

Group Charter IDEA9202: Playful Cities

Adapted from: <http://www.iml.uts.edu.au/learn-teach/groupwork/resources/charter.pdf>

See also, http://sydney.edu.au/education_social_work/groupwork/index.shtml

Directions (taken from UTS Institute for Interactive Media and Learning)

“Groups work better when members have a common understanding of the group’s goals and the ground rules for group activities. The purpose of this exercise is to help your group set some ground rules and goals.

Each member of your group will have some ideas of how the group should operate.

This is the opportunity to share your thoughts so ‘simple misunderstandings’ are less likely to arise in the future.”

Working in your group in the tutorial use the following charter questions to guide you to determine your ground rules, your goals and start thinking about timeframes and responsibilities. Agreement of responsibilities and timeframes is key to your group’s success. Make sure this has been determined within the first week of your group forming.

Our Team’s Charter

Our Topic:

Group Members:

1. william xu
2. Ryan Ren

Members skills

1. Videographer
2. Layout Design
3. Interface Design

*Add more sections learned from Ruchi’s Workshop (ex. Positive/Negative skills, etc.)

Ground Rules:

- How do we communicate with each other online?
- An online discussion group will be established. This is better than sharing emails. A private group message in Slack can also be established for sharing information.
- How often should group members check the group’s online discussion group?
- How often and how much should group members contribute to the online discussion?
- How do we deal with members who don’t participate enough?
- How are we going to conduct the research (who is doing what)? How are we going to design the mockup and write the presentation?
- Who will be responsible for submitting the profile and submission?
- Do we need a team leader?

- Who one the team will contact the tutors?

Our goals:

What is our group trying to accomplish?

Timeframe and Deadlines

(Examples but please fill out for whole semester)

Date	Activity	Deliverables	Responsible person or group
16 August	Locate skater		william
19 August	Skater community background research		Ryan
19 August	Playful Theory research		William
20 August	current relevant design / inspiration		Ryan & William
21 August	Summarise research according theme, principles		Ryan & William
22 August	Site research		Ryan & William
23 August	User research		
23 August	Interviews & Surveys		William
24 August	video portrait of a skatepark user		Ryan & William
25 August	compiling user and site research		
25 August	concept design		
26 August	Creating keynote		
27 August	Layout design		
28 August	Practice presentation		
29 August	Improve presentation and document		
30 August	Improve presentation and document		
20 September	Final Design Document		

30 September	Content Sequence		
5 September	Concept Video		
6 September	Making Keynote		
12 September	Practice Presentation		