STARSHIP CANVAS 1.1

A workshop exercise for growing teams constantly facing new challenges

THE ENGINE (SELF)

SOFT SKILLS[2]

What are the things people can rely on when working with you?
What do you think you handle well?

Less known ⟷ Known

WEAKNESSES[3]

Your weaknesses you want to address somehow

WEAKNESS LEFT BEHIND[3]

HARD SKILLS[2]

What are the things people can rely on when working with you?
What do you think you handle well?

Less known ⟷ Known

OPERATIONS (TEAM)

PERSONAL GOALS[4]

What do you personally want to achieve, with the team's support?

High Priority
↕
Mid Priority

COMMON GOALS[7]

What are we committed to delivering?

BRIDGE[9]

What is one thing you will personally commit to after this workshop?

CREW[1]

Choose your stickie color,
write your name on it, place it here

PERSONAL NEEDS[5]

Things that you need in the team to do your work efficiently

High Priority
↕
Mid Priority

UNIQUE VALUES[6]

What values make our team stand out?

FUTURE

TO SEEK OUT[8]

What should we explore but haven't yet?

TO AVOID[8]

What kind of projects should we avoid?

Starship Canvas was created by Tamas Fogarasy at Exalt Interactive - fogarasy.com
Inspired by the Team Canvas created by Alexey Ivanov, Dmitry Voloshchuk

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