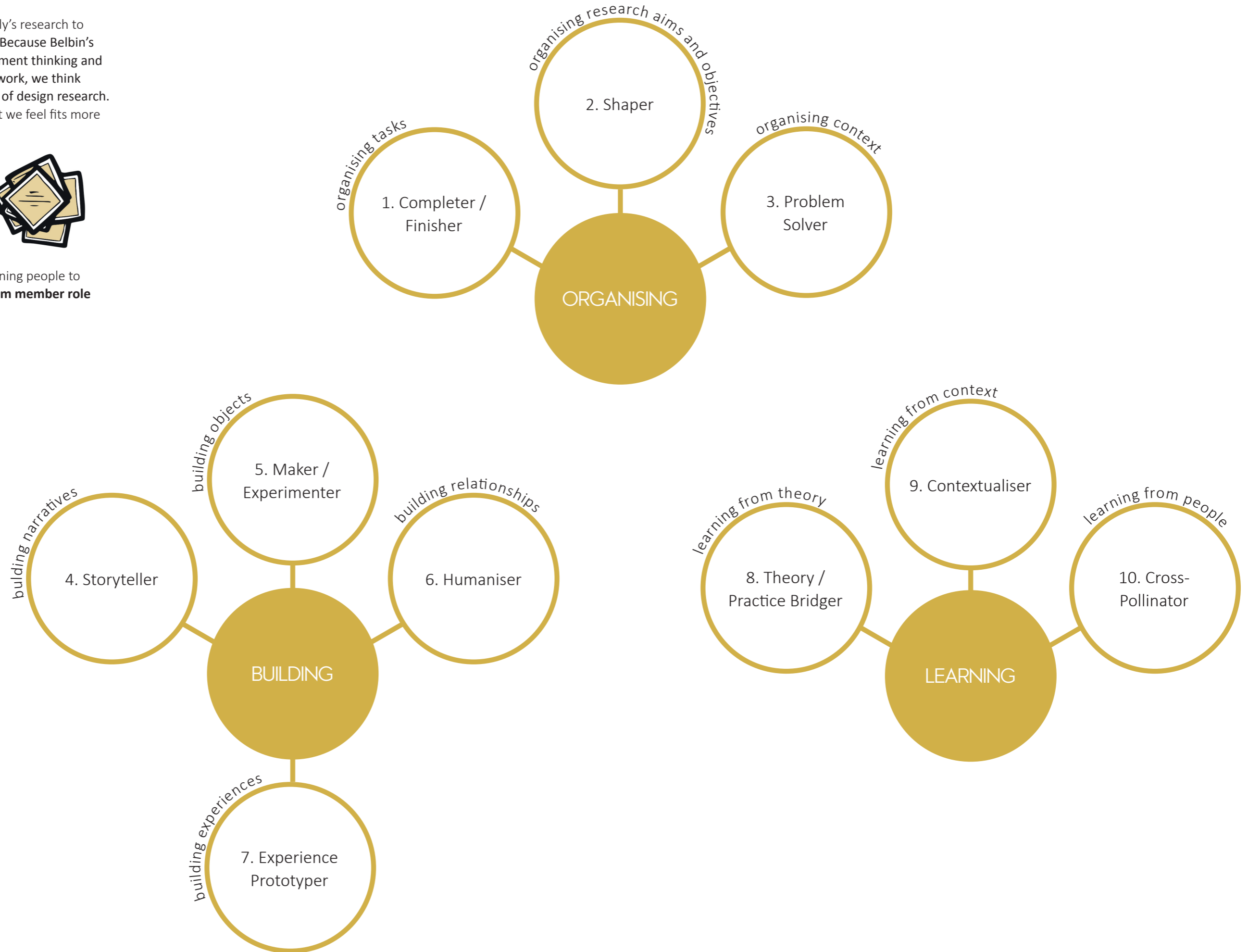We were inspired by Belbin's and Kelly's research to create our **team member role map.** Because Belbin's categorisation derives from management thinking and Kelly's from a design thinking framework, we think there are still missing some features of design research. We created our team roles cards that we feel fits more with design research as a context.

The roles are catagorised by:

- **Organising**
- **Learning**
- **Building**

You can use this map for notes, assigning people to roles and in conjunction with the **team member role cards**.

ORGANISING

organising research aims and objectives

2. Shaper

organising tasks

1. Completer / Finisher

organising context

3. Problem Solver

BUILDING

building objects

5. Maker / Experimenter

bulding narratives

4. Storyteller

building relationships

6. Humaniser

building experiences

7. Experience Prototyper

LEARNING

learning from context

9. Contextualiser

learning from theory

8. Theory / Practice Bridger

learning from people

10. Cross-Pollinator

Team members might associate with more than one of the roles... The yellow bubbles are for primary roles - the roles that we might most strongly associate with. The dotted grey bubbles represent the secondary roles.

ORGANISING

organising tasks

organising research aims and objectives

organising context

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building objects

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