

What Could Be Improved – SpeedMeet

1. The Project Is Still in an Exploratory, Unfinished State

SpeedMeet is intentionally presented as a concept and prototype rather than a finalized product. While the core idea and structure are clear, some parts of the experience still feel unresolved or underexplored.

Examples include:

- Limited post-event continuity
- Interaction flows that could be refined through further testing
- Features that are implied by the concept but not yet fully implemented
- Add cap on how many people can join

This unfinished state reflects the project's iterative nature rather than a lack of direction. Additional user testing and refinement would help determine which elements should be expanded, simplified, or removed.

2. Post-Round Interaction, Inclusivity, and Scalability

One limitation of the current version is that interactions end as soon as a round finishes. While this keeps the experience lightweight and fast-paced, it also means that meaningful connections, or small follow-up actions, can be lost once the game moves on. In addition, the current setup does not yet fully account for how the experience scales when more participants are involved.

A future improvement could include:

- An option to **request or exchange contact information** after a round, based on mutual confirmation
- A short **post-round decision screen** where participants can choose whether they want to stay in touch
- Support for **multiple languages**, such as English and Dutch, to make the experience more accessible
- A structure that allows the experience to **scale smoothly to groups of around 20 participants**, without causing confusion or slowing down the flow

By extending the experience slightly beyond each round and considering language and group size, SpeedMeet could better support diverse participants and remain clear and manageable even in larger group settings, while still keeping interactions optional and comfortable.

3. From Website to App-Based Experience

The current version of SpeedMeet exists as a **website**, which works well for quickly accessing the experience and testing the concept. However, because it runs in a browser, the interaction still feels closer to a web-based tool than a fully integrated mobile experience.

A possible improvement would be developing SpeedMeet further into an **app-based experience**, which could allow:

- More natural, touch-focused interactions
- Clearer visual transitions between rounds and phases
- A more immersive and consistent experience during live events

Turning the concept into an app would help SpeedMeet feel more focused and intentional as a mobile experience, especially in fast-paced, in-person settings.