

INNOVATIVE DESIGN CO: THE TEAM

Project Management	Breana
UX Researcher	Jay
UX/UI Designer	Annie

GOALS & EXPECTATIONS

Breana	My goal is to be able to produce and deliver a product that meets the needs of real concert and festival goers for LiveNation, and prepare our team to present as if to a real client. Expectations: To keep our team on track to completion and to produce a product that we are all proud to present! This is also very similar to what I personally will be seeking as a job when searching post-program.
Jay	Goal: Dive deeper into User Research and develop a more fundamental understanding of all it's stages and how it translates to the bigger picture of UX design. And push myself out of my "safe zone". Expectations: Keep a positive attitude through challenges!
Annie	My goal is to improve my designer eye in order to develop a deeper understanding of the impact of visuals on UX experience. Expectations: To create a visually pleasing project that our team will be proud of.
TEAM GOALS	❖ To produce a product that we are all proud to present! ❖ To be able to work together throughout all aspects of the project, while effectively communicating all of our progress to the designated role-leader
TEAM EXPECTATIONS	❖ To receive a standing ovation after our presentation. ❖ Clear and considerate communication. ❖ Timely delivery on each task. ❖ Respect designated personal time.

COMMUNICATION

- ❖ Stand up
- ❖ Google Drive for documents
- ❖ [Trello Board](#) for project tracking
- ❖ Zoom for meetings
- ❖ Slack for messaging
- ❖ Phone numbers:

Breana Panaguiton	(562) 508-2716
Jay Kendrick	(404) 904-1240
Annie Zheng	(917) 353-0666

RESOLVING DISAGREEMENTS/ ACCOUNTABILITY

- ❖ Trello timeline – addressing not complete tasks within 24 hrs
- ❖ In the event of disagreements, allowing 30min- 1 hr to reflect, then reconvene to state cases for any decisions.
- ❖ Make sure everyone has room to state their opinions!