

Teaming Platform

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Overview

Goal:

Facilitate teaching teaming to students working on group projects.

Functionalities:

- Allow faculty to design and administer teaming curriculum that fits with their class design;
- Allow students to get feedback on their team's performance as well as their individual performance as a team member.

"Leadership is a community affair."

— Ruth Simmons

Research

- Teaming skills help student frame problems, solve problems, and innovate (Katzenbach et al., 2015).
- Learning about teaming is one of the most important takeaways in group projects (Hey et al., 2007).
- Teaming + Design = Innovation

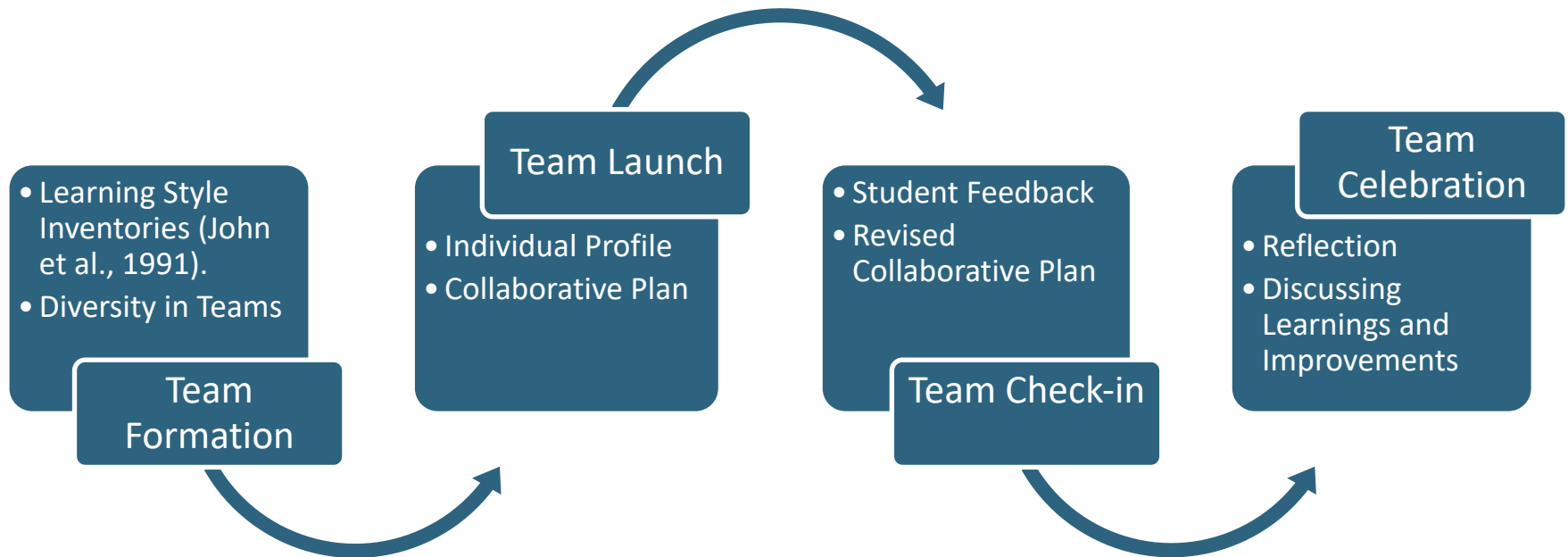


Katzenbach, J. R., & Smith, D. K. (2015). *The wisdom of teams: Creating the high-performance organization*. Harvard Business Review Press.

Hey, J., Pelt, A. V., Agogino, A., & Beckman, S. (2007). Self-reflection: Lessons learned in a new product development class.

Modules

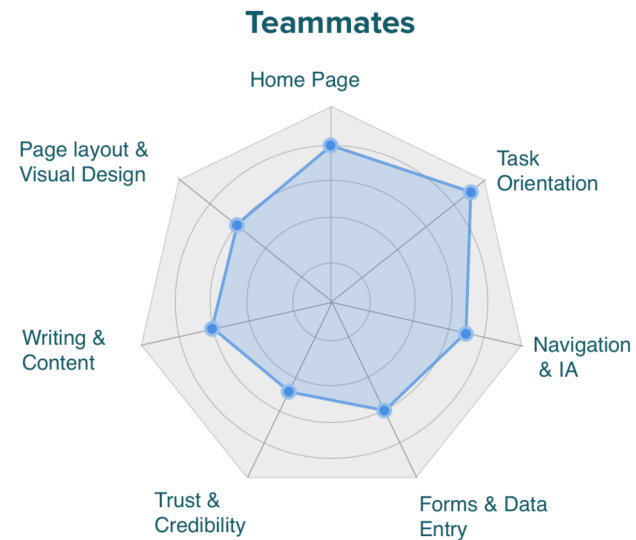
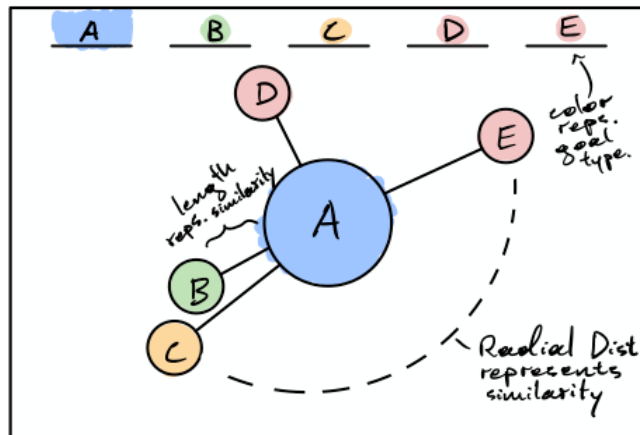
Resources to guide teaming process and mediate challenging scenarios:



John, O. P., Donahue, E. M., & Kentle, R. L. (1991). Big five inventory. *Journal of Personality and Social Psychology*.

Methods

- Storage – Firebase (Google Cloud Platform)
- Analysis – Machine learning models
- Feedback – Interactive graphs



Examples Of Interactive Graphs