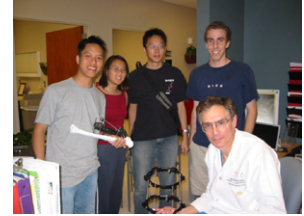







COLLABORATING OUTSIDE THE TEAM

Level I **REQUIRES** that the team seek ways to collaborate with individuals outside the primary team or academic group. Why?

Outside collaboration is important because it brings the team new ideas on how to approach the design project. "Picking the brain" of experts, exploring the ideas of others, and gaining new design perspectives brings dimension and integrity to the project.



 collaborate	 collaborate	 collaborate
WITH WHO?	WHY?	KEYS TO . . .
<p>Anyone who can offer the team assistance in any aspect of the design effort, like:</p> <ul style="list-style-type: none"> - students from another design team; another academic discipline; or another university - a graduate student or post-doc with expertise in topic's research area - someone outside the university from the professional or trades community - technicians or specialists within the university - high school teachers or students pairing can segue into Outreach 	<p>Proven benefits include:</p> <ul style="list-style-type: none"> - design focus gained from exposure to more diverse levels of experience - outside inspiration motivates the team - solutions are viewed through differing perspectives - background information used in decision making is broadened - team is more diversified adding more validity to the solutions the team presents - creative solutions abound 	<p>Finding people to collaborate with the team is as easy as:</p> <ul style="list-style-type: none"> - talk to people in the community whose interests aligns the team's project - use the web to find unexpected sources and email collaborators - include an opportunity for collaborators to attend a team meeting - keep areas of responsibility defined; collaborators should not "take over" the project - make communication among teams members and collaborators as easy as possible - use the team website to post information and progress