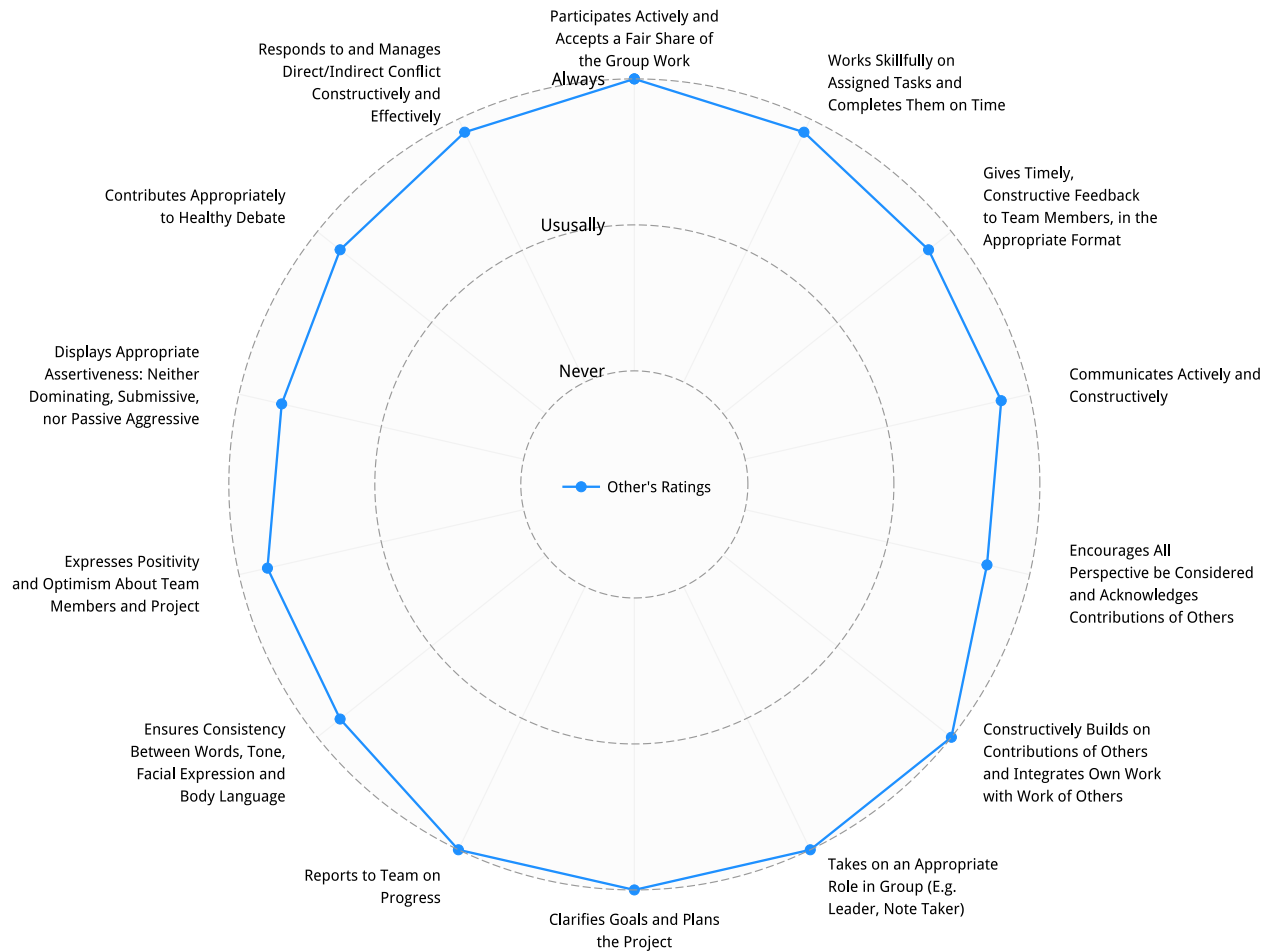


TeamQ Report

Team-Q was developed for self and peer assessment of an individual's teamwork skills. It is designed for undergraduate education as a practical method for assessing teamwork as a learning outcome. The following describes teamwork behaviors, with students report on a five point scale how often their peers (and self) demonstrate each of the behaviors (Never, Sometimes, Usually, Regularly, Always).

TeamQ Ratings Radar

Below is a radar chart that presents the results of your teammates rating of your abilities and your own ratings of your abilities. The ratings of your teammates have been averaged together for ease of comparison.



Suggestions to Improve

Part of the TeamQ was to “Write one specific, actionable goal to help your teammate improve their teamwork competency”. Presented below are the goals you wrote for yourself, followed by the goals your teammates wrote for you.

Feedback	Comment
others	Continue to be committed to completing assignments in a timely efficient manner Keep up your organizational skills and being willing to go above and beyond to edit format etc Maybe get caught up on small details less I think sometimes you can overthink assignments which can be helpful sometimes You are often the one who prevents groupthink and helps refocus the group however sometimes it can also serve to slow down progress as we are worrying about minor details rather than looking at the whole picture
others	You have done so much for the team in terms of analytically looking for what we are missing and what we could do better keep doing this for your next group
others	You re an excellent critical thinker and editor and you re a great team member
others	Brooke you are always such a hard working member of our team You always make sure our assignments are the best they can be Thank you
others	You are great at ensuring our team produces the best work For future learning or application try to be aware of your tone when giving constructive criticism It is greatly appreciated but at times may seem more negative than you intend it to be