Collaboration Workspace > SD Practice > Workflow & Project Phases

## **Team Workflow**

he basic idea is to organize a project around a team habit:

- repeated question generating & answering
- accumulative record making
- · covering the whole range of project life cycle issues

Perhaps the simplest format would be to just reserve 15 minutes at the end of every project meeting and ask everyone to simply and directly answer the question "Did we ask the right questions?, What do you see?" to pull together their reflections, and have them submit a sentence by email for the minutes/\_\_metadot\_\_.

- The following is a first draft, for a project with multiple consultants -

## Project Cycle Repeating SD Tasks

- Review task list
  - ask what tasks are missing
  - adjust complexity but include all
- Team Networks & Workflows
  - Explore, Combine & Connect Environments & Stakeholders new stakeholders
  - compensations
  - bright green spots
  - beginning to end narative
- Progress with Defined Task
  - Model Review Program, Design, Features Performance models -
  - Estimates quantity, quality & cost
  - SD Inventory impacts & values
  - Goals and responsibilities
- . Reframe the Project 'idea'
- · Tracking progress with an accumulative record with links
- Project Phases SD tasks to be coordinated with others
  - RFP
    - Basic SD services
    - Special SD services

    - Type of Team Networks
  - Programming

  - ⋄ SD scope & process Plan of explorations & targets
  - Concept Design
    - Teamwork charrette
    - Design charrettes for focal groups

    - Prelim environ & impact models
    - 3-4 cycles of team participation thorough questioning
  - Schematic Design New player integration
    - Devl environ & impact models
    - 3-4 cycles of team participation
    - thorough questioning
  - Design Development / VE Option selection

## Connection - Workflow & Projec...

- Materials selection
- Ratings target selection
- 3-4 cycles of team participation
- testing alternates
- · Construction Documents / VE
  - Operations designs
  - 3-4 cycles of team participation
  - testing alternates
- . Construction Admin.
  - Commissioning
  - Operations coord
  - 3-4 light cycles of team participation
- Project Handover
  - Operations startup
  - Exit workshops & assessment
  - Communities coord.

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