SYSTEM MAP Collaboration

Systems thinking approach was taken to understand collaboration, specifically amongst the visual creative teams in context to play and learn.

With a rapid change in the human interactions, virtual or digital communication is booming. Especially in the situations like the on going pandemic, these have become inevitable or the new normal. This sudden shift has carried its own challenges, one of them being of effective online collaboration.

This system map aims to understand collaboration as emerged from Gigamap of Play and learn. The goal is to employ the human core drive/ need to play and learn, to address the opportunity of effective online collaboration teams. The approach was to bring in the effectiveness of both physical and virtual collaboration and create a favourable collaboration that could effectively prevail post the pandemic.

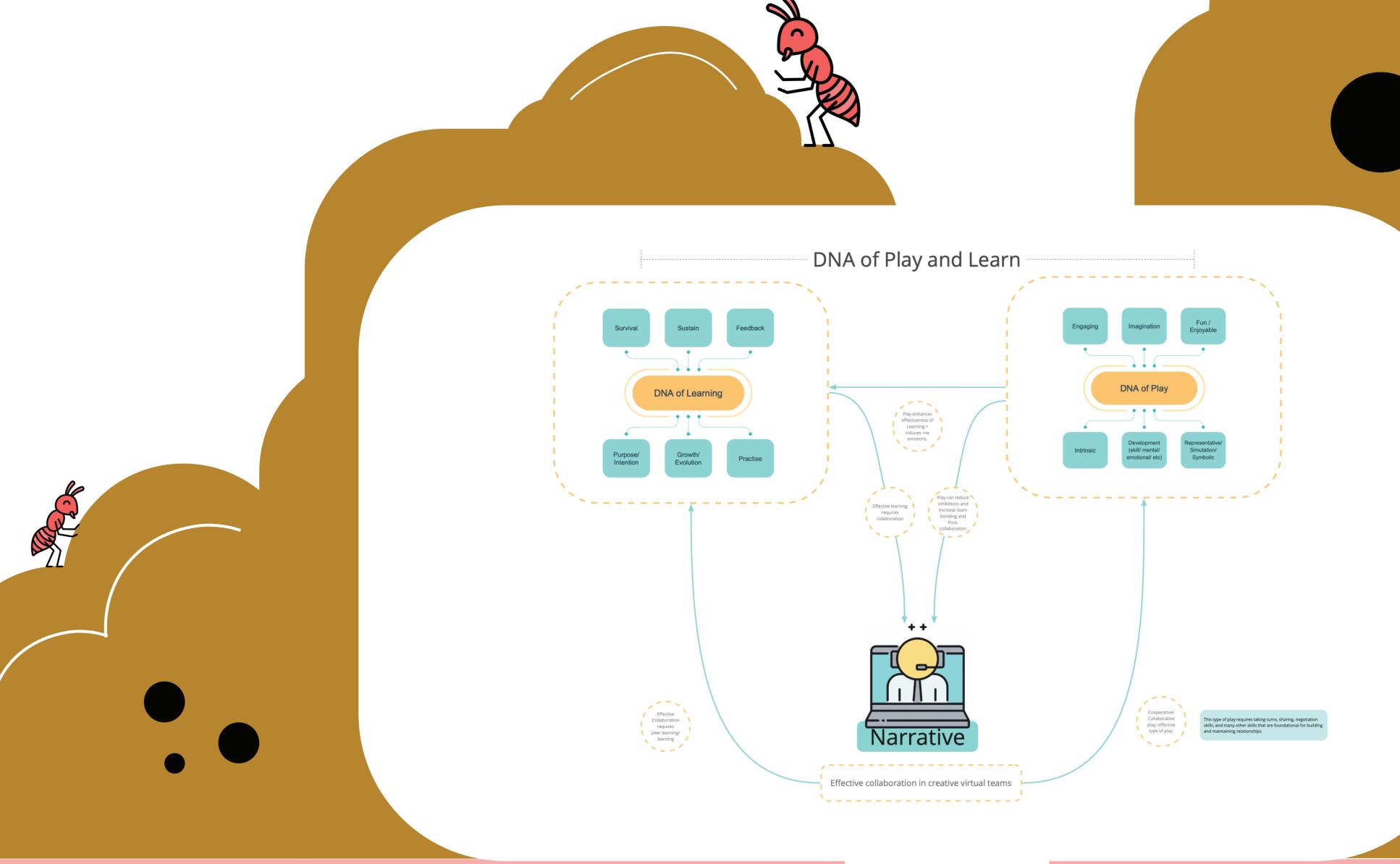
Physical Collaboration

Virtual
CollaborationLEVERAGE
POINTSFavourable
Collaboration

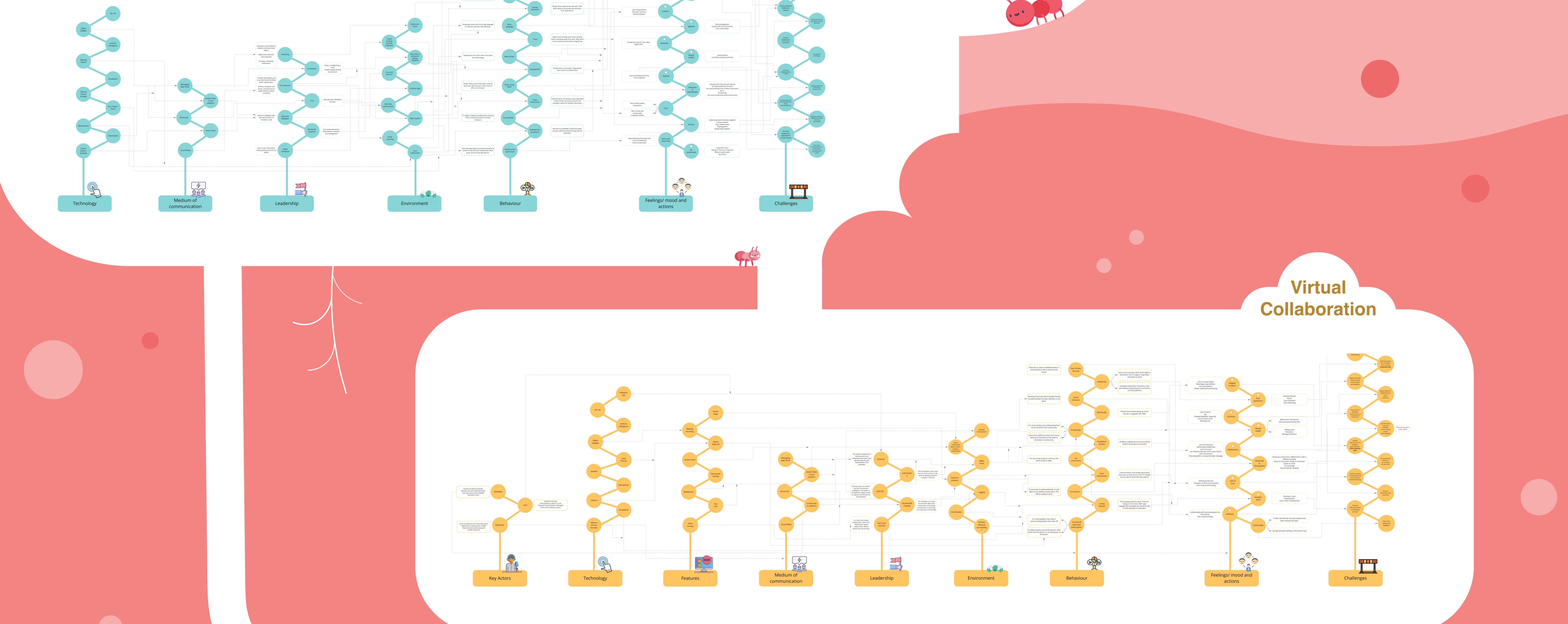
Play

Learn

Core of the map

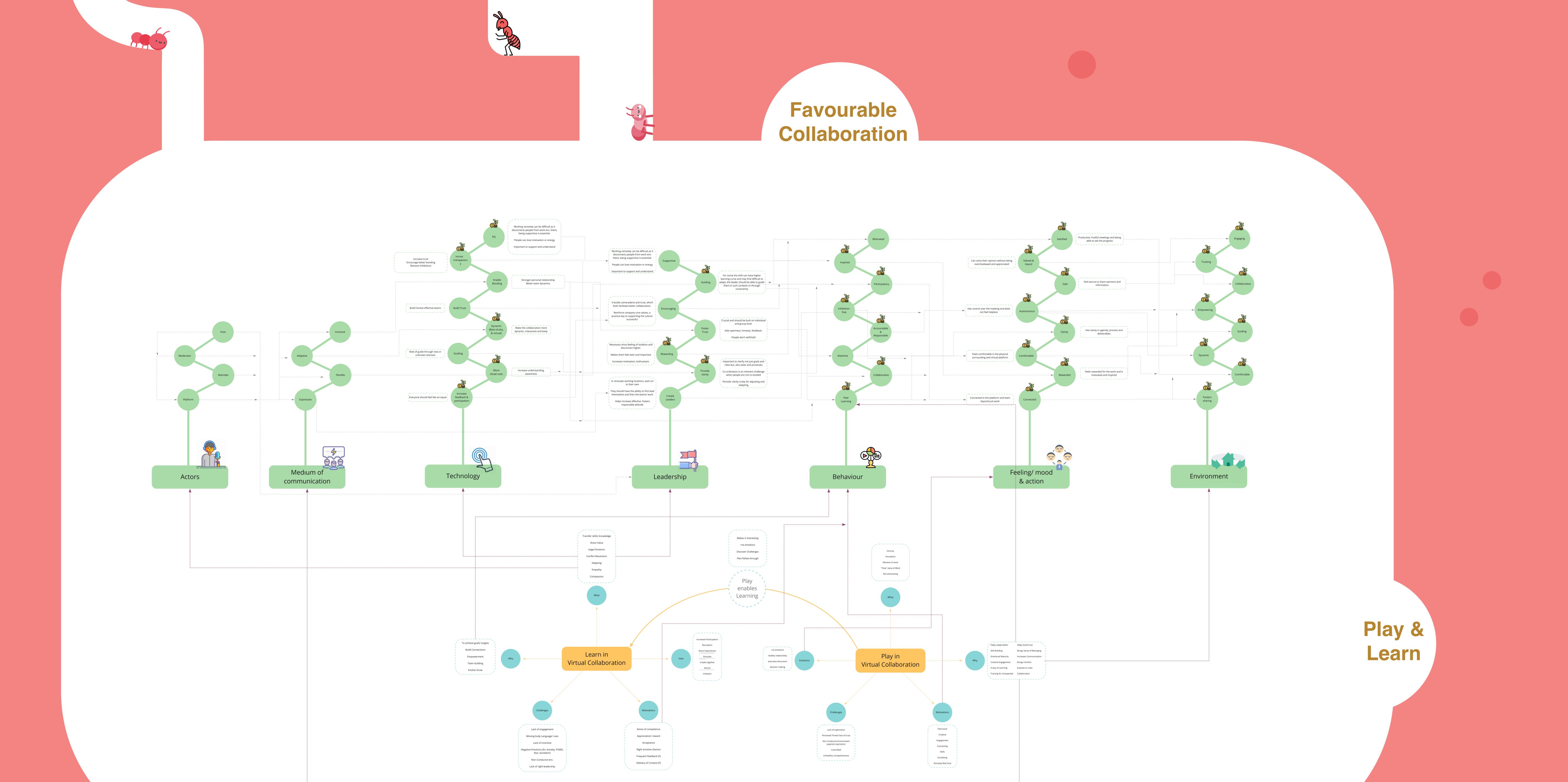


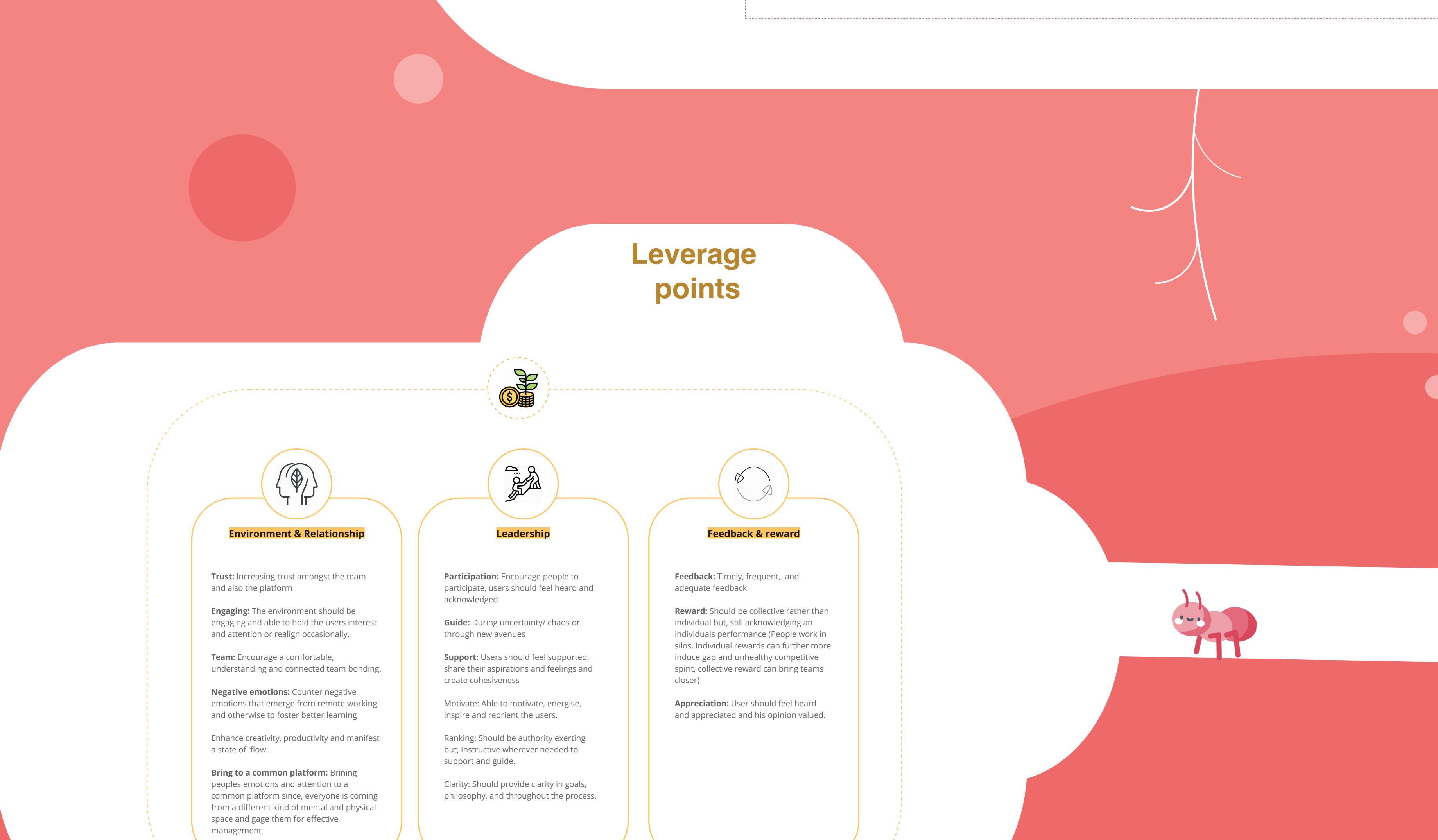
Physical Collaboration



Research and connections (Phy.

esearch (Virtual Collaboratio





```