This project’s goal is to increase the efficiency of face to face, real-time meetings. To achieve this goal, the project will help facilitate a number of pre-event activities. These activities, in the form of games and an associated framework, can be played either synchronously or asynchronously. Regardless of type, they culminate at a specific date and time which is set by a facilitator, at which time the takeaways from each game provide the participants with content to accelerate their meeting progress. These pre-event activities focus the players towards:

1. Better understanding their customer
2. Clearly envisioning their project’s end state
3. Creating brainstorm ideas anonymously.