

Teams Wheel *Intro*

What is Teams Wheel?

- 🧠 **Tool to help and encourage sharing**

- 🧠 **Peer review methods**

It is based on the principles of ***discussion*** and ***collaborative learning***

What Teams Wheel do?

- 🧠 **It triggers co-design processes**

- 🧠 **It stimulates dialogue**

Let's practise sharing...& *repeat*

REQUIREMENTS
TRANSPARENCY
ACCESSIBILITY

PULL KNOWLEDGE

CTRL+C

CTRL+V

EDIT

CTRL+S

PUSH KNOWLEDGE

Overview Teams Wheel

	PURPOSE	INPUT	OUTPUT	OUTCOME	TOOL
27_10_23 Teams Wheel V.1	IDENTITY Get to know each other and create a climate conducive to communication	Meta-environment/ Meta-design (Concept/Scenario)	Research/ New Concept	Identify interests and skills of community members (interests exchange)	ID-CARD
24_11_23 Teams Wheel V.2	PARTICIPATION Consolidate relationships, enhance your own and others' successes, learn from failures	New Scenario/ Personas/ Advance design	Needs/ Requisites/ Design solutions (Components)	Share your experience as designers (informations exchange)	CARNET
15_12_23 Teams Wheel V.3	BELONGING Feeling an active part of the community, enhancing the entire process	Product System/ Design/Process	Requested (and supplied) performances/ Executive solutions (Relations)	Share your experience as makers (competences exchange)	PERFORMANCES RUBRIC

Teams Wheel Vol.1

What are you going to do?

👉 **9 rounds**

20 min per round, divided into 2 parts (**10+10**)

What are you going to do?

🏆 **9 rounds**

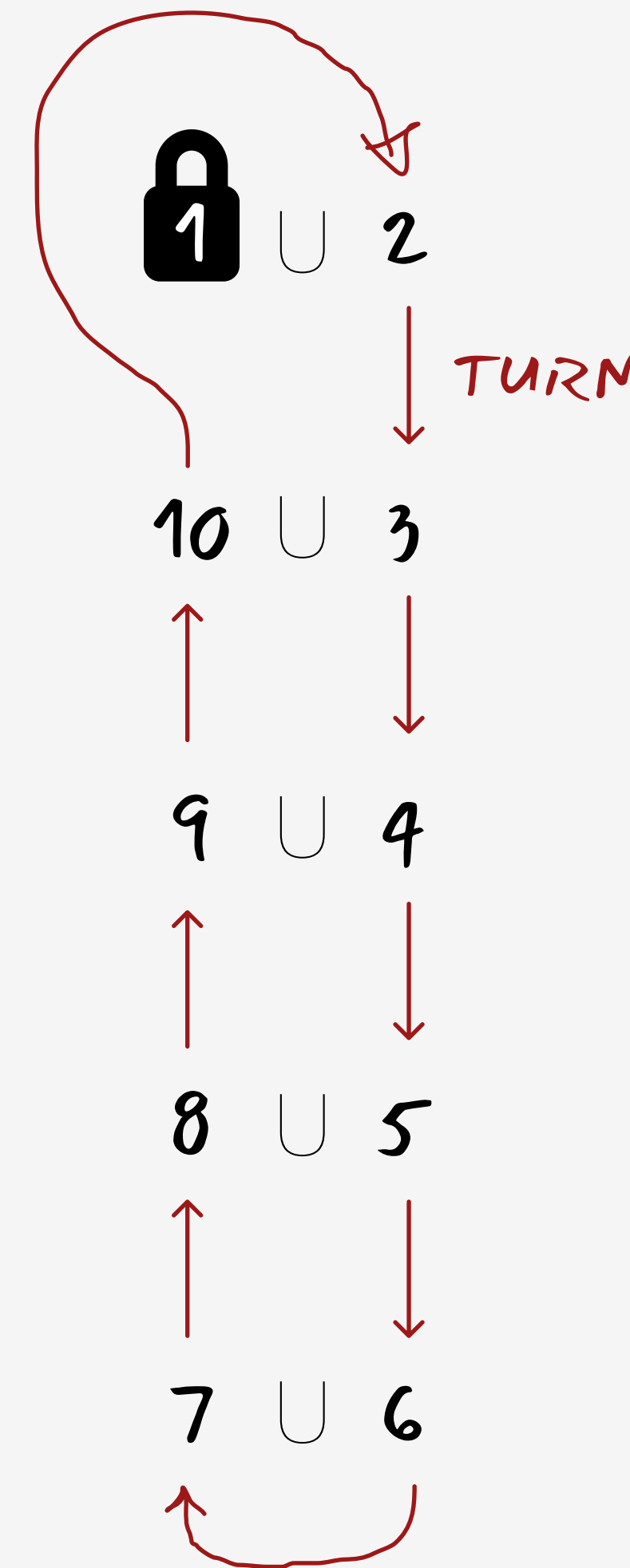
20 min per round, divided into 2 parts (**10+10**)

🏆 **Each team will meet all the others team**

A round-robin tournament is a game in which each player meets every other player, usually in turn.

*In Italian it is called *girone all'italiana*.*

All competitors are assigned to numbers, and then paired in the first round. Next, one of the competitors in the first or last column of the table is fixed (🔒) and the others rotated clockwise one position.



What are you going to do?

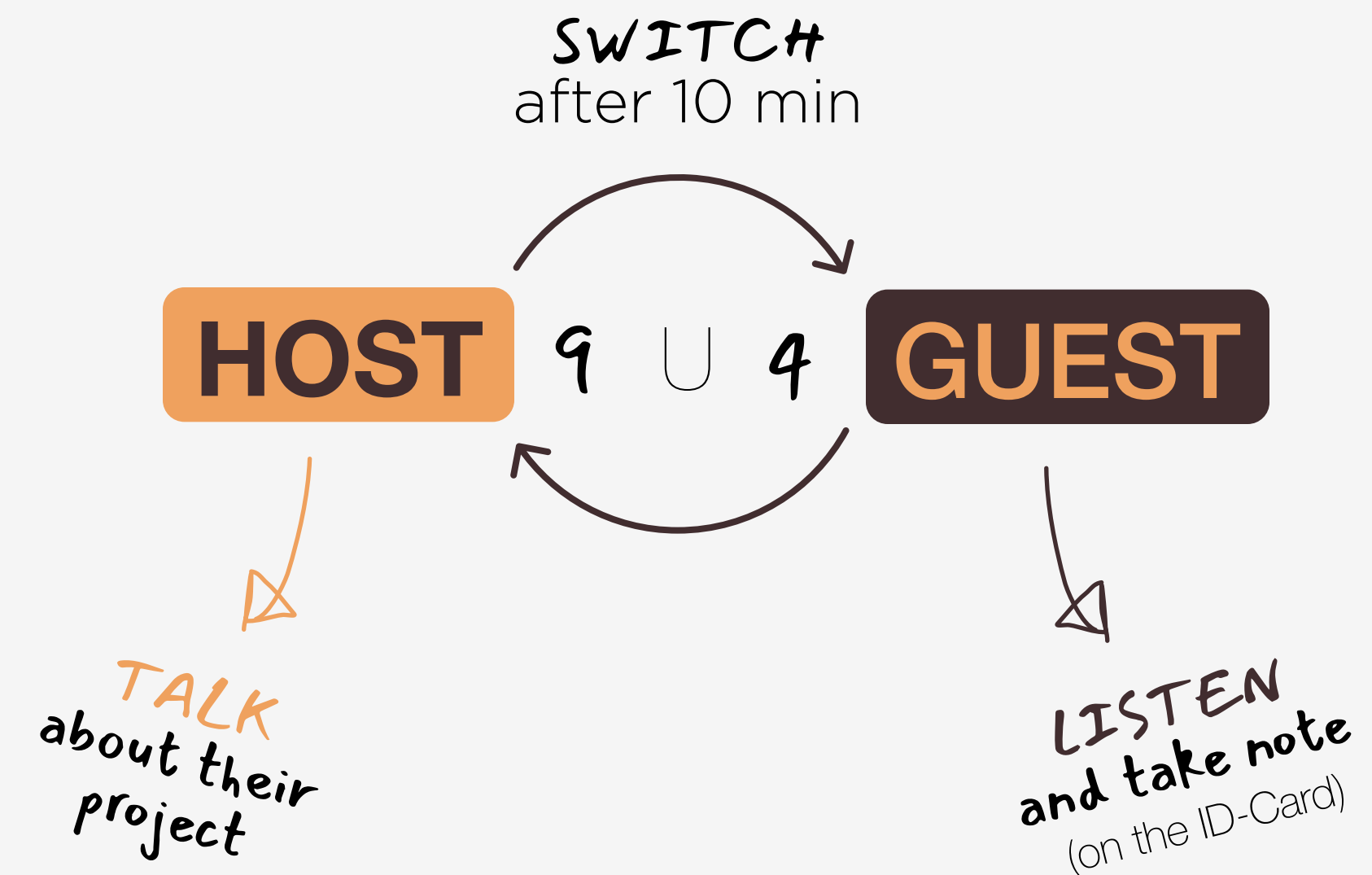
- ♥ **9 rounds**
20 min per round, divided into 2 parts (**10+10**)

- ♥ **Each** team **will meet all** the others team

- ♥ Each team will be both **Host** (10 min) and **Guest** (10 min)

When your team is a **HOST** , you must talk about you and your project (explained more in detail on the next slide)

When your team is a **GUEST** , you should fill out the **ID-Card** related to the team that is Hosting you (explained more in detail on the next slide)



The ID-Card of a Team

During each round, the **HOST** team will have to describe itself as a group of people and as a designers.

After that they will talk about their project, *brief* and *Meta-design*.

The **GUEST** team should fill out *interests*, *skills* and define the *approach* of the Host team.

Then understand what *wicked-problems* were identified, from which the *guidelines* for the *Concept* were developed, and the *Meta-environment* the Host team will work on, i.e. the *research scope*.

N.B.: for *specific terms*
see the glossary of
**"Man at the centre of
the project".**

The image shows a 3D rendering of a folded 'ID-Card of a Team' form. The left side is labeled 'META-DESIGNERS' and contains fields for 'Team Name:', 'Interests:', 'Skills:', and 'Approach:'. The 'Approach:' field has four checkboxes: 'Logical/Analytical', 'Practical/Structural', 'Voluntary/Conceptual', and 'Social/Emotional'. The right side is labeled 'META-DESIGN' and contains fields for 'Brief: a lighting system', 'Wicked Problem(s) Definition:', 'Guidelines (Concept:', and 'Meta-Environment (Research Scope:'. A white arrow points from the text 'Man at the centre of the project' towards the top right corner of the form.

The ID-Card of a Team

During each round, the **HOST** team will have to describe itself as a group of people and as a designers.

After that they will talk about their project, *brief* and *Meta-design*.

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N.B.: for *specific terms*
see the glossary of
**"Man at the centre of
the project".**

META-DESIGNERS

Team Name: _____

Interests: _____

Skills: _____

Approach: ☐ Logical/Analytical ☐ Voluntary/Conceptual
☐ Practical/Structural ☐ Social/Emotional

META-DESIGN

Brief: a lighting system

"Wicked" Problem(s) Definition: _____

Guidelines (Concept: _____

Meta-Environment (Research Scope): _____

How to fill out the ID-Card (i.e. when you start as a Guest)

MD - Systemic Design “Aurelio Peccei”



**Politecnico
di Torino**

Community by Components
2023/2024

IDENTITY CARD
DbyC 2023-24

BY

YOUR TEAM NAME

GUEST

[illegible]

Feedback received:

.....

.....

.....

.....

.....

.....

.....

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.....

.....

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.....

.....

.....

.....

.....

DbyC 2023-24

Expiry date:

as long as someone can read it

How to fill out the ID-Card (i.e. when you start as a Guest)

All these **voices** are referring to the **HOST** Team (i.e. the one that is speaking)



META-DESIGNERS

Team name: **OTHER TEAM NAME**

Interests:

Skills:

Approach:

☒ Logical/Analytical

☒ Visionary/Conceptual

☐ Practical/Structural

☒ Social/Emotional

META-DESIGN

Brief: a lighting system

"Wicked" Problem(s) Definition:

Guidelines (Concept):

Meta-Environment (Research Scope):

Feedback received:

DbyC 2023-24

Expiry date:
as long as someone can read it

you can select more than
one option

How to fill out the ID-Card

In this phase, **you need to give the ID-Card to the host's team** so they can complete the *Feedback received* voice

MD - Systemic Design “Aurelio Peccei”



Politecnico
di Torino

Community by Components
2023/2024

IDENTITY CARD
DbyC 2023-24

BY

YOUR TEAM NAME

META-DESIGNERS

Team name: OTHER TEAM NAME

Interests:

Skills:

Approach:

☐ Logical/Analytical

☐ Visionary/Conceptual

☐ Practical/Structural

☐ Social/Emotional

META-DESIGN

Brief: a lighting system

“Wicked” Problem(s) Definition:

Guidelines (Concept):

Meta-Environment (Research Scope):

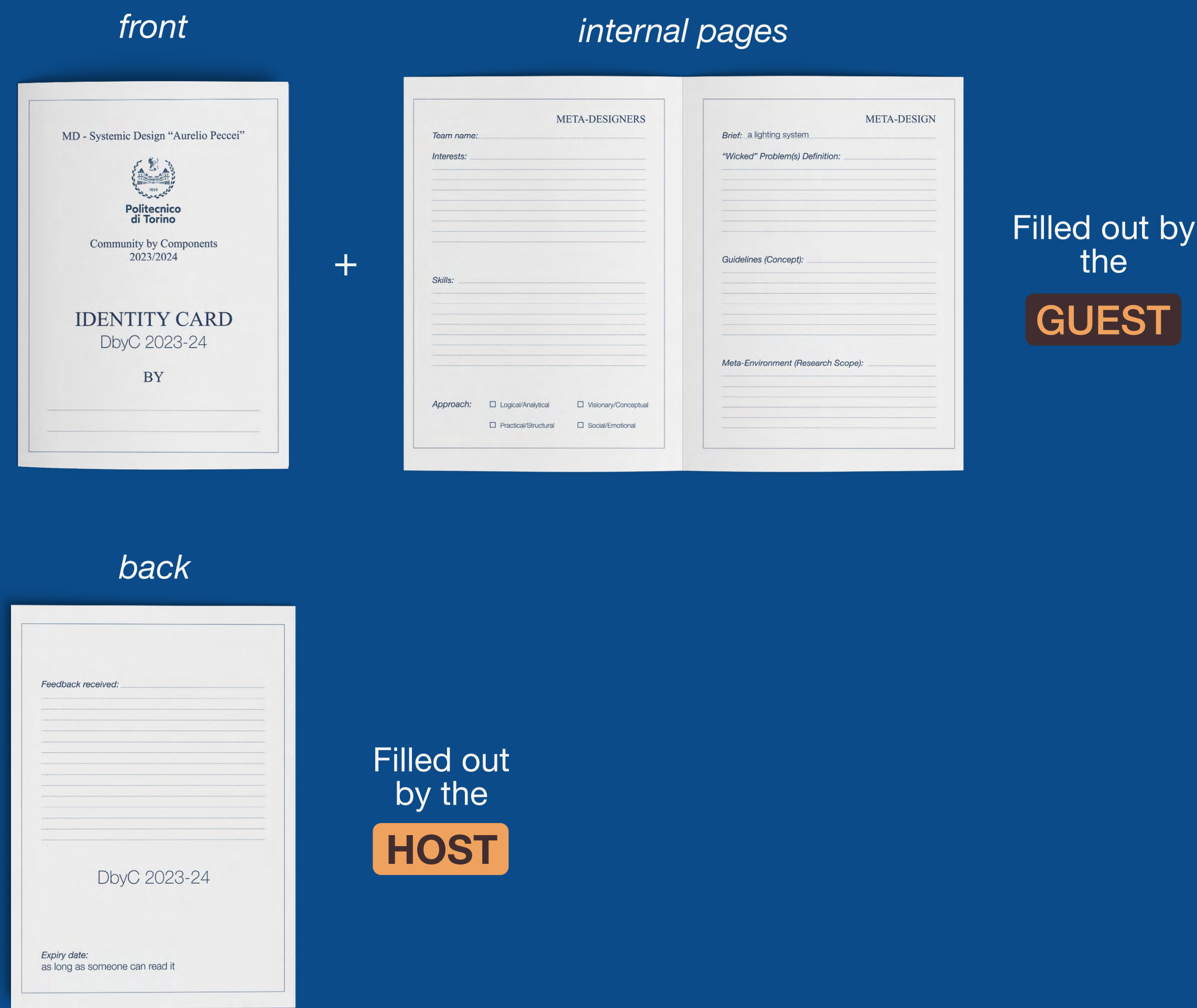
Feedback received: FROM GUEST TO THE HOST PROJECT

DbyC 2023-24

Expiry date:
as long as someone can read it

A little resume

1. While the **HOST** is **presenting**, the **GUEST** **fills out** the *front* and *internal pages*.
2. After that, the Guest **gives** the ID-Card to the Host, who will have the opportunity to make notes on the *back* regarding any *feedback received* from the guest.
3. At the end of the round, the **ID-Card** started by the Guest will remain with the Host.



QUESTION?



DOUBT?

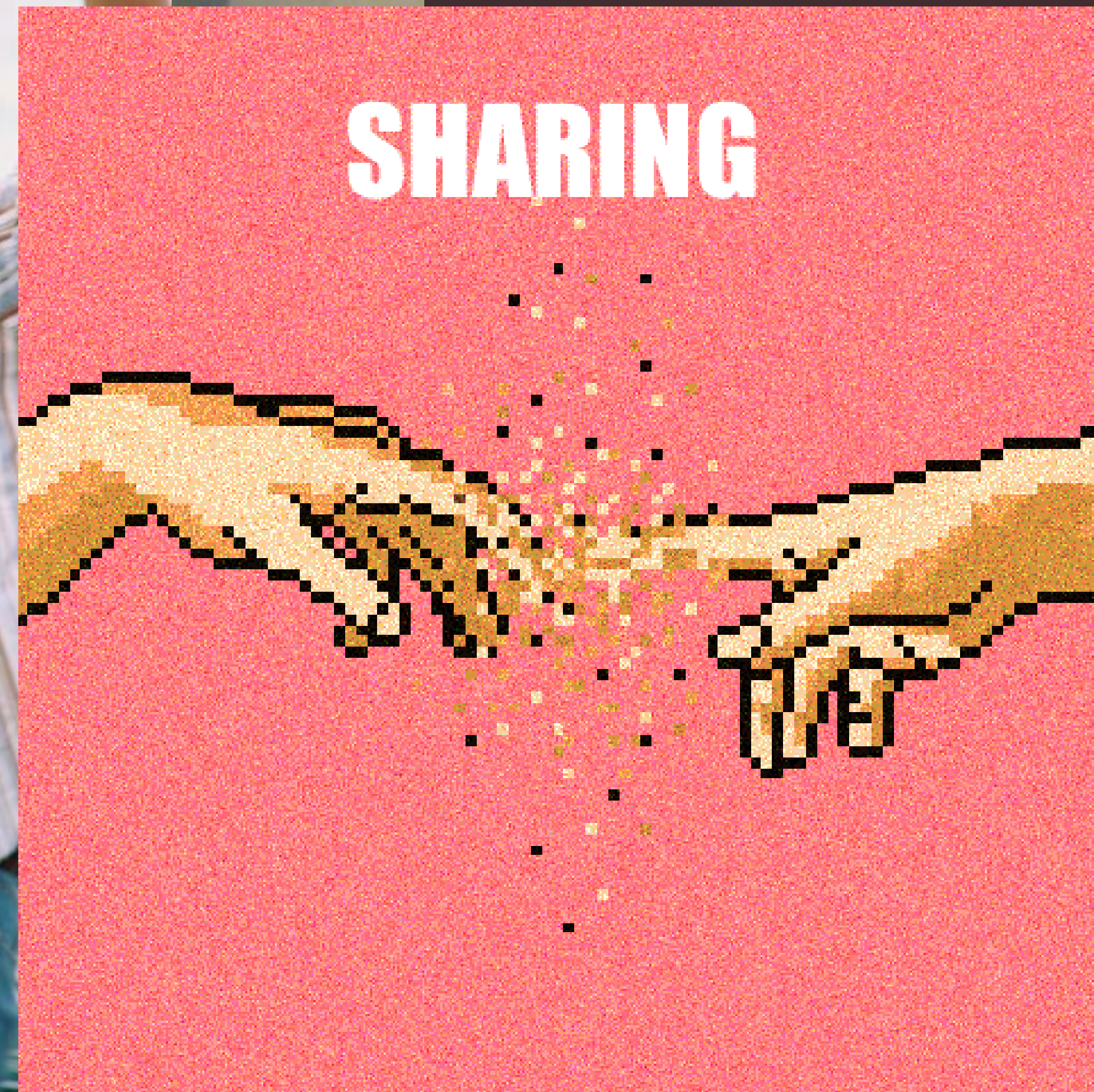
**OK
LET'S
START**



ENJOY THE OPEN (HOUSE)

MOVE THAT BUS!!!

**OK
LET'S
START**



TALK
about their
project

H Dunder Mirafiori **1** U **2** Smashini 2.0 **G**

H Power tool Dragon **10** U **3** Focus **G**

H Colleoni **9** U **4** ITACHIME **G**

H Multicultural Ghosts **8** U **5** Ringo Starr **G**

H Ninja **7** U **6** No Name **G**

LISTEN
and take note
(on the ID-Card)

1
round

2

3

4

5

6

7

8

9

G Dunder Mirafori **1** U **2** Smashini 2.0 **H**

TALK
about their
project

G Power tool Dragon 10 U 3 **Focus** **H**

LISTEN
and take note
(on the ID-Card)

G Colleoni 9 U 4 ITACHIME **H**

G Multicultural Ghosts 8 U 5 **Ringo Starr** **H**

G Ninja 7 U 6 No Name **H**

1 SWITCH
round

2

3

4

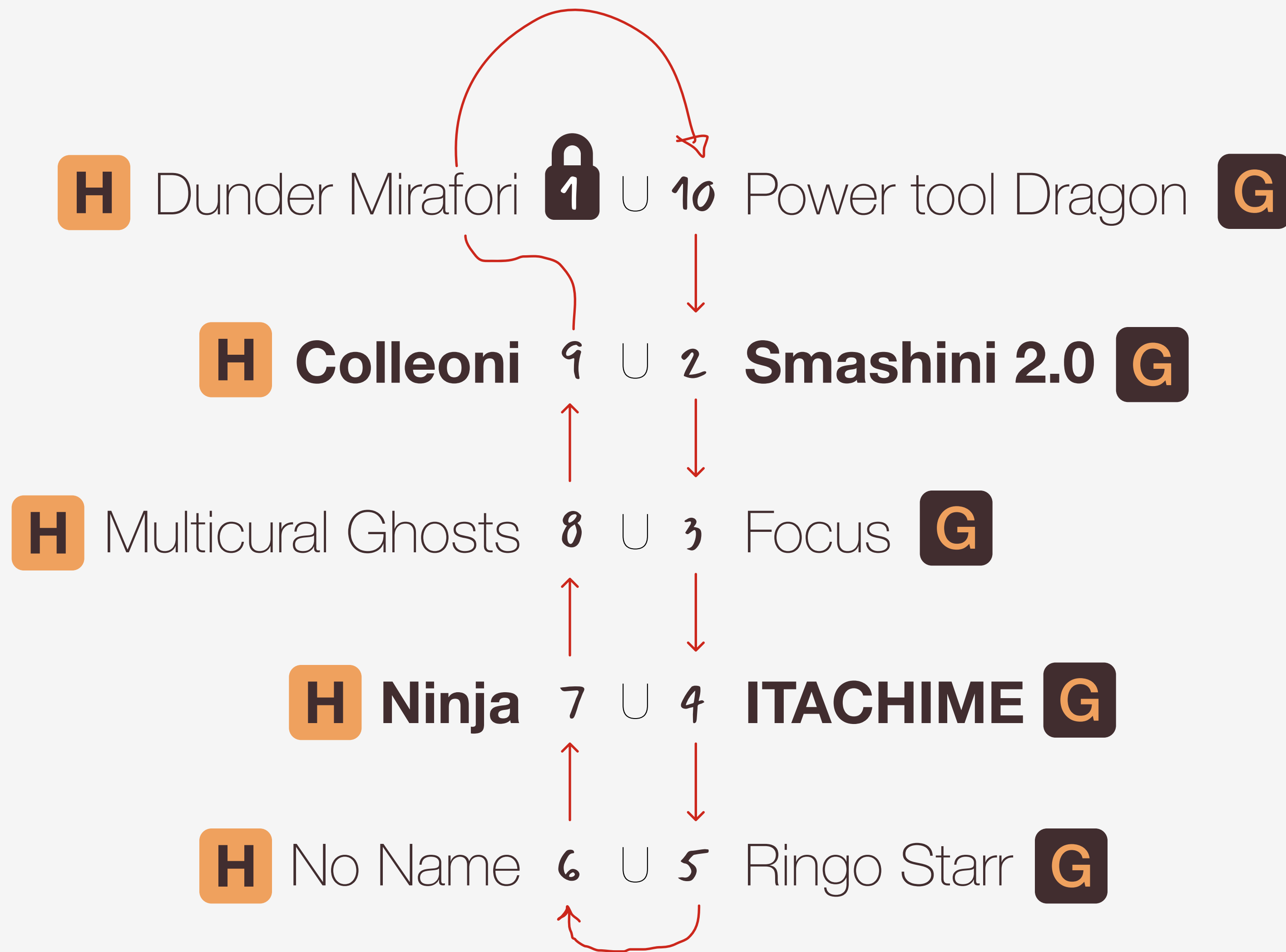
5

6

7

8

9



1

2

round

3

4

5

6

7

8

9

G Dunder Mirafori **1** U **10** Power tool Dragon **H**

G **Colleoni** **9** U **2** **Smashini 2.0** **H**

G Multicultural Ghosts **8** U **3** Focus **H**

G **Ninja** **7** U **4** **ITACHIME** **H**

G No Name **6** U **5** Ringo Starr **H**



TURN 3

1 2 round 4 5 6 7 8 9

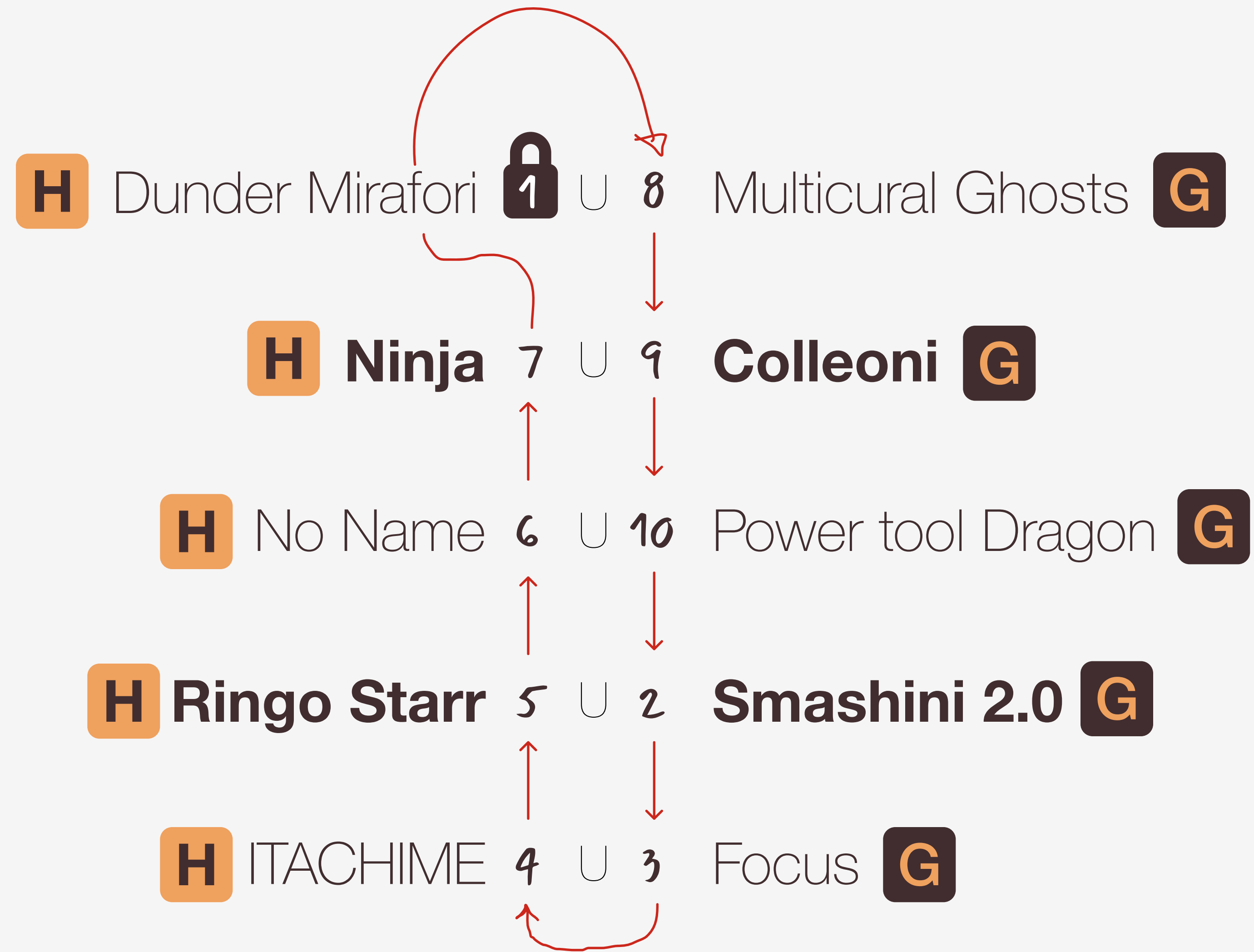
G Dunder Mirafori **1** U **9** Colleoni **H**

G Multicultural Ghosts **8** U **10** Power tool Dragon **H**

G Ninja **7** U **2** Smashini 2.0 **H**

G No Name **6** U **3** Focus **H**

G Ringo Starr **5** U **4** ITACHIME **H**



TURN 4 round

1

2

3

5

6

7

8

9

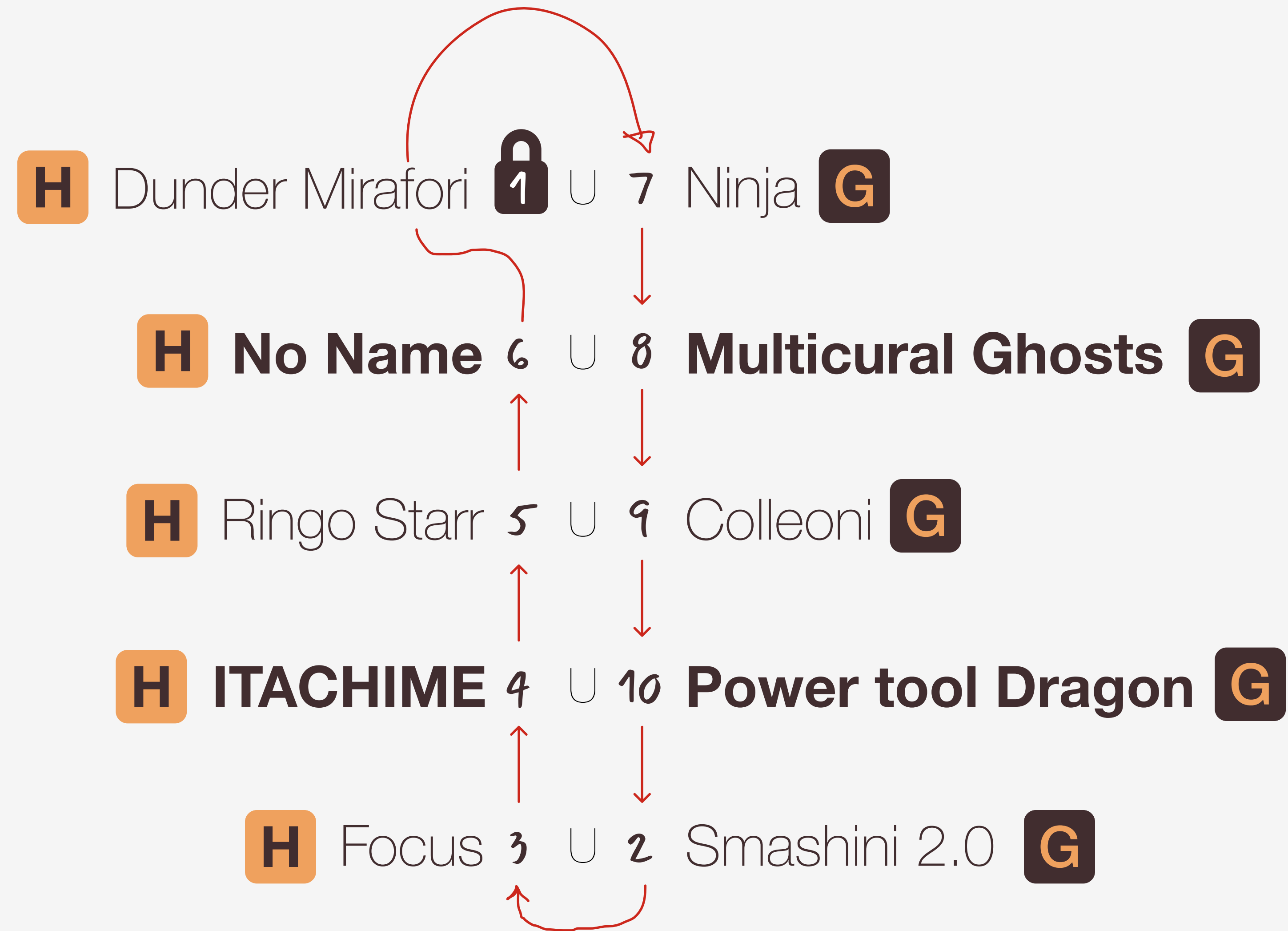
G Dunder Mirafori **1** U **8** Multicural Ghosts **H**

G Ninja **7** U **9** Colleoni **H**

G No Name **6** U **10** Power tool Dragon **H**

G Ringo Starr **5** U **2** Smashini 2.0 **H**

G ITACHIME **4** U **3** Focus **H**



TURN 5

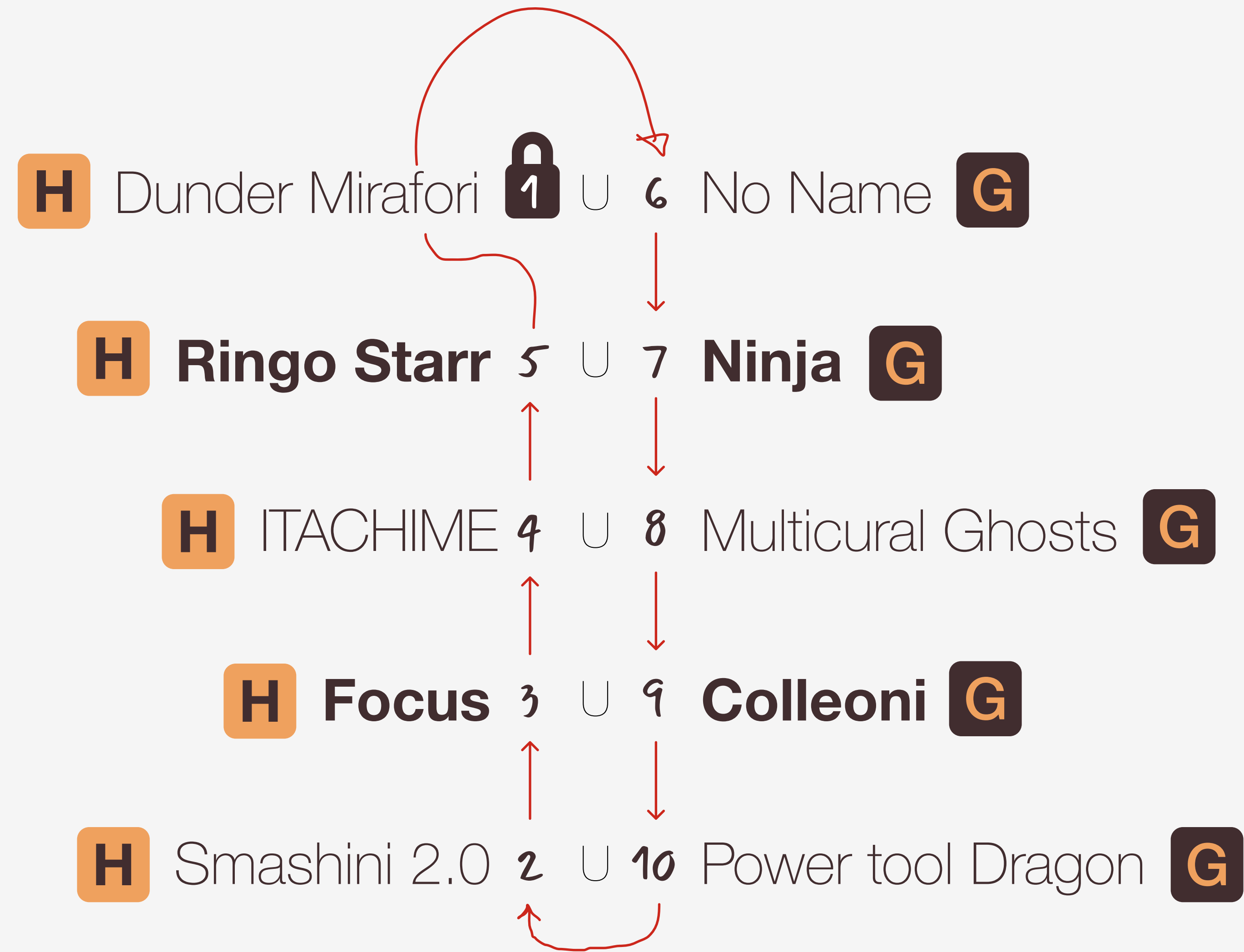
G Dunder Mirafori **1** U 7 Ninja **H**

G No Name 6 U 8 Multicural Ghosts **H**

G Ringo Starr 5 U 9 Colleoni **H**

G ITACHIME 4 U 10 Power tool Dragon **H**

G Focus 3 U 2 Smashini 2.0 **H**



TURN 6
round

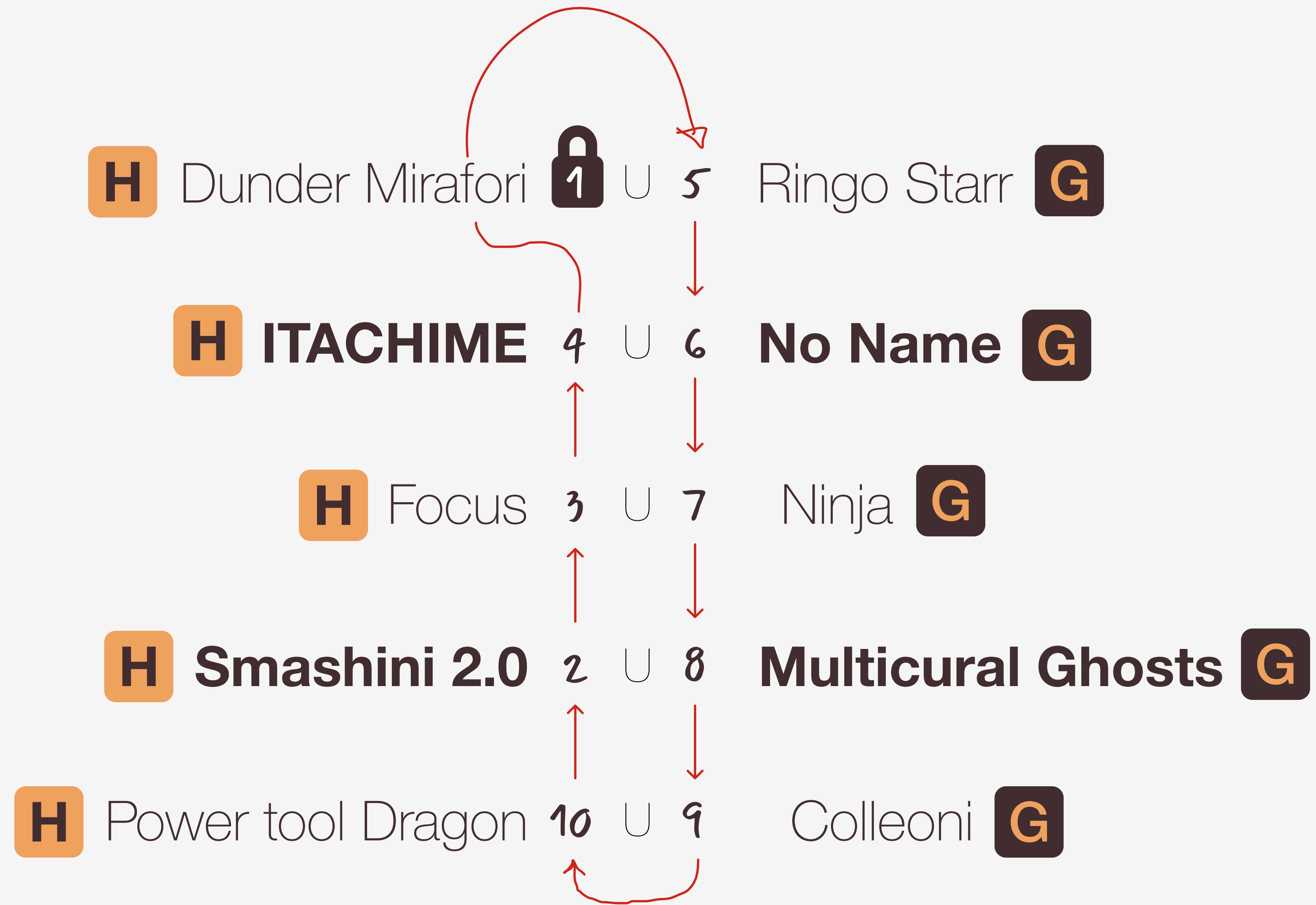
G Dunder Mirafiori **1** U **6** No Name **H**

G Ringo Starr **5** U **7** Ninja **H**

G ITACHIME **4** U **8** Multicural Ghosts **H**

G Focus **3** U **9** Colleoni **H**

G Smashini 2.0 **2** U **10** Power tool Dragon **H**



TURN 7
round

1

2

3

4

5

6

8

9

G Dunder Mirafori **1** U **5** Ringo Starr **H**

G **ITACHIME** **4** U **6** **No Name** **H**

G Focus **3** U **7** Ninja **H**

G **Smashini 2.0** **2** U **8** **Multicultural Ghosts** **H**

G Power tool Dragon **10** U **9** Colleoni **H**

7 SWITCH
round 8 9

1

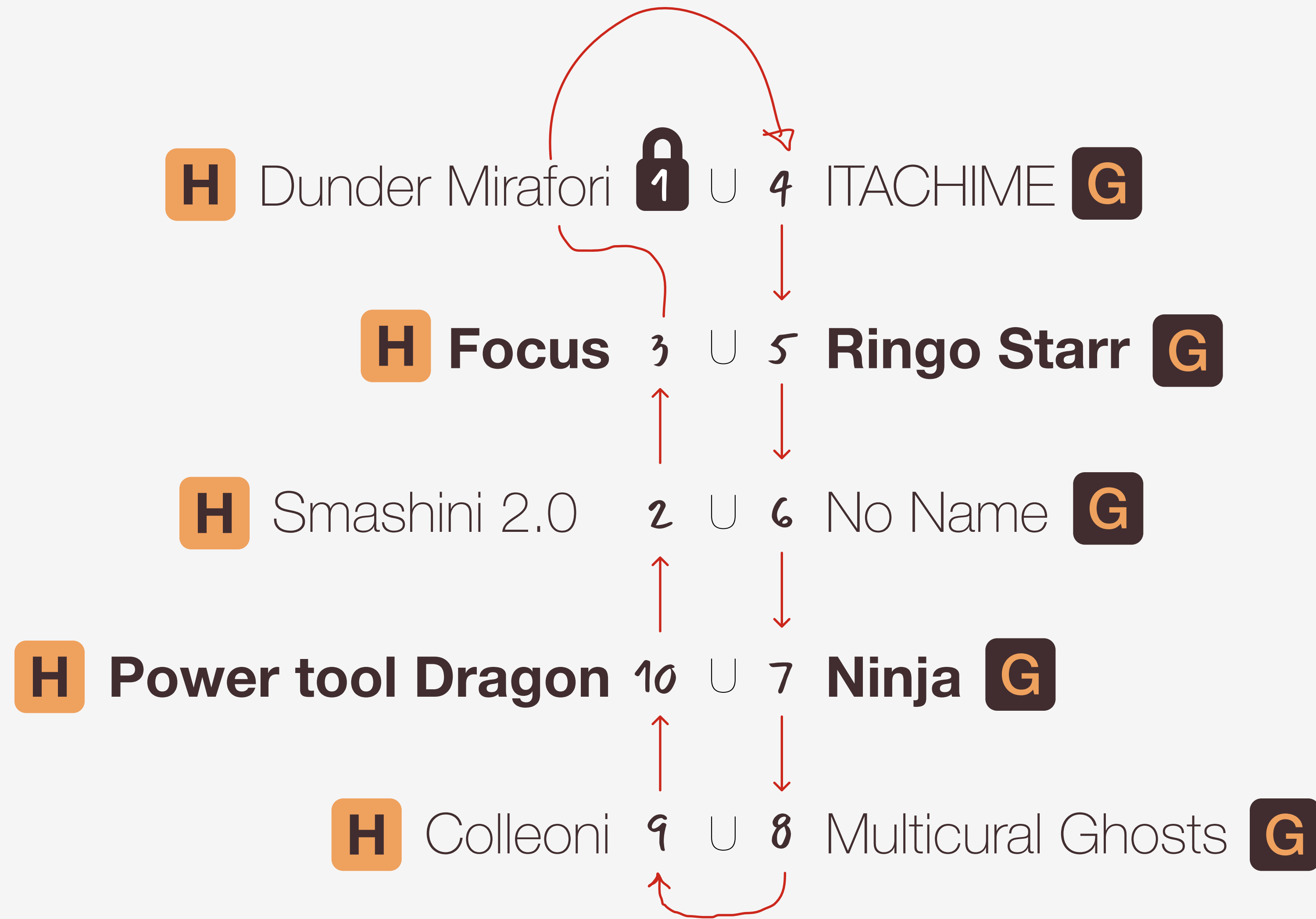
2

3

4

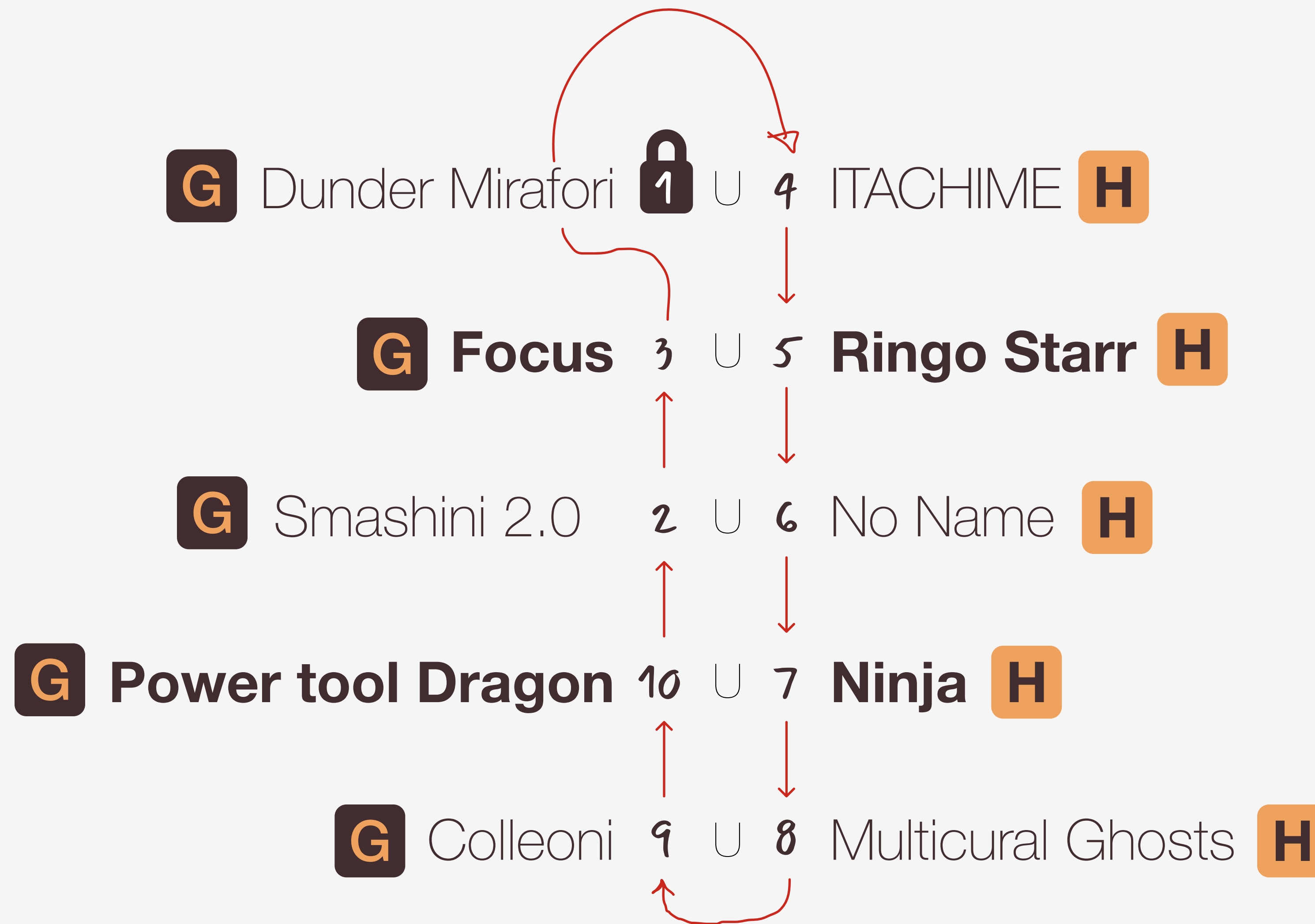
5

6



TURN  round 9

1 2 3 4 5 6 7



SWITCH
round 9

1

2

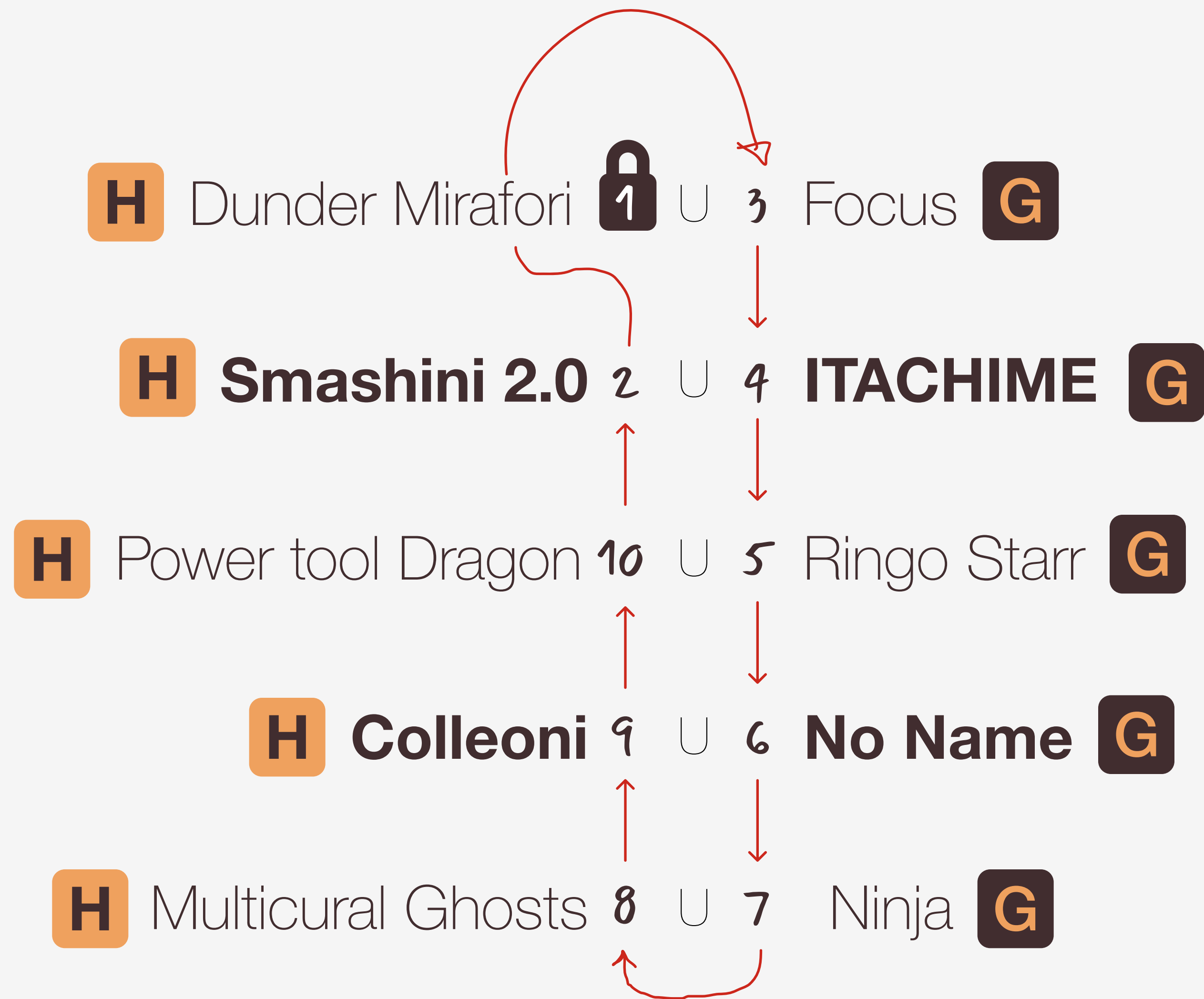
3

4

5

6

7



1

2

3

4

5

6

7

8

TURN **9**
round

G Dunder Mirafiori **1** U **3** Focus **H**

G Smashini 2.0 **2** U **4** ITACHIME **H**

G Power tool Dragon **10** U **5** Ringo Starr **H**

G Colleoni **9** U **6** No Name **H**

G Multicural Ghosts **8** U **7** Ninja **H**

Questionnaire



<https://forms.gle/bE8hb9hoLrDmFf668>



*Extra*round SORRY

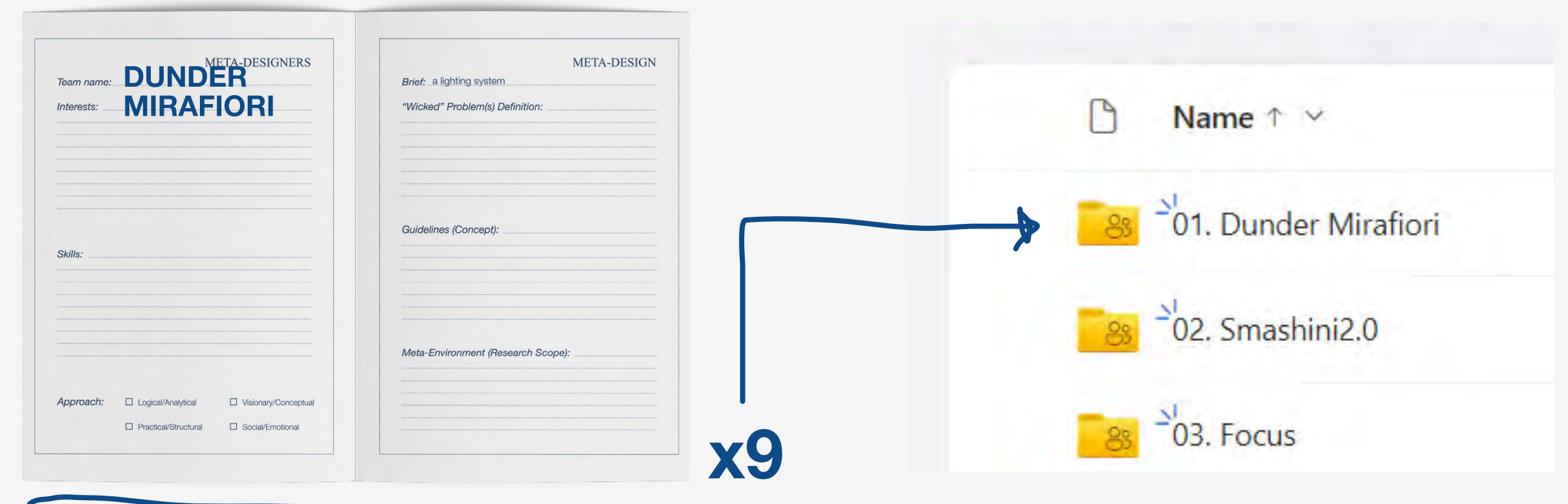
To REMEMBER:

- Please take pictures or **scan** all 9 of your **ID-cards** and **upload** them to the designated OneDrive folder.
Teamworks -> 2. Teams Wheel_Vol 1

If the exercise was carried out correctly, (*unlikely, due to our bad explanation, probably*), **you should have 9 ID-Cards** with you, **referring to your team**, created together with the other teams.
(I.e., started by the other teams while you presented and left at the end of the 10 minutes to allow you to collect any feedback).

- Please, **fill out the questionnaire**, it is important for us to improve the next activity and make it more useful for your work, thanksss

<https://forms.gle/bE8hb9hoLrDmFf668>



THE END

Thank you all

Good Lunch!