ME450: Team Roles Worksheet

There exist a variety of ways to describe and present team roles. One approach is to distinguish important roles according to titles and brief distinguishing features. The categorized roles are not meant to pigeonhole or otherwise limit a team. They are simply meant to provide guidance and assist us in understanding how a design team functions.

Role	Primary Team Member(s)
Administrator / Reviewer Monitors project and judges outcomes accurately. Sees the big picture. Compares results with goals.	
Troubleshooter / Inspector Repairs problems and solves difficult impediments to progress.	
Producer / Test Pilot Brings tasks to fruition and reality. Treats tasks realistically. Pushes performance envelope. Makes things happen.	
Manager / Coordinator Supervises and leads tasks. Encompasses a practical perspective. Focuses effort and saves time.	
Conserver / Critic Preserves the team's and project's goals and concerns. Addresses aesthetic and moral issues.	
Expediter / Investigator Experiences the team goals, gets facts and know-how.	
Conciliator / Performer Detects and fixes interpersonal issues.	
Prototyper / Model Maker Builds and tests rough prototypes.	
Visionary Imagines various product forms and uses.	
Strategist Speculates on and plans project and product future.	
Needfinder Evaluates human factors and consumer issues.	
Entrepreneur / Facilitator Explores new products and methods, inspirers and motivates.	
Diplomat / Orator Harmonizes team, client, and customer.	
Simulator / Theoretician Attempts to understand phenomena; analyzes performance and efficiency.	
Innovator Synthesizes new products; improvises solutions.	
Director / Programmer Supervises and leads tasks. Encompasses a practical perspective. Focuses effort and saves time.	