962 Software Lab Team Room Requirements

Must have in order of votes received:

- [7] Whiteboards on walls
  
  - Discuss having “real” dry-erase boards in heavy use areas, whiteboard walls elsewhere.

- [5] Furniture
  
  - Sit-Stands, ergonomic chairs, bookcases, place to hang coats

- [5] Monitors
  
  - No reflections on monitors
  - Lots of discussion on size

- [4] Balance between collaboration and privacy
  
  - (3) Balance between collaboration and privacy
  - (2) Sound abatement
  - (2) Small group rooms with large TV/monitor and soundproofing
  - (1) Quiet Areas/Noise Control


- [2] Large screen for sharing/reviews/standups
  
  - (2) Big screens can be shared by two or more developers pair programming
  - (2) Large space with screen for standups/reviews
  - (1) More than one big screen that can be shared

- [2] Video (Skype) Telecom Room with quality mics

- [1] Food/Water/Coffee

- [0] Correct amount of heating/cooling

- [0] Flexible space

- [0] Copier/Printer/Scanner

Nice to Have in order of votes received:

  
  - (5) Nacho Bar
  - (2) Water cooler
  - (1) Large Kitchen/Joint Dinning Area (Tables)
  - (1) Centrally-located kitchen or break room
  - (1) Food vending machine

- [4] Whiteboard Printer or Camera

- [2] Large monitors displaying things to share
  
  - NOTE: A lot like the must-have above "Large screen for sharing/reviews/standups"

- [1] Natural Light

- [0] Large Format Plotter

Showcase in order of votes received:

962 Software Lab Mockup Feedback for Designers

- Cable Management is a concern
- Need adequate desk space, however the desk size has been selected
- CPUs on the floor is a concern
- Noise is a concern
- Many felt the chairs were not ergonomic (blue chair won over red chair by 1 vote, and only 1 vote was cast)

Room Layout/Furniture Comments
  - Bookshelves, cabinets, etc. part of the design
  - Large collaboration TV with connections to any computer (3 options)
    - Work from 1 screen and many computers
      - This is probably not what was intended by the comment
    - Work from many computers and have ability to show on shared screen
      - This can be achieved by a portable monitor that has a single dedicated CPU and remote CPUs will connect via remote login
    - A separate area with a large screen that can have a computer plugged into the screen
      - This is currently in the design and is supported

Room Layout/Furniture
- Missing: bookshelves, cabinets, etc. (no room for anything)