

PI



About

Project PI is an interactive table designed to enhance engagement and productivity in hybrid meetings. Our project goal is to make hybrid meetings less boring and engaging for both in person and online participants while assisting effective task management and brainstorming process.

Joy Ham

Research

UI Design

Branding

Prototype

Leo Baek

Research

Project Mapping

Usability Test

Prototype

Thomas Lee

Research

User Testing

Prototype

May 2023

POST COVID, THE HYBRID WORKPLACE IS HERE TO STAY.

G Gothamist

Legislative aides push back on NYC Council's plan to end hybrid work

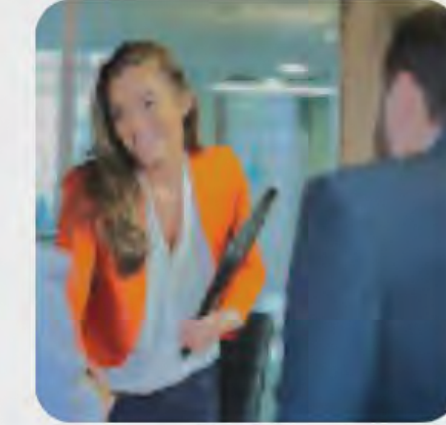
Oct 19, 2022



yahoo!finance

Experts: What Do Businesses Need To Do To Retain Gen Z Workers?

Dec 16, 2022



A The Atlantic

Hybrid Work Is Doomed

Jul 6, 2022



INSIDER

Gen Z, millennials are now as sick and tired of their jobs as boomers

1 month ago



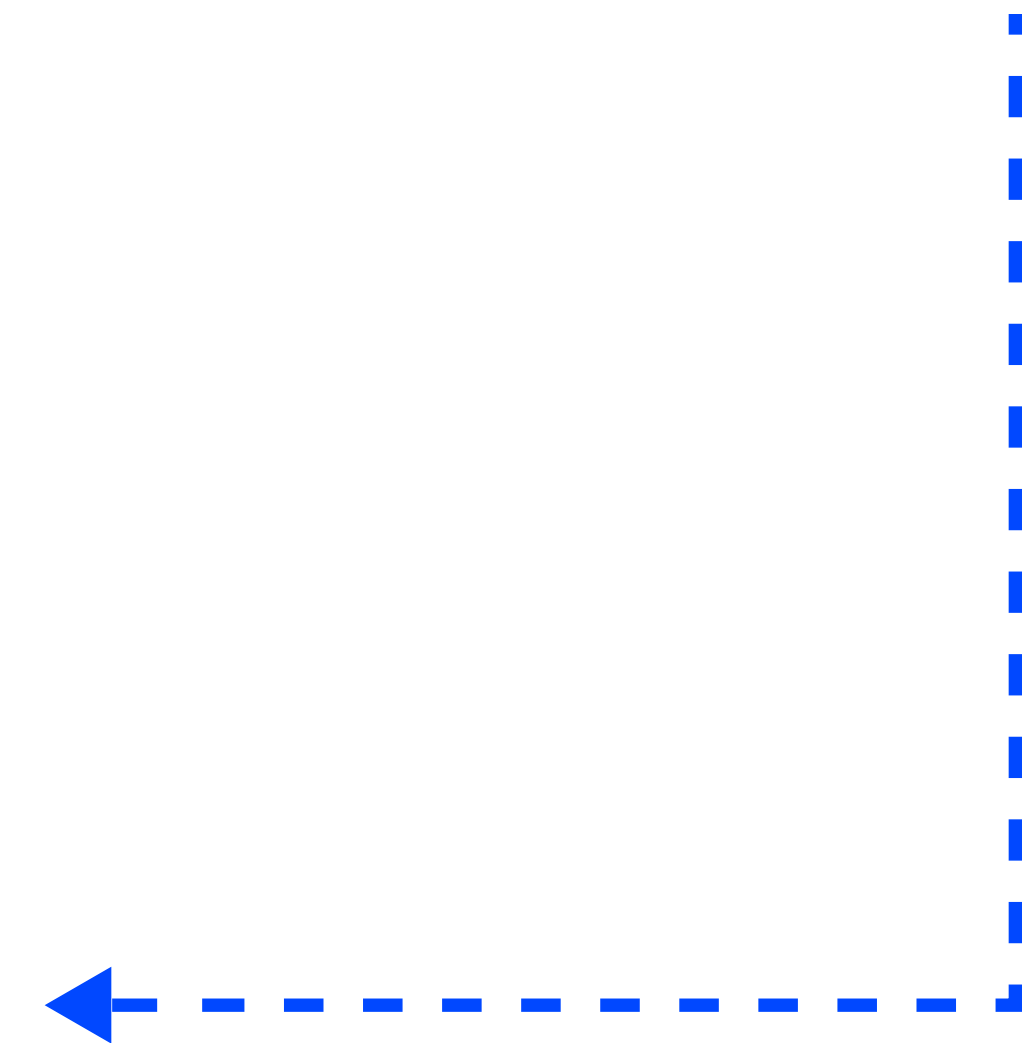



HOW CAN THE **HYBRID** WORKPLACE IMPROVE TO INCREASE **ENGAGEMENT AND PRODUCTIVITY?**

Interviews

Our team conducted a combined survey and interview to **identify people's experience in a hybrid work setting.**

We specifically targeted college students who had prior experience with hybrid classrooms and hybrid workplaces.



 Pain Points

It's really hard to stay focused.

Sometimes I feel like I'm not even there.

Hard to share my visual ideas.

It's hard to see if everyone is engaged.

 Needs

More engaging environment.

Record of the resources shared

Better tool to communicate visually.

Easy tool to share files.

 Current

zoom for my club meeting.

for brainstorm in group work.

For my remote internship.

When calling my clients.

Interactive



Platform



Brainstorm

User Testing / Objective

- Discover **different ways people work in teams** and what process/ tools people use.
- How teams work together **in-person versus a hybrid setting**.
- How the **number of participants in a team** affect the meeting dynamics.

In-Person Meeting Testing # 1



The test was consisted of 5 groups with varying team sizes (2, 3, 5, 7 and 9 members).
Teams were given a prompt and 2-3 minutes of discussion time.

Hybrid Meeting Testing # 2



The Second test consisted of two people in-person and with 3 people on zoom to explore the difference of hybrid settings compared to in-person meetings.

Findings / Test Results

1.

Some people are less likely talk in hybrid settings.

we observed that people often feel more awkward in hybrid settings than fully in-person settings.

3.

Hybrid meetings don't take advantage of online resources.

Not a lot of people are aware of the online tools and resources. It can be overwhelming for them to utilize features effectively while having a hybrid meetings.

2.

Text chats are actually effective in discussions

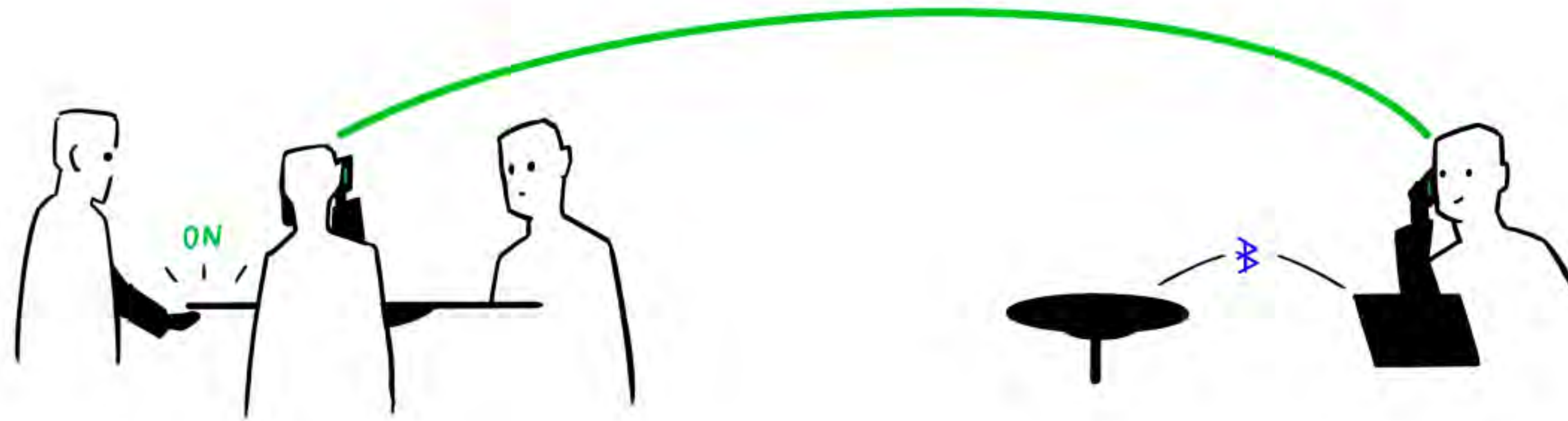
Even though zoom or other online platforms have diverse tools for project meeting, people choose to use chat for not only having conversation but ideating too.

4.

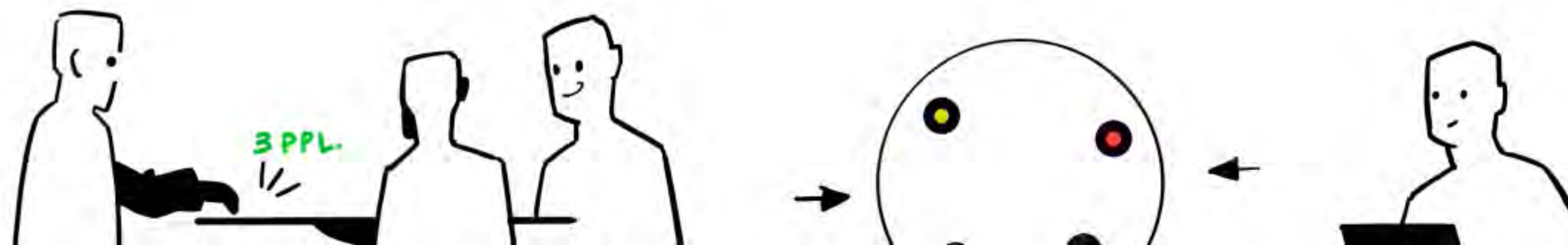
It's harder to Ice break with new people in online meetings.

People tend to get to the point straight when it is in online meeting setting while people are feeling more comfortable to enjoy ice breaking chatting in in-person settings.

Design Narrative



In person participants attend the meeting directly on the table and the remote participants can also join the meeting on their tablet / computer.



Participants can adjust the meeting size according to the number of people in the meeting.
Each participants gets their own work space and their icon.

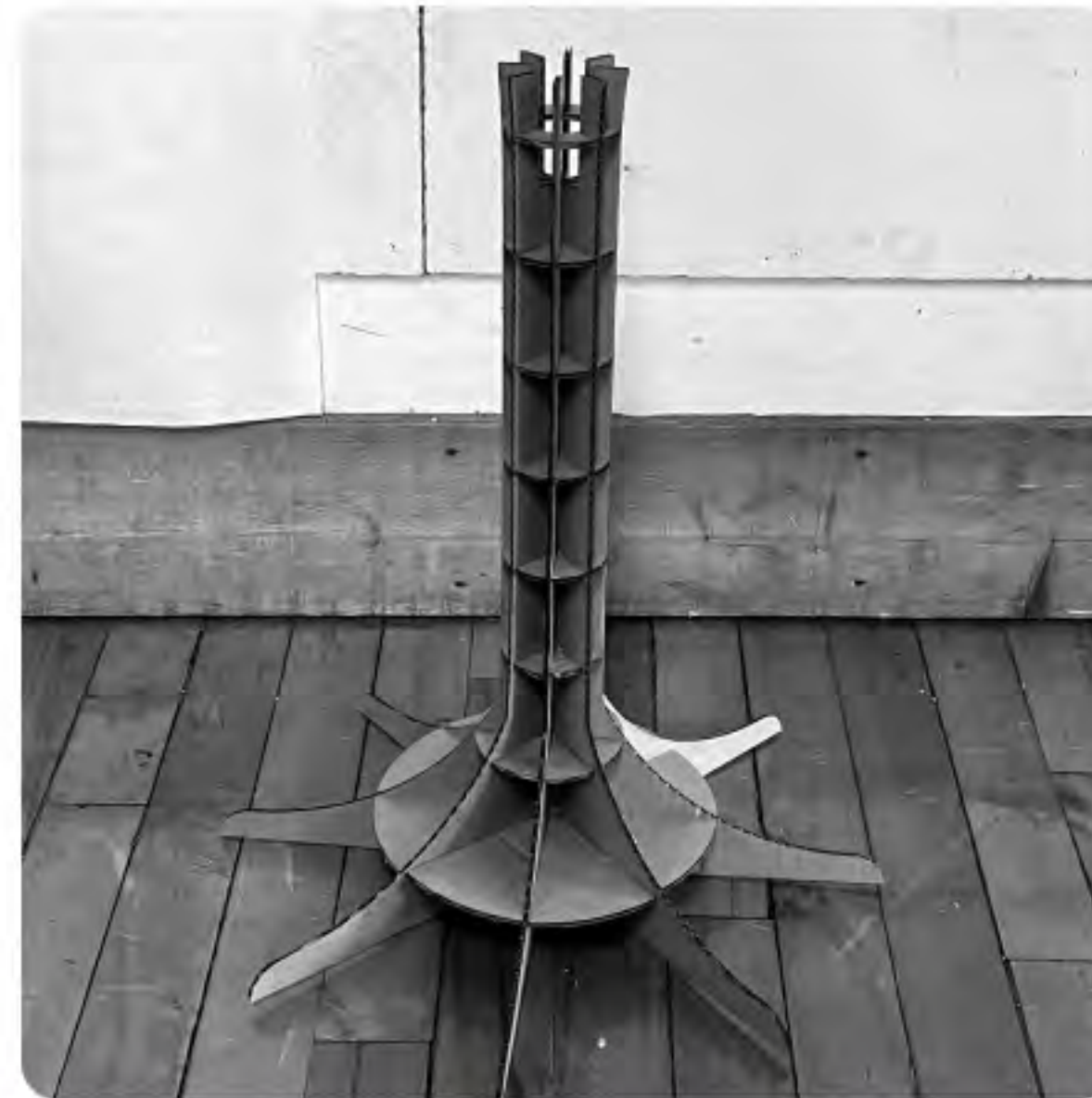
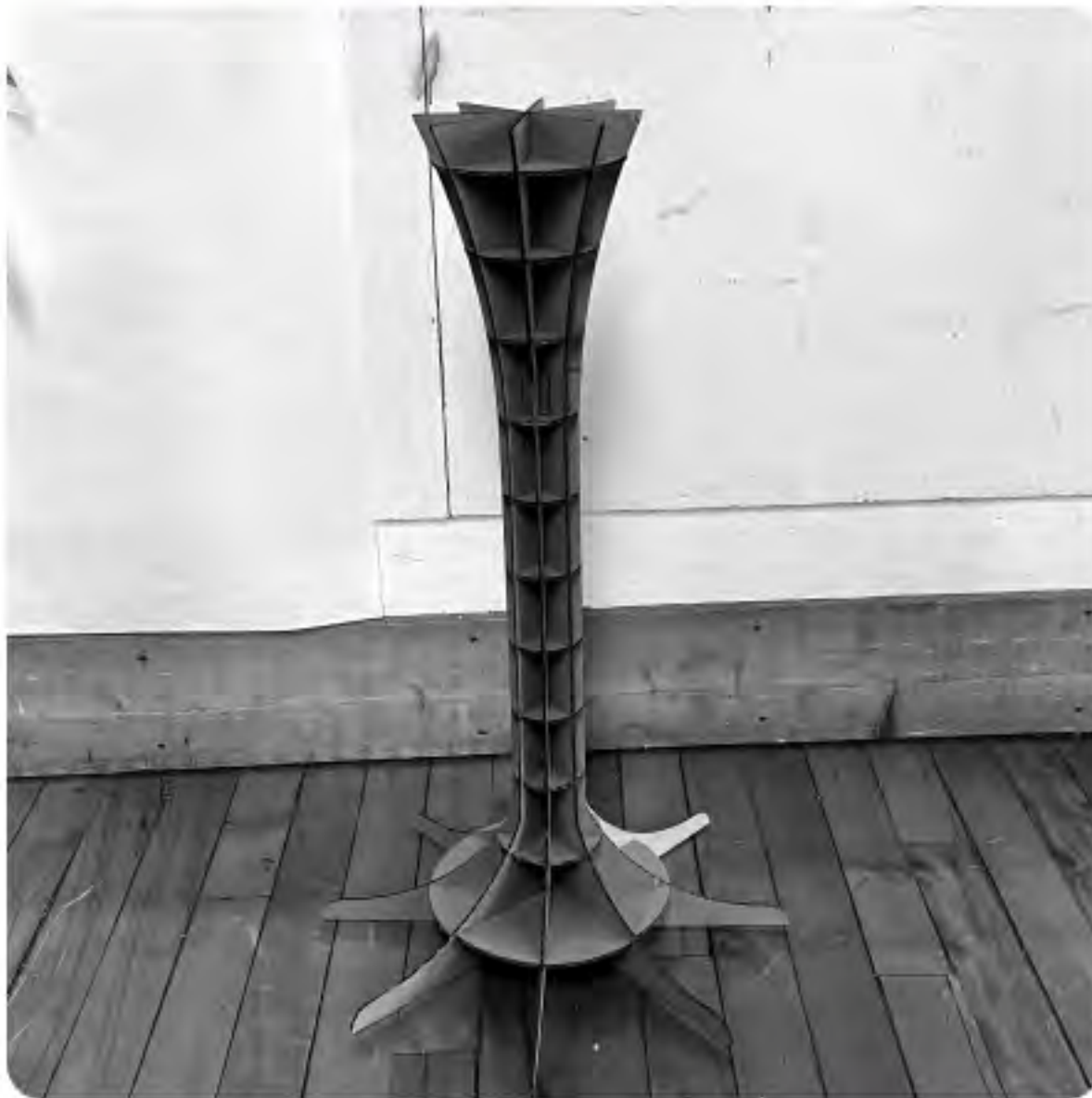


Participants now can freely discuss and ideate in the same workspace accommodating both in person and remote participants.

Prototyping

Our team decided upon a **circular design** of the table, as we've seen in research, circular tables **increased conversations / discussions.**

Table Prototyping



Rapid prototyping was done through cardboard and lazer-cut.

Prototyping

Our team decided upon a **circular design** of the table, as we've seen in research, circular tables **increased conversations / discussions.**

Table Prototyping



Individual pieces were laser-cut with plywood and spray painted and assembled by hand

Prototyping

Our team decided upon a **circular design** of the table, as we've seen in research, circular tables **increased conversations / discussions**.

UI Prototyping



UI designs were simulated through projectors using projection mapping software.

Design

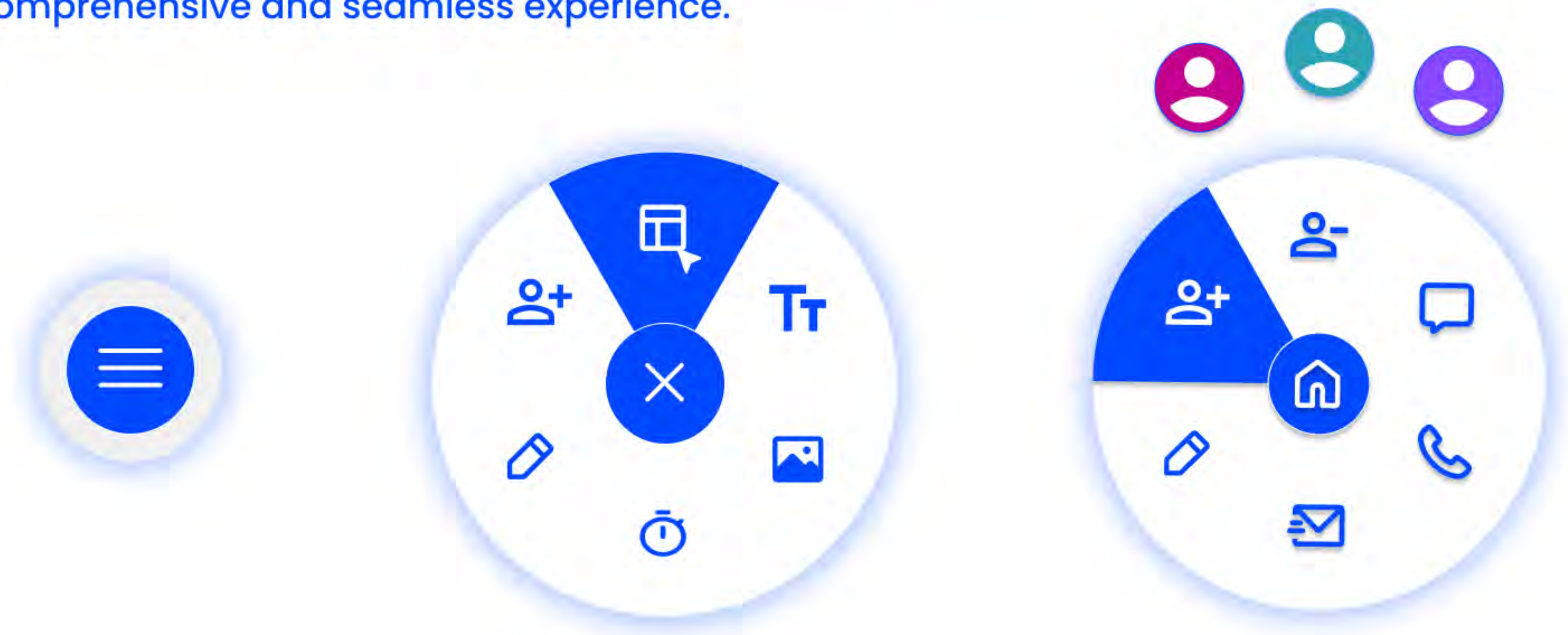


Interactive Drawing Board

Pi is equipped with an integrated screen and UI that enables users to import images, draw with tip of their fingers, participate in chat, and foster creative brainstorming sessions.

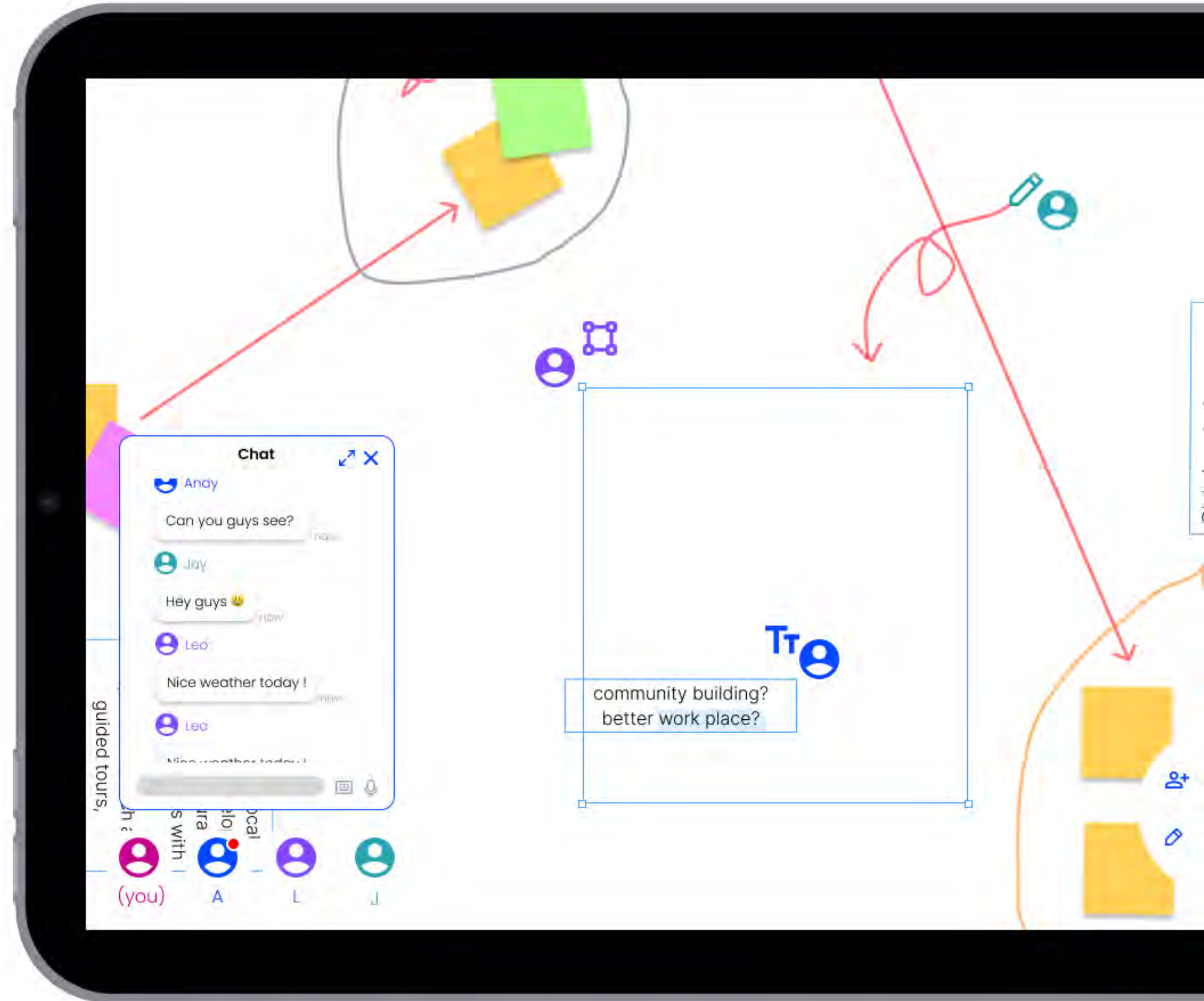
UI Design

The integrated dial-style UI of the system combines various functionalities, including image importing, participant addition, text inclusion, timer initiation, and template selection, providing users with a comprehensive and seamless experience.



Compatibility

In hybrid settings, users can conveniently connect with their teams via a dedicated app, enabling instant easy collaboration and seamless joining.



Welcome to



Touch screen to start

Simple and intuitive flow



Andy has invited you.

Week 1. Brainstorming meeting
Tues May 24, 2023 1pm - 3pm (EDT)

Decline

Join

Consistent Design Language



User-centric layout



Thank You.

