

Team Canvas

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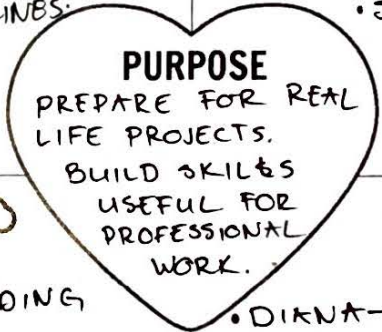




Most important things to talk about in the team to make sure your work as a group is productive, happy and stress-free

Team name

GROUP 5

Date

25/04/19

PEOPLE & ROLES  <p>KRISTAPS - CODING</p> <p>VIKTORIA - CODING</p> <p>DIANA - FILMING/EDITING</p> <p>SIGRÚN - VISUAL COMMUNICATION/STORYTELLING</p>	COMMON GOALS  <ul style="list-style-type: none"> • DELIVER AN UNDERSTANDABLE GUIDE ON BIKING FOR TOURISTS. • DELIVER PRODUCT ON TIME. • FOLLOW VISUAL GUIDELINES. 	VALUES  <ul style="list-style-type: none"> • COMMUNICATION • PUNCTUALITY • HONESTY • UNDERSTANDING • SUPPORT 	RULES & ACTIVITIES  <ul style="list-style-type: none"> • COMMUNICATION - MESSENGER • FILE SHARING - GOOGLE DRIVE • FOLLOW DEADLINES • LET OTHERS KNOW IF SOMETHING IS NOT WORKING OUT • HAVE CLEAR TASKS
<div style="text-align: center;">  <p>PURPOSE PREPARE FOR REAL LIFE PROJECTS. BUILD SKILLS USEFUL FOR PROFESSIONAL WORK.</p> </div>			
PERSONAL GOALS  <ul style="list-style-type: none"> • VIKTORIA - IMPROVE CODING SKILLS • KRISTAPS - IMPROVE CODING • DIANA - IMPROVE VIDEO PRODUCTION SKILLS. • SIGRÚN - IMPROVE STORYTELLING AND VISUAL COMMUNICATION SKILLS. 		NEEDS & EXPECTATIONS  <ul style="list-style-type: none"> • DIANA - NEEDS HELP WITH TIME MANAGEMENT • KRISTAPS - TIME MANAGEMENT/MOTIVATION • VIKTORIA - SPACE TO BE PRODUCTIVE • SIGRÚN - GOOD GROUP MORALE, SPACE TO BE PRODUCTIVE 	
STRENGTHS & ASSETS  <ul style="list-style-type: none"> • DIANA - BACKGROUND IN PHOTOGRAPHY - VALUABLE FOR VIDEO PRODUCTION PROBABLY. • KRISTAPS - GRAPHIC DESIGN • VIKTORIA - QUICK LEARNER, LIKES CODING/PROBLEM SOLVING • SIGRÚN - CONCEPT DESIGN/STORYTELLING, ILLUSTRATION, TIME MANAGEMENT 		WEAKNESSES & RISKS  <ul style="list-style-type: none"> • VIKTORIA - LEAVES HOME FOR A WEEK / LAST MINUTE WORK. • DIANA - WORKS TOO MUCH / UNDERESTIMATES HER SKILLS ^{SKILLS} • KRISTAPS - CAN'T COME ON WEDNESDAYS AND FRIDAY AFTERNOONS / GETS UPSET FROM FAILURES / UNDERESTIMATES HIS OWN WORK. • SIGRÚN - CAN ONLY WORK UNTIL 14:30 ON WEEKDAYS, CAN SOUND IMPATIENT OR PUSHY, CRITICAL OF OWN PROJECTS. 	