Designers & Developers
Finding common ground for effective collaboration

The Jasons, Porter & Brock
Who we are,
and why that matters.
Jason & Jason work together on the Middleware Engineering Services Team for Red Hat. We’ve collaborated on Arquillian, WildFly, & the Red Hat Developers Program.

We have different skills training, live in different parts of the United States, and have strongly differing opinions on pizza toppings.

We’re also friends.
At first it seemed like bringing a designer to meet a bunch of developers would be like bringing an alien into a room full of humans.
But we quickly realized that it was much more like a robot bringing an alien home to meet other robots.
Jason & Jason,

as it turns out, had more in common than we imagined.
Now.
Let’s get to it.
Tear down the wall.
The wall of separation exists when people hand off a project without communicating effectively with one another. This is widely regarded as a problem. Unless you build walls for a living.
The first step to improving team collaboration is not to tear the wall down. It’s getting the teams to agree that it needs to come down.
When both sides agree that the wall needs to come down, the wall removes itself.
Tear down the wall

In a puff of smoke.
The wall was never really there.
Empathize.
Empathize.

We’re all on the same team, so get to know your teammates better. How can we understand how to work together if we can’t live together?
Take the time to understand each other.
Recognize differences.
Some people still think that designers and engineers are different because we have different kinds of brains.
Recognize Differences

This simply isn't true.
Recognize Differences

Designers and engineers are, however, trained very differently.
Recognize Differences

We often come up with different solutions to similar problems because we look at problems from different angles.
So...
Maybe we’re not *that* different.
Embrace similarities.
Even though we’re taught to engage problems differently, our educational experiences are structured similarly.
Embrace similarities

There are lots of ways to draw the way engineers work together.
Embrace similarities

But they all contain the same six basic elements.
Designers follow a similar, though simpler, path.
Embrace similarities

It’s easy to see how similar we are and to identify places where we can work together.
Synchronize cycles.
Manage expectations.
Bringing people together can be hard at first because neither sides knows what to expect from each other.
Think before talking.
Talk before doing.
Repeat.
Open all hailing frequencies.
People often have a favorite channel for communicating. And sometimes, different teams use different methods.
Open all hailing frequencies

So why not use them all?
(Or at least as many as you need)
Keep everyone talking.
Write a new glossary.
Build your own lexicon

When people have been separated for a long time, they develop their own language. So sometimes, you have to make up a new one together.
Get everyone on the same page.
The wall is gone.  
People are getting along.  
The team understands each other.  
They’re all communicating,  
And everybody’s taking notes.
GREAT WORK!
Thank you.