

# PIVOTALL

COLLABERATION SOFTWARE CONCEPT



Team

MDEI 2015 Team Project



# ABOUT

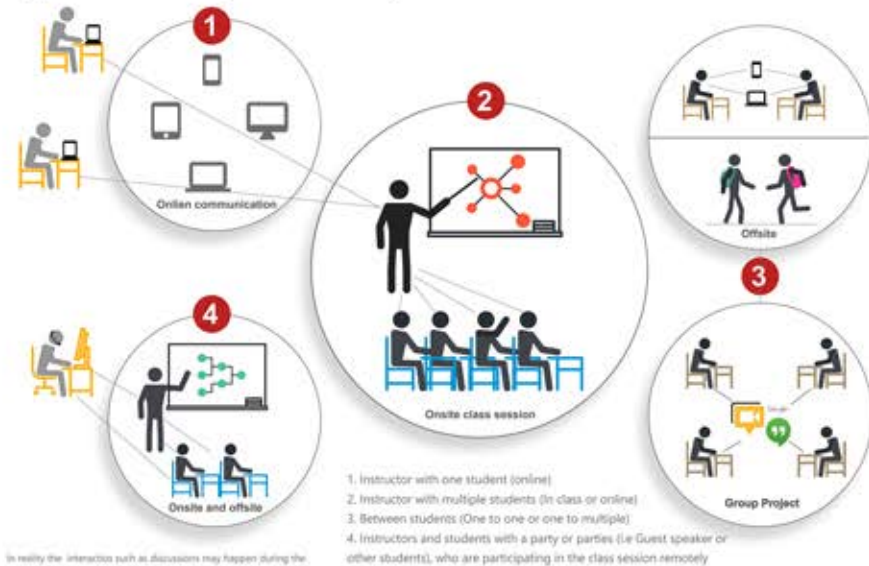
Pivotall is a one stop collaboration space that fosters seamless virtual collaboration, with a fresh take on cyber-communication.

While using various tools to collaborate, we recognized a need for improvement in the way we connect – instead of using several tools to manage the labyrinth of links of virtual collaboration we made Pivotall.

Pivotall is a product with a simple and intuitive navigation that allows users to have the authority on how you communicate. Using existing communication websites is complicated and does not allow the user many options, but it does not have to be this way. With Pivotall, you can collaborate with ease via text, chat, video-conference, text editing, and presentations all in one space.

The screenshot displays the Pivotall application interface. On the left is a dark sidebar with the 'pivotall' logo and a star icon. Below the logo are sections for 'Projects' (listing DEI 612, DEI 623, and DEI 626) and 'Tools' (listing Calendar, Discussions, Files, Member Profiles, and Reports). The main content area is divided into several panels: 'PROJECTS' with a dropdown menu showing 'DEI 612 - Working In Teams', 'DEI 623 - Project Management', and 'DEI 626 - User Experience Design'; 'RECENT ACTIVITY' with a list of actions like 'Michael edited Team Contract' and 'Michael uploaded Deliverable 1 Rubric'; 'CALENDAR' with 'Upcoming Events' (DEI 612 - Team Meeting, DEI 623 - Team Meeting) and 'Upcoming Milestones' (Team Contract Due); 'VIRTUAL MEETING' with a list of participants (Michael, Kyle, Rachel) and icons for chat and video; and 'REPORTS' with a 'Communication Map' visualization. A search bar is located at the top right of the main area, and a 'Chat (1)' window is visible at the bottom right.

## Types of Interaction (onsite and offsite)



In reality the interaction such as discussions may happen during the presentation where instructors may allow students to interrupt and ask questions or discuss the subject matter. In this scenario, different types of interactions are possible.

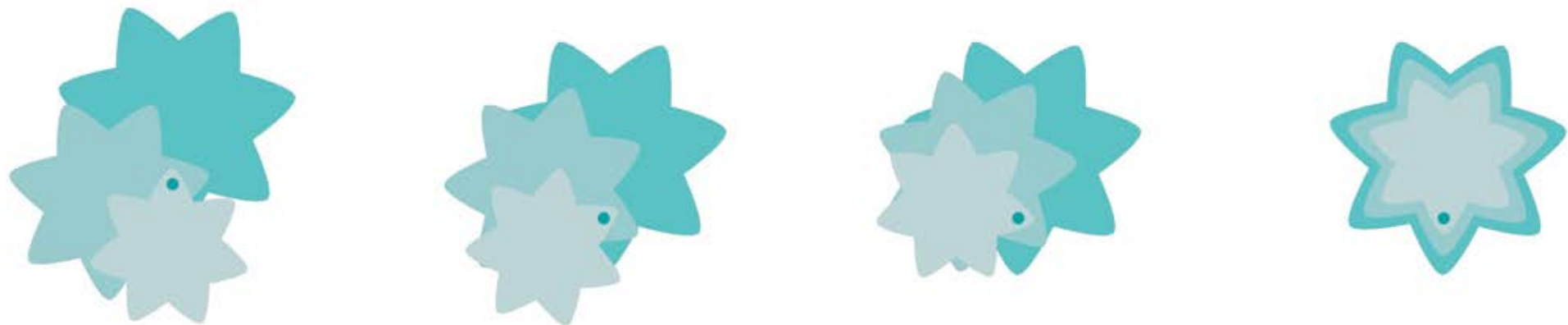
**5 Missing:** Instructor & students with the environment and with the content simultaneously (onsite and offsite).

Reading Material: [illegible] © 2019



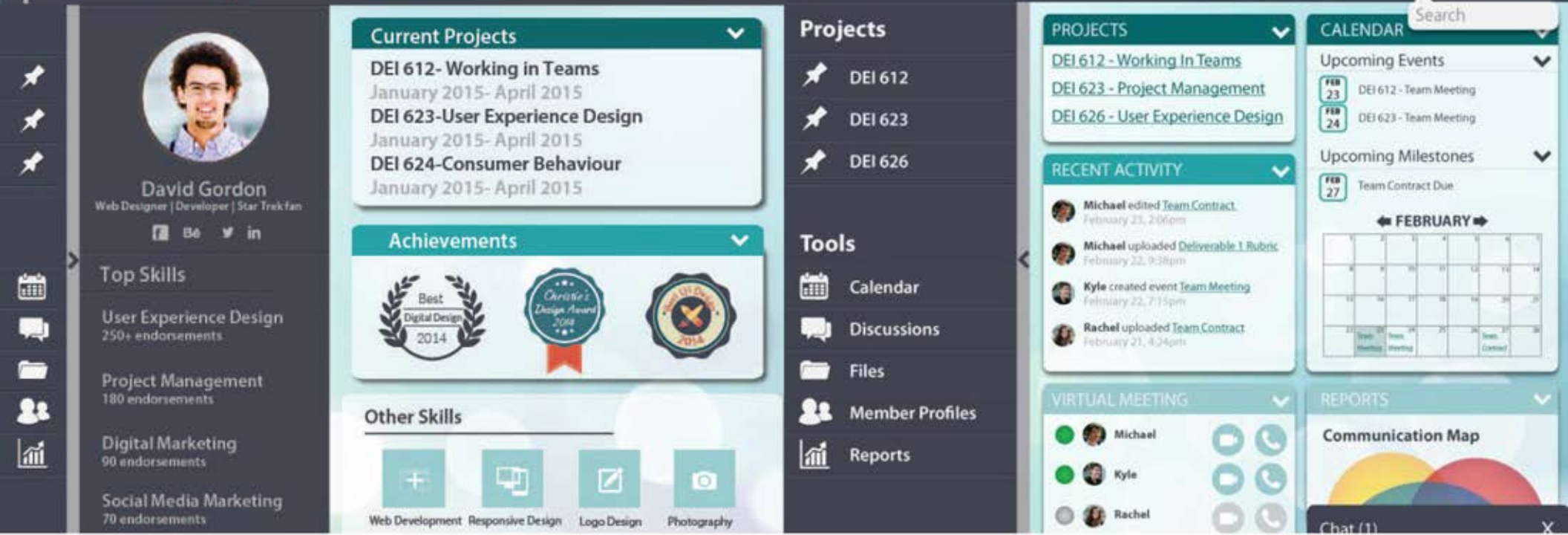
# OUR PROCESS

After an extensive user research, qualitative research and competitive analysis, our process continued with several rounds of wire framing and user testing.



# LOGO ICON DESIGN

DIFFERENT CONCEPTS OF THE LOGO AND MOTION



# FINAL UI DESIGN

We then designed high-fidelity mockups and created functional prototype for the mobile and desktop versions of the website. Every design decision was made based on usability tests, and interview findings.