

### **Team 3 – Visualizing and communicating**

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The focus in your work felt clear from the beginning, with its aim in improving usability of existing S-group apps (S-mobiili, S-kauppa), develop library of impact indexes, and apply food's carbon intensity into the service – also from rather the beginning with the 1.5 degree lifestyle as a guiding principle.

Overall, it felt that you mastered the challenge relatively quickly. From the very beginning, it seemed you had a very good understanding on how the system should work, and the 1.5 degree lifestyle as well as the novel idea of carbon intensity acted as guiding concepts very well.

Overall, the output of your team was quite successful from the start to beginning. Tutor and Nina from S-group both recommended the way how you managed to grasp the complex system and promote feasible development ideas. However, it seems that your team had some issues in balancing workload, and some members were able to contribute less to the case work.

The final outcome really managed to communicate professional understanding on service development from both technical and user experience perspective. The communication of your results was clear on the way, and the reporting was good. However, perhaps further explanations for some illustrations would've helped in making the report more standalone.

1. Initial ideation and research (30%): 4+
  2. Final design concept (30%): 4,5
  3. Communication & reporting (40%): 4+
- = Overall: 4,35