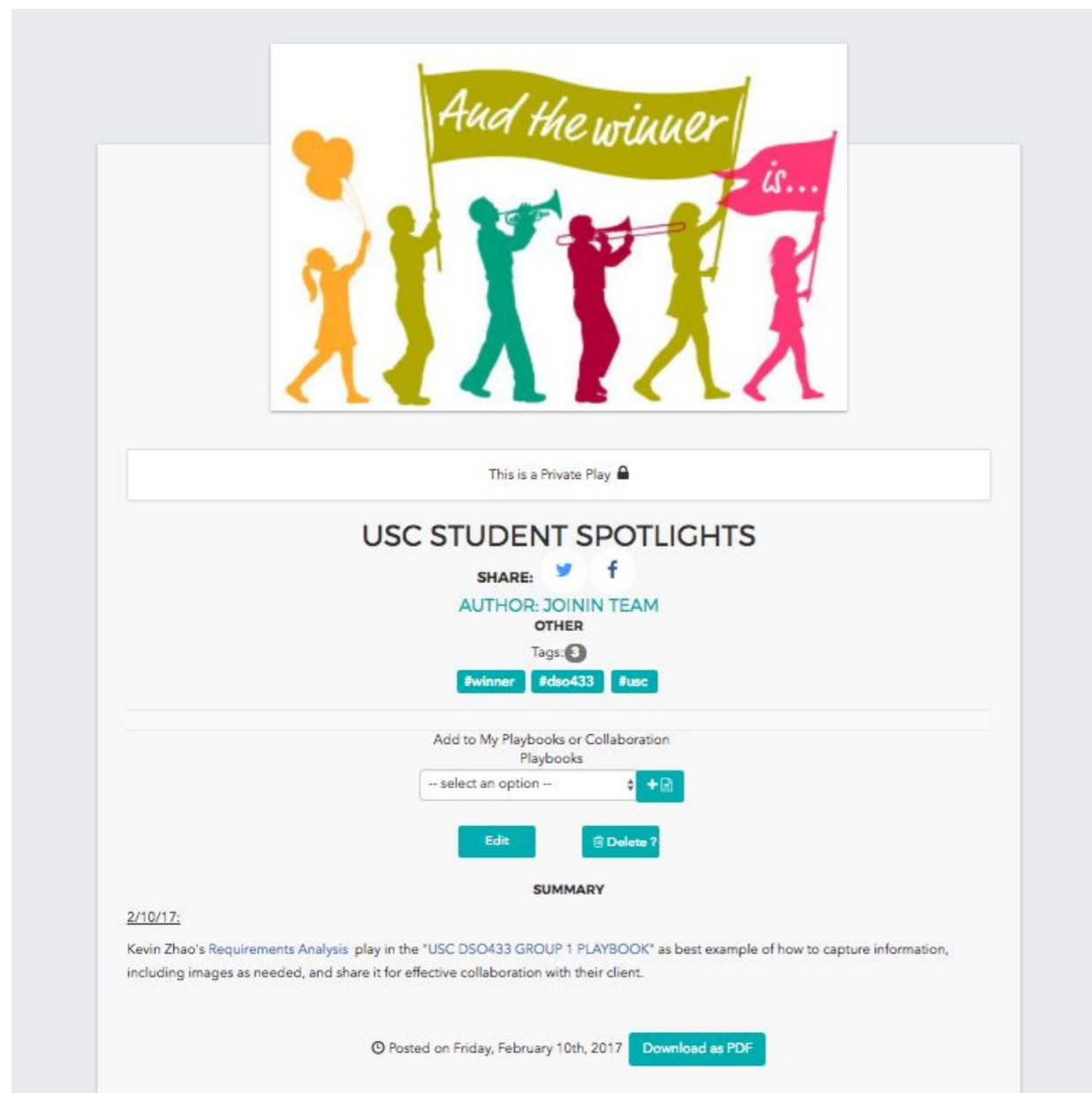# Topics 2/15/17

➢ **Student Spotlight**

➢ **JoinIN Language**

➢ **Project Flow on JoinIN**

Q&A

Student Spotlight (2/10/17)

Requirements Analysis play in **USC DSO433 GROUP 1 PLAYBOOK**

Kevin Zhao's play was great example of how to capture information, including images as needed, and share it for effective collaboration with their client

One Student Group will be voted to receive the

Business Process Design Challenge Award

League = Community

➢ **Browse** and **search** the League to find interesting people you want to connect with

➢ Startup founders, Hiring managers, Mentors, your classmates and peers from other schools can **find you** to collaborate

➢ **Invite** people from the League to **collaborate** with you (in your **Playbooks** and/or **Huddles**)

Playbook = Project

➢ A virtual space to post all the assets for your project

➢ Make sure you have the right privacy settings

  ○ **Public Open**: Everyone can see it <u>and</u> everyone can join/add to it

  ○ **Public Closed**: Everyone can see it <u>but</u> ONLY people invited can join/add to it

  ○ **Private**: ONLY those invited can see/add to it

➢ Your three (3) Key Playbooks are

  ○ The **Student Group Playbook** created by the Client Coordinator

  ○ The **Client Playbook** created by each Client, Student(s) added

  ○ **USC Program Client Playbook** created by JoinIN and Dr. Majchrzak for all

➢ Add JoinIN and Dr. Majchrzak to Student and Client Playbooks

➢ **Comments** to a Playbook for a quick thought

➢ Add a **Play** to the Playbook for an important searchable asset

Play = Asset

➤ Create **Plays** and post them to a **Playbook** to collaborate

➤ **Plays** can be meeting notes, draft deliverables, helpful information about the project, an interesting article, advice from Dr. Majchrzak, etc

➤ **Search** for Plays others have created that you may find helpful or interesting and add them to your own Playbooks

➤ **Invite Teammates** from the League to collaborate and add plays to your playbook

Key Playbooks

ALL

USC Program Client Playbook

Plays: FAQs, Info for Clients, Info for Students, Dates and Agendas, Student Spotlight,

Key Playbooks

ALL

STUDENTS

DSO433 Pico Student Playbook
Plays: Weekly Analysis, As Is Process draft

CLIENTS + STUDENTS

USC Program Client Playbook

Plays: FAQs, Student Spotlight, Info for Clients, Info for Students, Dates and Agendas

Pico Client Playbook
Plays: Pico Bylaws, Merchant Contact List, Merchant Survey, Merchant Directory

Key Playbooks

STUDENTS

ALL

DSO433 Pico Student Playbook
Plays: Weekly Analysis, As Is Process ==draft==

CLIENTS + STUDENTS

USC Program Client Playbook

Plays: FAQs, Student Spotlight, Info for Clients, Info for Students, Dates and Agendas

Pico Client Playbook
Plays: Pico Bylaws, Merchant Contact List, Merchant Survey, Merchant Directory As Is Process ==Deliverable==

Huddle = Event

➢ Schedule your meetings and events as **Huddles**

➢ **Invite** anyone in the League or off platform to your Huddle

➢ Link your **Huddles** to your **Playbooks** to connect online and offline

➢ Two Huddles are planned for you to collaborate across the DSO433 Groups on 3/20 and 4/3

➢ You're welcome to attend any public JoinIN Huddles this semester

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Other Features

➢ Newsfeed

➢ Comment

➢ Chat

Q & A