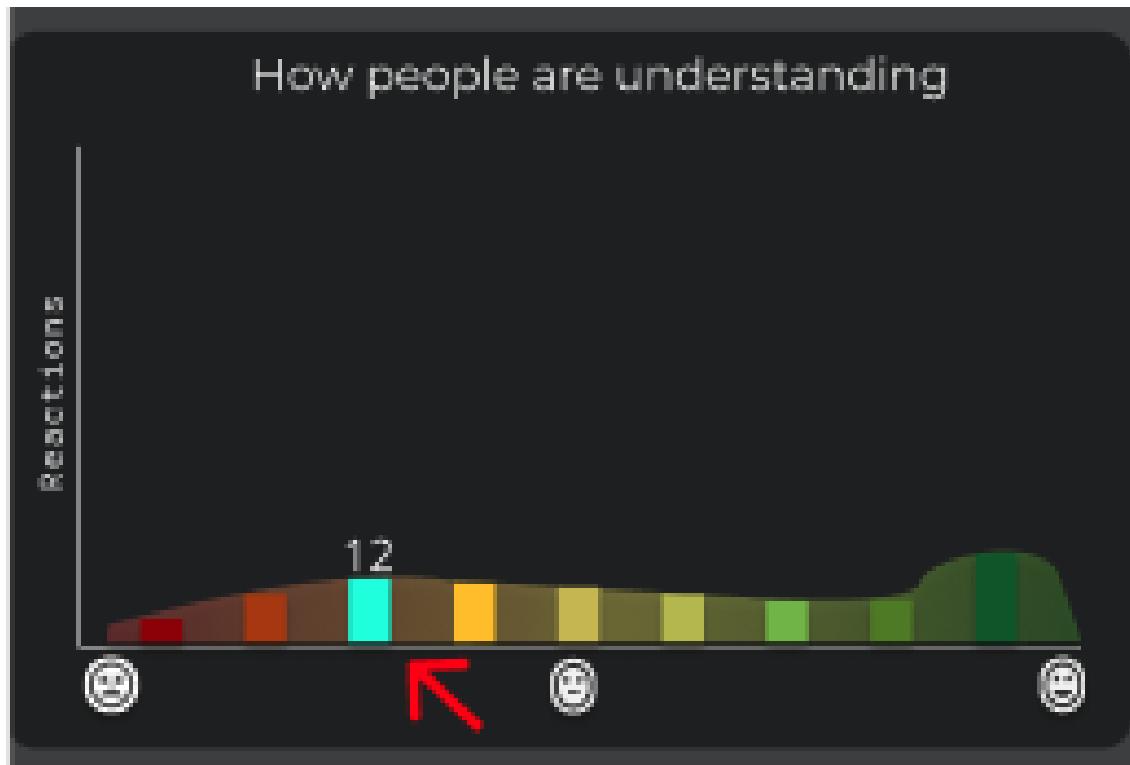
The “level of understanding” is a feature that **displays a live updated graph of the participant’s self-reported comprehension** of the presentation they are currently watching.

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.

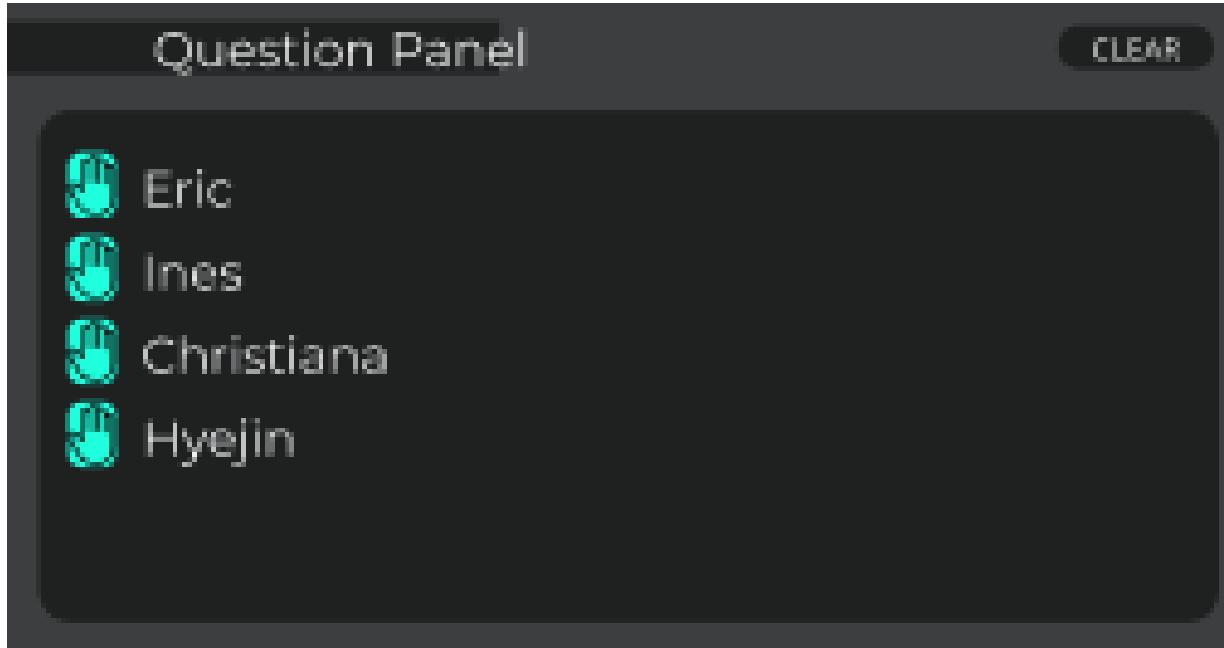
The values from this graph are aggregated from participant input, updating at discrete times, where each individual user response has a lifespan of 1 minute after responding. After this one minute, the user response will return and be removed from the graph.

Checking the number of respondents for each bar

The number of respondents for each level of understanding will be displayed when the mouse is over.



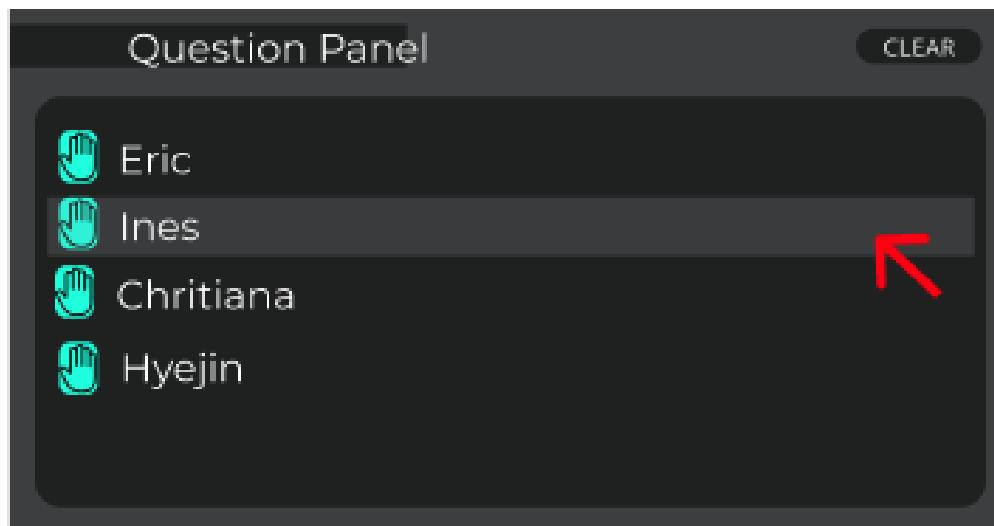
The question queue



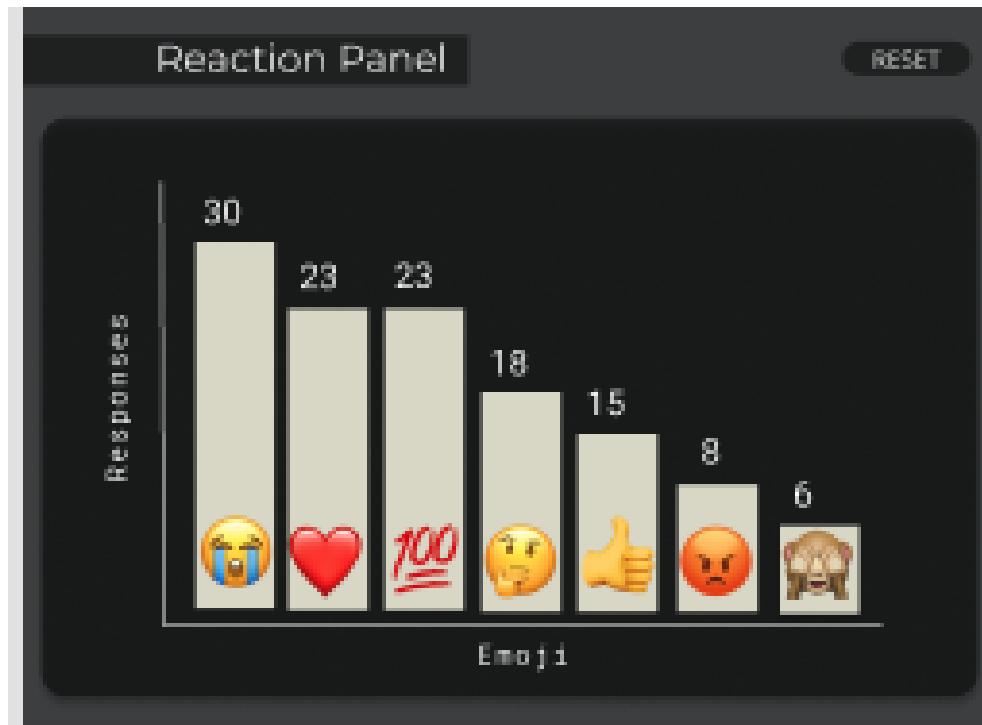
The question queue provides participants and presenters with a highly visible way to raise hands and have questions answered during a presentation.

When participants have their hand raised, they will appear in the question queue, where the first hand raised is the first on the queue.

Presenters can remove a person by clicking a name or clear the queue by clicking the “clear” button.



Reaction panel



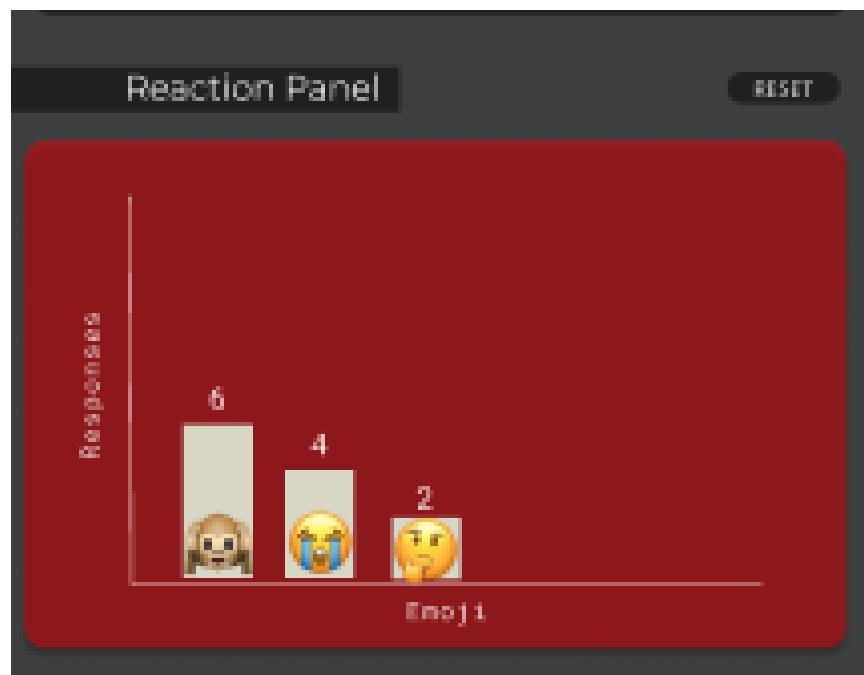
Very similar to the level of understanding graph is the emoji reaction panel. **This panel shows an aggregate of the emoji responses reported by participants.**

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 emote.

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**.

Error signaling

To provide prompt feedback to presenters when something goes wrong during the presentation, **the background color will be changed in red when there are more than 5 deaf monkey emoji or 5 blind monkey emojis**. With this feature, we hope that hosts can quickly remediate to common video conferencing errors and provide a better experience to their participants.

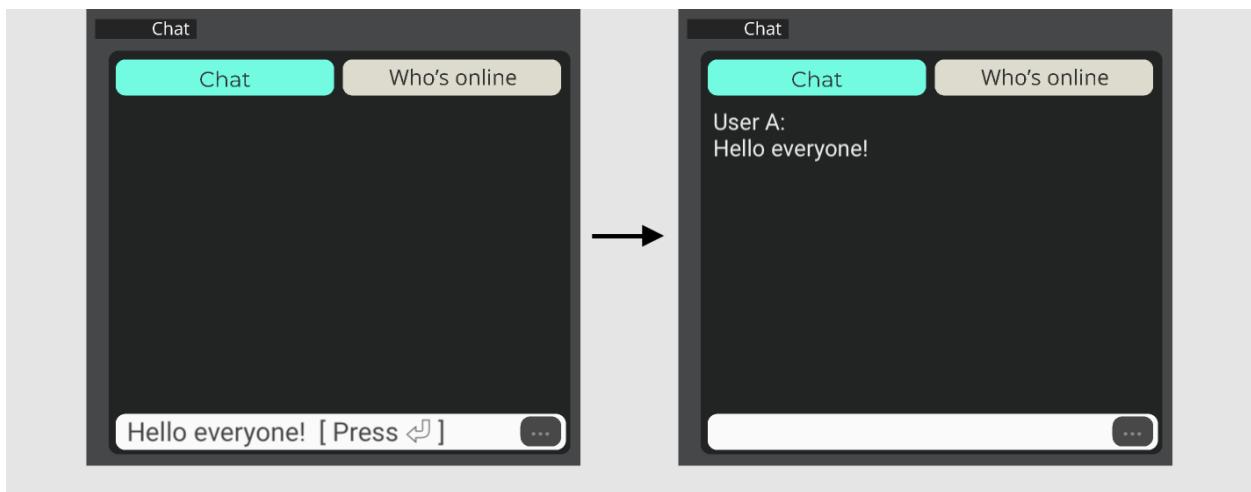


Chat

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 group!



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.

