The Team Canvas

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 ___SCE-team 3___   **DATE** ___17.10.2024___

PEOPLE & ROLES

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

Kaiwen Derde, Manager
Anna Kaitola, Analyst
Joran Fabry, Creative
Leevi Oksanen, Communicator
Vilma Koponen, Tech

GOALS

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

Succesfull project and a usable product, digital skills development

PERSONAL GOALS

What are our individual personal goals?
Are there personal agendas that we want to open up?

Skill development
Time management
Creativity and innovation
Problem-solving

PURPOSE

To collaboratively develop innovative digital solutions that address real-world challenges, empowering each member to enhance heir entrepreneurial skills and digital proficiency.

Why are we doing what we are doing in the first place?

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?

Team work
Encouragement

NEEDS & EXPECTATIONS

What each one of us needs to be successful? What are our personal needs towards the team to be at our best?

Support
Effort
Defined roles and responsibilities

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?

Open communication
Regular attendance
Punctuality
Commitment

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?

Adaptability and willingness to learn, entrepreunial mindset

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?

Creativity, lack of digital skills, limited experience in entrepreunership