

Role descriptions

In this project you will work in a team of 4–6 people. Specific roles are outlined below. Designers and entrepreneurs often work as teams because individuals rarely have all the skills needed to make an idea work.

As a team, think about your talents and interests to work out who would suit each role best.

Project stage:
Kickstarting your project



DESIGN VENTURA
2021–22

the **DESIGN MUSEUM**



BORN TO BE

The Deutsche Bank youth engagement programme



Role	Description	Do	Don't
Project Manager	<p>A good all-rounder who can plan, manage their time and help others work together.</p> <ul style="list-style-type: none"> ▶ Has an overview of the whole project ▶ Use student tick list to keep team on track ▶ Delegate tasks so that every team member makes a contribution ▶ Complete the competition entry form with your team in November 	<ul style="list-style-type: none"> ▶ Make decisions ▶ Prioritise tasks ▶ Be a good listener ▶ Inspire and motivate the team 	<ul style="list-style-type: none"> ▶ Be bossy ▶ Expect everyone else to do all the work
Design Manager	<p>Creative people who are skilled at problem-solving and exploring creative ideas.</p> <ul style="list-style-type: none"> ▶ Lead the development of creative ideas ▶ Draw designs – from initial sketches to final designs ▶ Make models and prototypes ▶ Create the 3 visualisation sheets 	<ul style="list-style-type: none"> ▶ Help other team members to contribute ideas ▶ Identify potential design problems and investigate solutions 	<ul style="list-style-type: none"> ▶ Ignore the financial and communication aspects of the idea ▶ Forget to get feedback on your ideas and to listen to others
Communications Manager	<p>Confident and good at summarising ideas, understanding other peoples' points of view and presenting.</p> <ul style="list-style-type: none"> ▶ Help the team to understand all aspects of the brief ▶ Carry out research into target market ▶ Develop marketing ideas to sell your product to potential buyers ▶ Lead the pitch that will present your team's final idea to the judges 	<ul style="list-style-type: none"> ▶ Make sure you understand the finance and design aspects of the project ▶ Think about your product's Unique Selling Point (USP) 	<ul style="list-style-type: none"> ▶ Do all the talking and no listening
Finance Manager	<p>Someone who is good with facts and figures, and with excellent research skills.</p> <ul style="list-style-type: none"> ▶ Develop ideas and plans that could make your team's idea profitable ▶ Research the costs of materials to get the best value ▶ Complete finance template showing budget for your team's competition entry 	<ul style="list-style-type: none"> ▶ Keep your financial plan simple and realistic ▶ Contribute to the creative ideas and communications aspects of project 	<ul style="list-style-type: none"> ▶ Choose low cost over good value ▶ Forget the final price of your product. It will be around £10, so the total cost to manufacture should be no more than £5 in order to make a profit

All team members should...

- ▶ Help come up with initial ideas
- ▶ Agree on a name for your team and your product
- ▶ Give positive feedback to other team members
- ▶ Consider the environmental aspects the final idea
- ▶ Decide which charity to donate profits from the sale of your product to
- ▶ Contribute to the final pitch