

# Team 15 Canvas

v. 1.0 | English | [theteamcanvas.com](https://theteamcanvas.com)

Most important things to talk about in the team to make sure your work as a group is productive, happy and stress-free

Team Name:

Group 15

Date:

January 5th, 2022

## People & Roles

What are our names and the roles we have in the team?

Matthew

Technical/How  
stuff works  
  
Solution  
Architect/Engineer

Qirui

Analytical/  
management  
  
Product Manager  
& Analyst

John

Design/ Visuals  
  
User  
Experience  
Designer

## Goals

What we want to achieve as a group? What are our key goals that are feasible, measurable and time-bounded?

Be satisfied with our group work as students and teammates.

Creating a good final project for portfolio/ experience

Practice professional analytical skills

Build resume skills

## Purpose

Learn as students and work as leaders

Do more listening, study what is being said or done.

first place?

## Personal Goals

John: Feel confident in my group and project work, and gain the essential skills of this class with the context of analytics. 3.8+ for the course is reasonable. Gain a sense of professionalism and accountability in a new environment.

Matthew: Gain new skills and understanding around informations and apply these new founds skills outside of the classroom such as through internships or jobs in the future.

Qirui: learn how to work in a group like professional and gain experience about product development

## Values

What do we stand for? What are guiding principles? What are our common values that we want to be at the core of our team?

Communication

Collaboration

Time-management

Accountability

Problem-Solving

Organization

## Needs & Expectations

What each one of us needs to be successful?

What are our personal needs towards the team at our best?

Do something that makes sense for us, something we are interested in and care about

Check in with one another especially if someone is busy or sick

Distribute work consistently and see if there's any spots we need to fill in

Keep it simplistic for our experience level

## Rules & Action Points

What are the rules we want to introduce after doing this session?

How do we communicate and keep everyone up to date? How do we make decisions? How do we execute and evaluate what we do?

Ask for help when you need it

See if we can get our work done early to give time for review or suggestions.

If something comes up, message as soon as you can so we can accommodate. Be communicative

Meet up on Mon, Wed, Thu, Fri (times TBD)

When brainstorming, move as a unit to stay on the same page

## Strengths & Assets

What are the skills we have in the team that will help us achieve our goals? What are interpersonal/soft skills that we have? What are we good at, individually and as a team?

Eager to learn and solve new problems

Good at using the Internet and resources

Active listeners

Responsive to messages and feedback from each other

## Weaknesses & Development Areas

What are the weaknesses we have, individually and as a team? What our teammates should know about us? What are some obstacles we see ahead us that we are likely to face?

John: Lack technical skills (coding/programming), but making it up with visuals and getting other people involved for feedback and suggestions.

Matthew: Strong within technical skills however needs to improve around design and working in groups of different skills

Qirui: Need to gain hands-on experience about product/software development

Need to consider more than our own perspectives

Solely using online collaboration is relatively challenging

Risk-seeking, can have workloads bigger than what we are capable of

Relatively inexperienced?

Conflicting schedules and daily lives