

Breakout Rooms — Readiness Checklist

Pressure-test a virtual-classroom breakout build before you ship: assignment, state, instructor controls, accessibility, and recording.

A. Assignment and moves

- All three assignment models supported: automatic, manual, and learner self-select
- Self-select rooms have a per-room cap so groups stay balanced
- Moving a learner re-points subscriptions; the media connection is never torn down

B. State and reliability

- One authoritative membership graph on the server; clients render, never own it
- Dynamic room and participant state held in fast shared storage (e.g. Redis)
- Reconnect re-reads the graph, so a learner lands back in the correct room
- Isolation enforced on the server by not forwarding other groups' media — never client-side hiding

C. Instructor controls

- Broadcast a message to every room at once
- Instructor can visit any room to listen and help
- Learners can ask for help, visible across all rooms
- Countdown timer with a warning and a grace period (e.g. 60s) before re-merge

D. Accessibility and recording

- Live captions follow the learner into the breakout room (WCAG 2.1 SC 1.2.4, AA)
- All controls are keyboard-operable (WCAG 2.1 SC 2.1.1, A)
- Per-room recording is tagged with the membership graph for an accurate class record