

# The Team is the Canvas



Leveraging teams-oriented workspaces for collaboratively creating joint business results

*It's nothing more than appropriate that in the era of the Personal Computer, we have been doing our IT work from the metaphor of a desktop; a workspace that arranges applications and information from a highly individual perspective. Now, in the era of working online, the canvas on which we produce is much more shaped by the teams we are in, the social graph of people inside and outside these teams, the way teams collaborate to achieve common goals, and the information that is needed and produced while doing so. Our preferred palette of technology tools in business changes accordingly, equipping us with a predominantly Team state-of-mind when creating our next starry nights.*



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## WHAT

- Open and secure collaborative platforms provide a shared workspace, combining many of the previous collaboration and communication solutions in one.
- Where collaboration is needed, tools pop up as 'plugins' to perform specific tasks such as brainstorming, working on a 3D prototype, or developing software.
- Entirely programmable, these platforms use low-code to create mini-applications, increasing productivity and unleashing the potential of data.
- Supported by AI, surveys and online learning environments, improving a team's skillset becomes a continuous process.
- Internal and external meeting rooms and huddle spaces are easy to book, ready to connect seamlessly to a room on the other side of the world.

## USE

- Leveraging a fully agile approach, [GitHub](#) ran their design studio digitally in Mural, keeping their remote team aligned while rapidly and collaboratively developing their new campaign, leading to the award-winning brand video '[Building The Future](#)'.
- Workplace is used by [Decathlon](#) to simplify communications between employees and the organization; igniting employee engagement by running their Employee Happiness Survey, and enhancing the creativity and innovation through open communication.
- [Microsoft](#) uses the WorkBoard platform to collaboratively work on defining and achieving their Objectives and Key Results (OKRs) throughout their organization.
- Using Jira and Confluence, [Audi](#) customers communicate their personal requirements to the business. Confluence stores and shares knowledge, department protocols, meeting notes, and policies.
- Capgemini used [Hopin](#) to deliver the Global Architects Summit 2020. This annual learning and networking event – normally only accessible to a select group – was opened to all its employees, delivering a virtual event over 5 consecutive Fridays.

## IMPACT

- Being physically apart challenges our social connection, but collaboration platforms and augmented reality bring people closer.
- When provided with an open and secure platform in which to work, teams can be very productive, challenging tasks and working towards a common purpose.
- By choosing their own toolset, teams create a team identity or signature, leading to more creativity, innovation and motivation.
- Enhanced freedom and motivation resulting from choosing work time, place and setup.
- Teams are more diverse and inclusive; location, background and physical appearance become irrelevant, with different skills that add to the dynamic team canvas more appreciated.

## TECH

- Collaboration platforms: [Teams & O365](#), [Confluence](#), [Slack](#), [Gsuite](#), [Workplace](#), [Workboard](#)
- Virtual meetings and events: [BlueJeans](#), [Zoom](#), [Hopin](#), [Adobe Connect](#), [Cisco WebEx](#)
- Augmented reality: [Spatial](#) on Oculus
- Whiteboard: [Miro](#), [Mural](#), [Deon](#)
- Surveys / quizzes: [SurveyMonkey](#), [Mentimeter](#), [Kahoot](#)
- Learning: [Coursera](#), [Degreed](#), [Pluralsight](#)