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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

kee-arr

Date

20/1/22

PEOPLE & ROLES

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

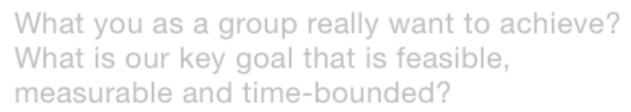
faadhi!

Daniel

What are we called as a team?

kee-arr

జ **COMMON GOALS**



finish project 1

make something i'm proud of

explore collective memory

make something our moms can engage with

PERSONAL GOALS

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

benefits/nurtures community learn skills that are useful make something i'm proud of

Make something fun and functional

explore (de)centralization easy to understand, accessible

Make somethig that is interactive Can be changed via human interaction

Explore how different mediums impact people

\odot **VALUES**

PURPOSE

make impact in our communities

Why we are doing what

we are doing in the

first place?

Learn how to work in a team

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?

have fun

be understanding of different paces (we're only human)

build on ideas (yes and...)

Hyping each other up, being supportive

Keep goals clear and in sight

open and honest communication

NEEDS & EXPECTATIONS

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

Frequent communication, keep us in the loop

Curiousity & enthusiasm

Adaptive to changing circumstances

RULES & ACTIVITIES

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?

Discord

Meet 3x/week (two labs + one in weekend)

Good and honest communication

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?

Concept design, research, example mining

Prototyping usinging diferent mediums, Drawing/ sketching, Minecraft

Very basic asset design eg. images, skecthes

Finding workaround when problems happen with the main plan

audio - max/msp, recording, hardware networking - wifi, shiftr, osc, mqtt organising workload

giving feedback & critique



WEAKNESSES & RISKS

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?

poor time management

two people - opposing ideas/conflicts

Tries to incorporate to many ideas at once

distracted, hyperfocus on small details









