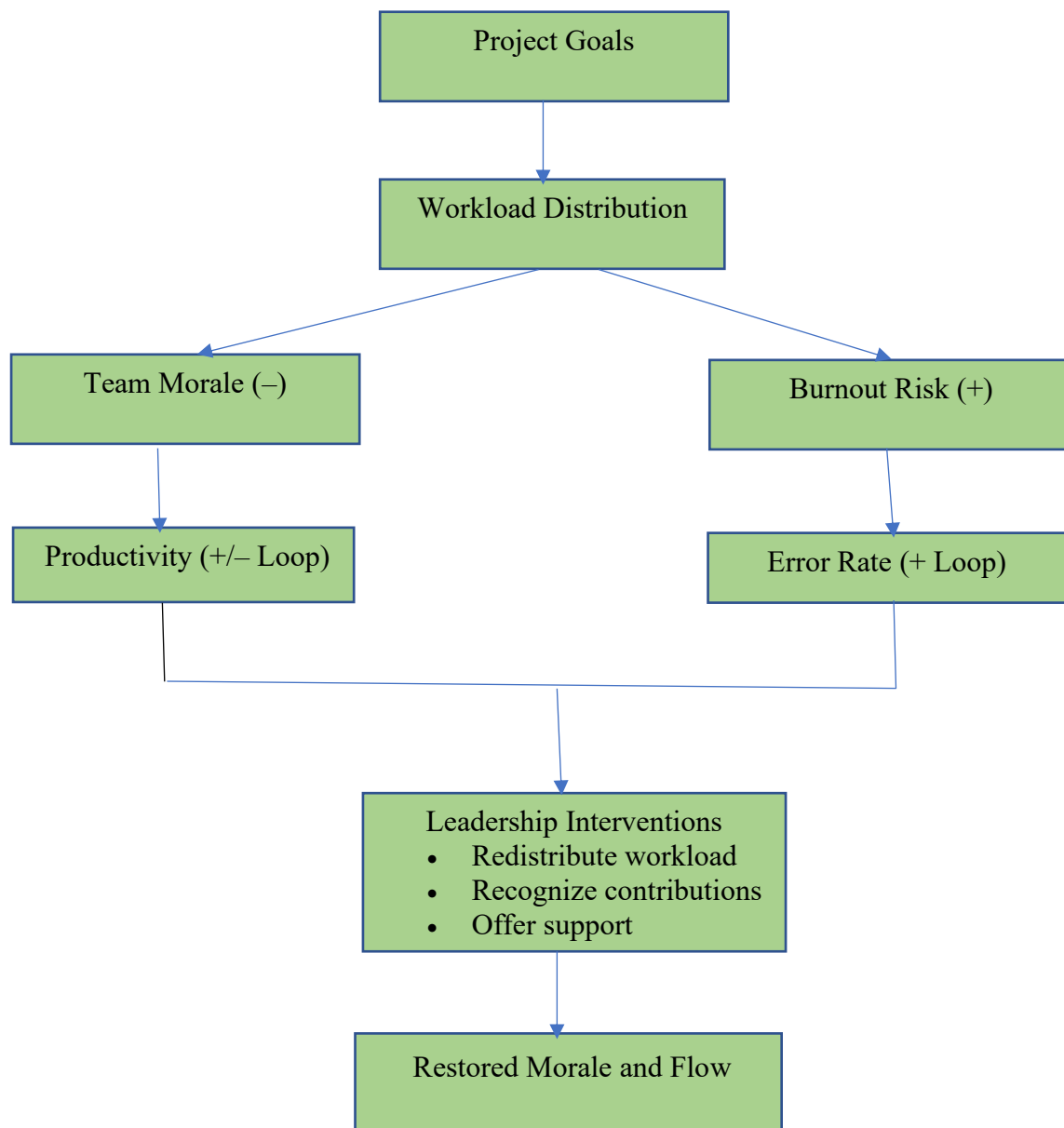


Systems Map Diagram: Team Morale vs. Workload Distribution



Legend:

- (+) = Direct/increasing impact
- (-) = Inverse/decreasing impact
- Feedback loops are created between morale, productivity, and errors over time (Carreno, 2024).

Reference

Carreno, A. (2024). Building a Continuous Feedback Loop for Real-Time Change

Adaptation: Best Practices and Tools. https://www.researchgate.net/profile/Adolfo-Carreno/publication/385621731_Building_a_Continuous_Feedback_Loop_for_Real-Time_Change_Adaptation_Best_Practices_and_Tools/links/672cd61b2326b47637cf80cc/Building-a-Continuous-Feedback-Loop-for-Real-Time-Change-Adaptation-Best-Practices-and-Tools.pdf