

DESIGN + DEVELOPMENT

#RELATIONSHIPGOALS



Speakers: Stephanie Sell & Ben Hong

ConnectTech 2019

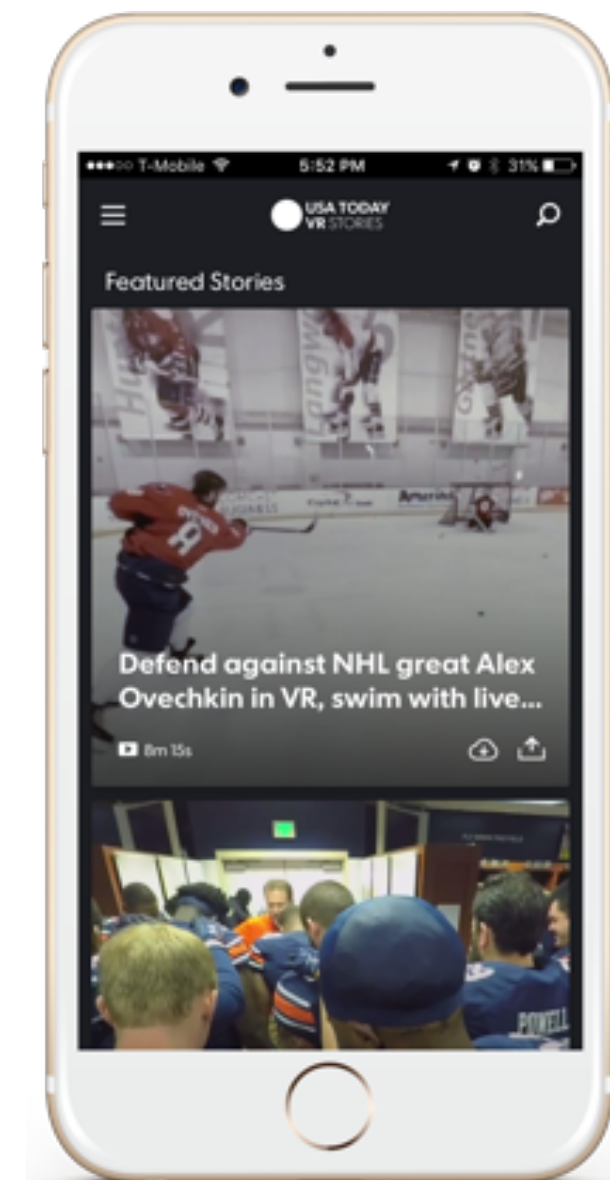
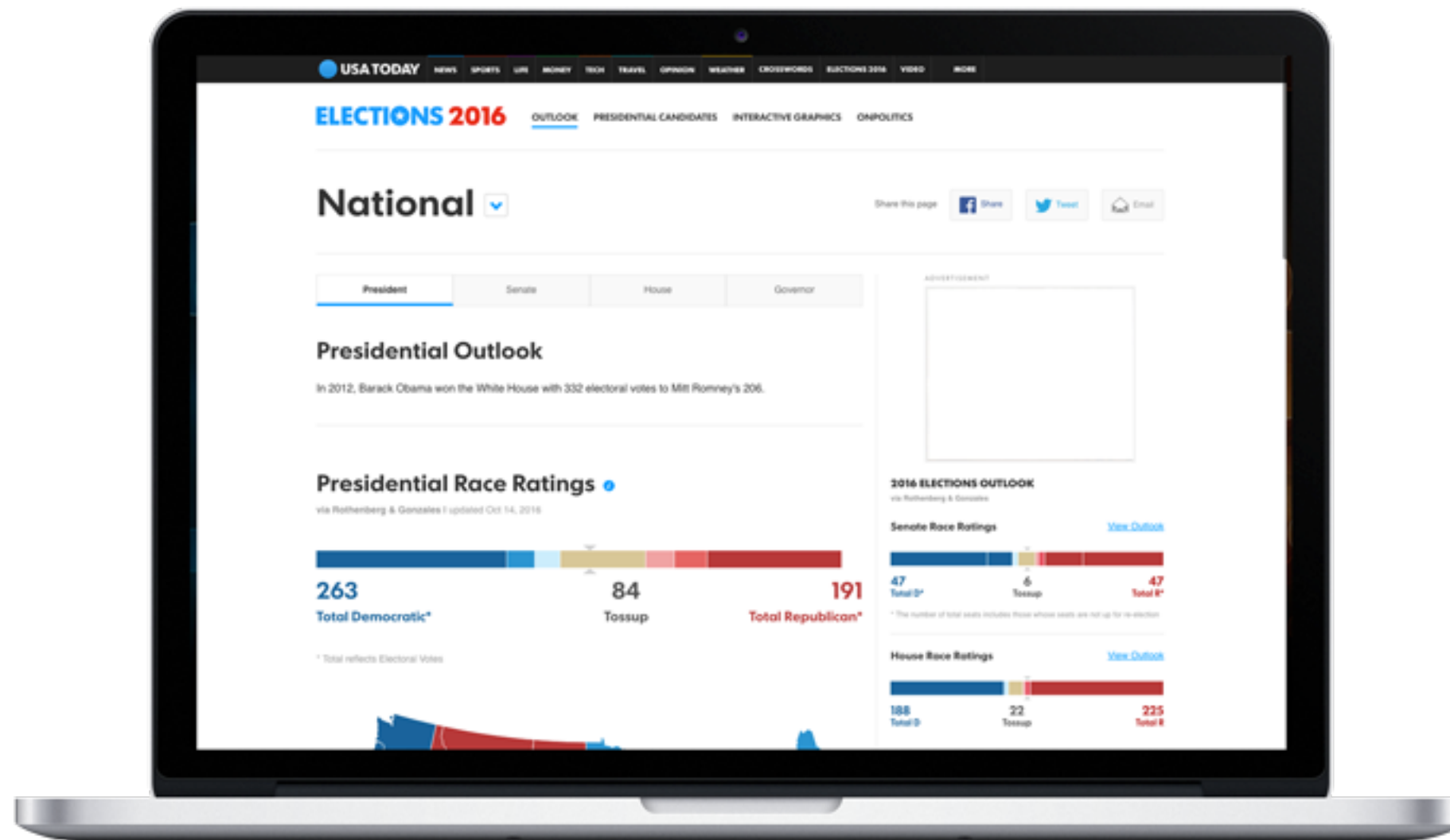


STEPHANIE SELL

Principal UX Designer

at CapitalOne

@stellcreates





BEN HONG

Senior Frontend Engineer

at GitLab

@bencodezen

SLIDES WILL BE AVAILABLE ONLINE

So no need to rush to copy down things

<https://www.twitter.com/stellcreates>

DESIGNERS & DEVELOPERS



DESIGNERS

DEVELOPERS



**WE SHOULD BE ON
THE SAME TEAM.**



**WHAT ARE SOME COMPLAINTS
YOU'VE HEARD OR ENCOUNTERED?**



COMMON THEMES



HANDOFF



“

Developers didn't build
the design correctly.



“

Developers didn't build
the design correctly.

Designers forget
things & leave us to
fill the gaps.



BLAME GAME



“

Developers are the
gatekeepers.



“

Developers are the
gatekeepers.

Designers have no
regard for how hard
something is to build.



WHY MUST LIFE BE SO HARD



VALUE



“

Developers are seen as
“more valuable” than
design.



“

Developers are seen as
“more valuable” than
design.

Designers get all of
the glory & we are
often forgotten.



**THE SOLUTION IS
SIMPLE RIGHT?**

DESIGNERS SHOULD LEARN TO CODE



DEVELOPERS SHOULD LEARN TO DESIGN

UNDERSTANDING THE OTHER SIDE

DESIGNERS

Goals

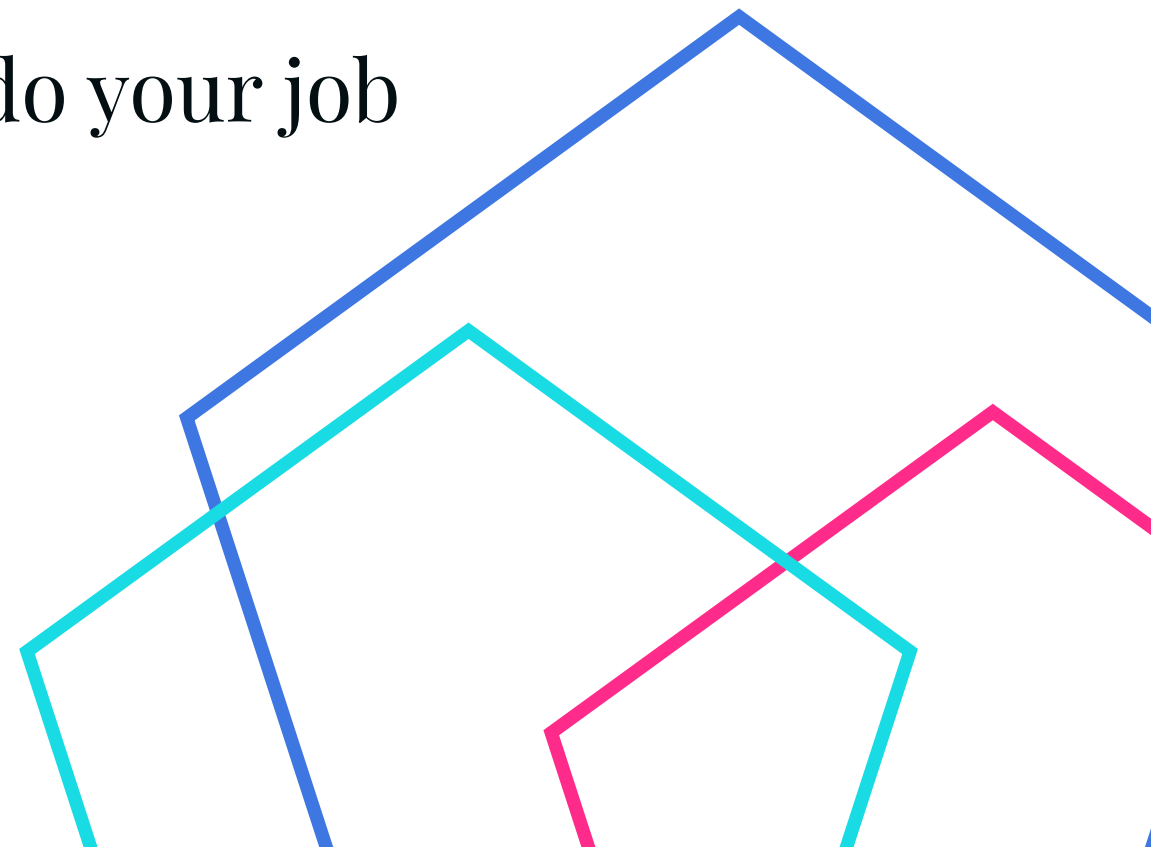
- Create beautiful designs
- Create the optimal experience for users




DESIGNERS

Obstacles

- Multiple stakeholders to make happy
- No guarantee of project viability / investment
- Everyone thinks that they can do your job



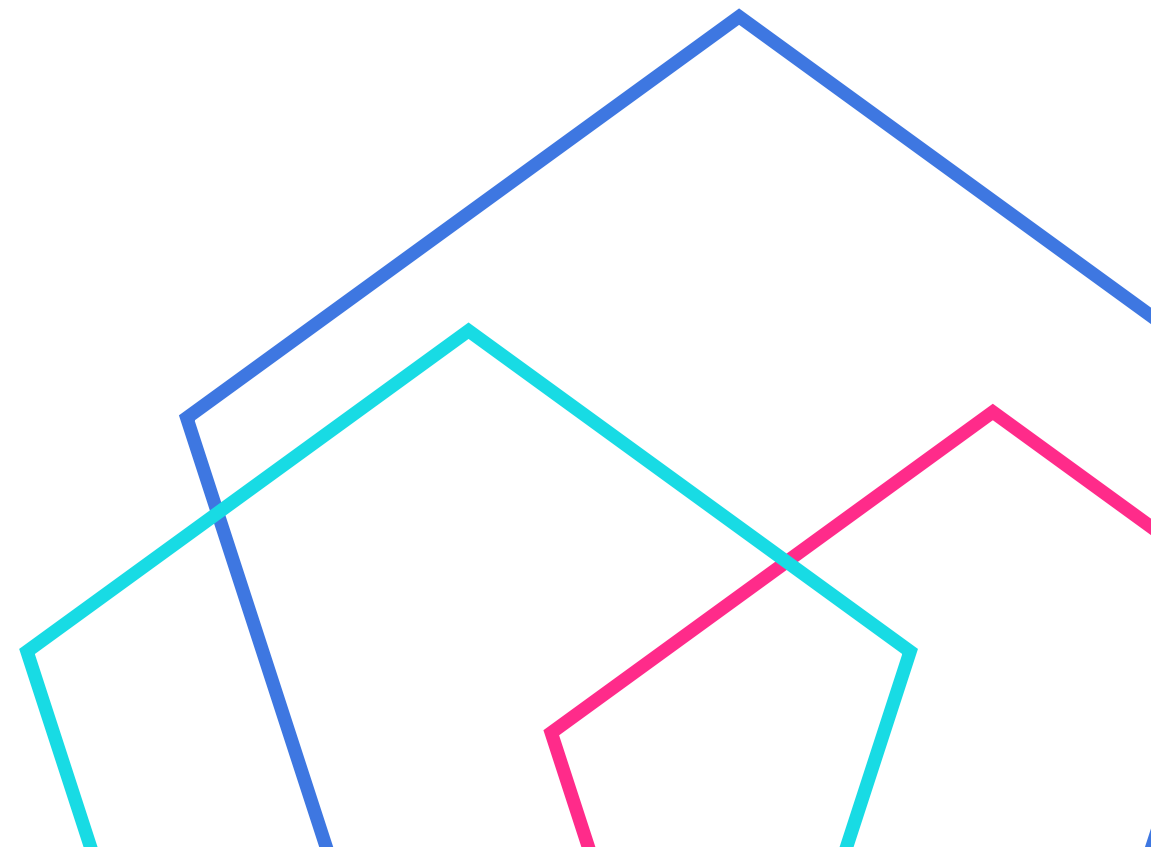
A man with dark hair, wearing a blue hoodie, is shown from the chest up. He is holding his right index finger to his lips in a universal gesture for silence or secrecy. The background is dark and out of focus, with a bright light source visible on the left. The overall tone is somewhat somber or conspiratorial.

Yes, thank you for your input.

DEVELOPERS

Goals:

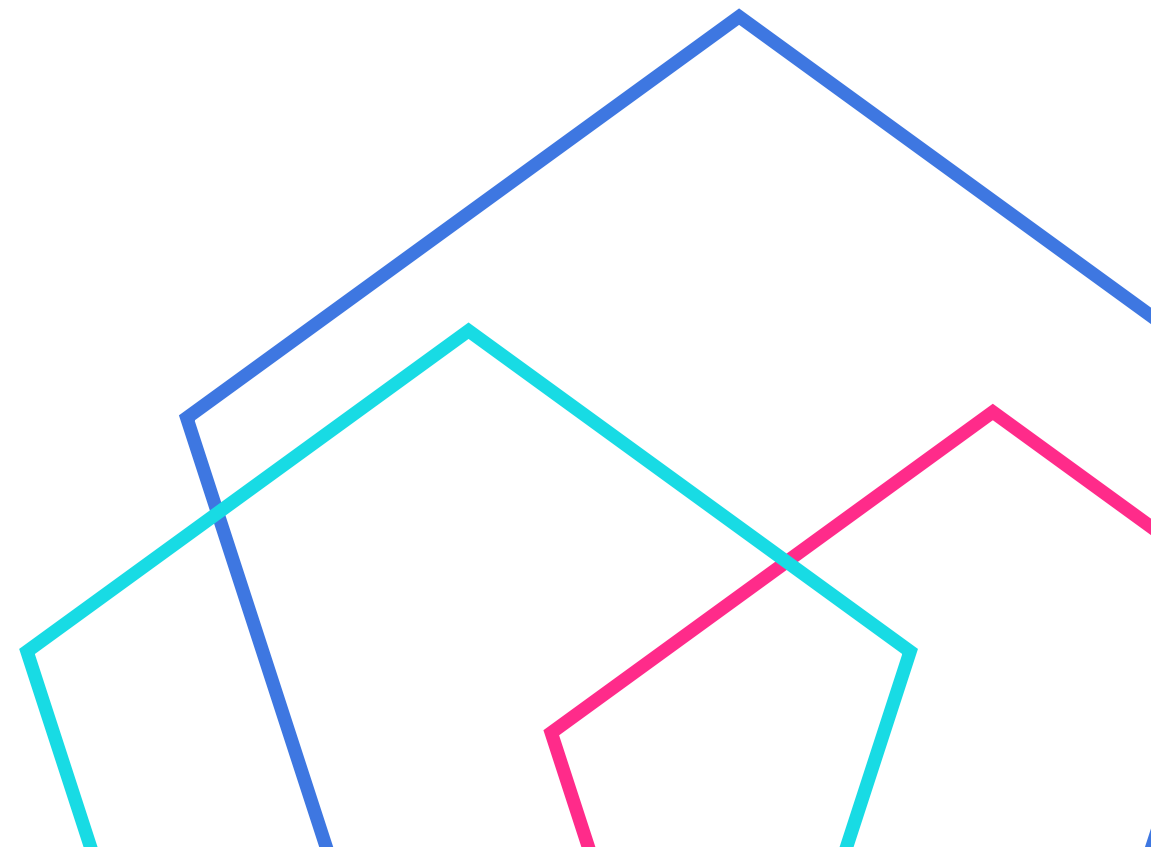
- Build cool stuff
- Write bug-free features
- Build accessible experiences



DEVELOPERS

Obstacles:

- Specifications are inadequate





Mark Dalglish

@markdalglish

Follow



I've made a responsive design, of a car that turns into a plane.



Neat—how does it work?



Draws car



Yeah, but how does it turn into a plane?



Draws plane

9:21 PM - 1 Oct 2018

130 Retweets 535 Likes



18



130



535





Mark Dalgleish

@markdalgleish

Follow



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Yeah, but how into a plane?



Draws plane

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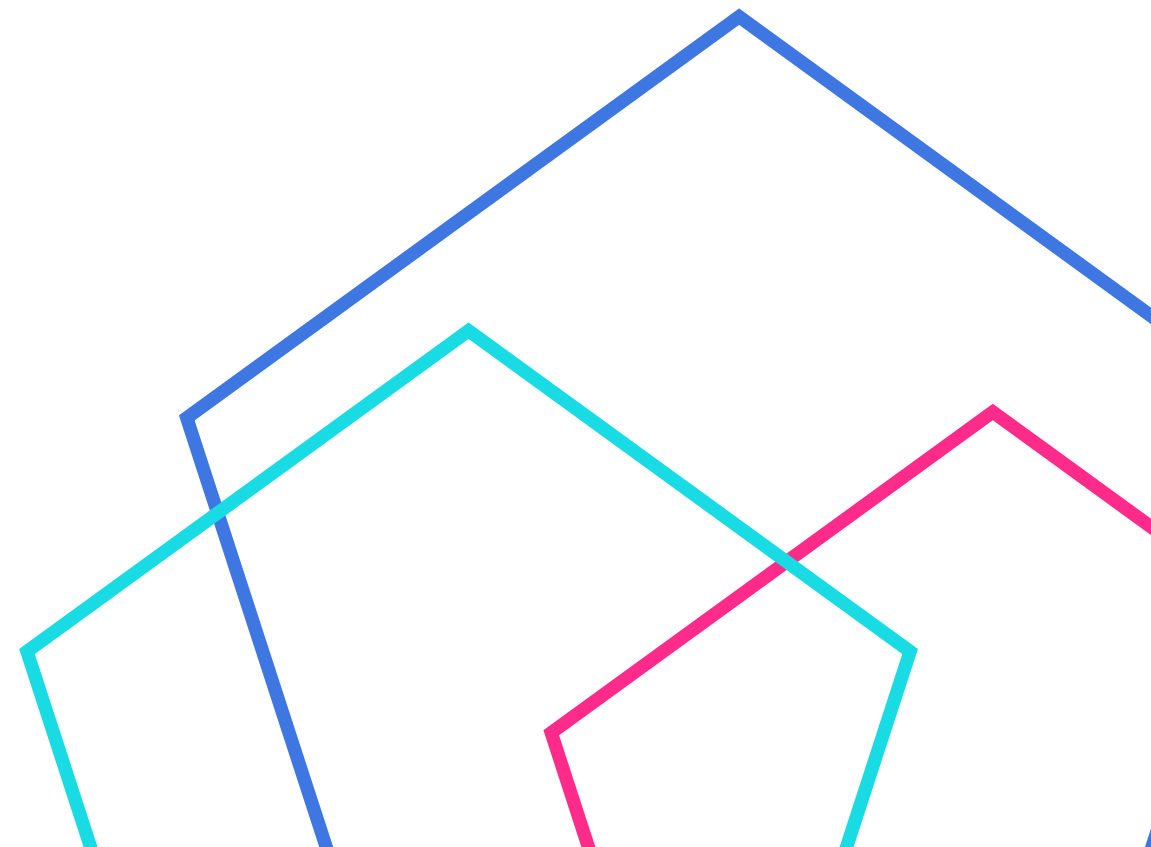
535



DEVELOPERS

Obstacles:

- Specifications are inadequate
- Tight deadlines
- Contractors
- Browser compatibility



CSS Grid Layout 📄 - CR

Method of using a grid concept to lay out content, providing a mechanism for authors to divide available space for layout into columns and rows using a set of predictable sizing behaviors. Includes support for all **grid-*** properties and the **fr** unit.

Usage	% of all users	
U.S.A.	87.75% + 2.57% =	90.31%
unprefixed:	87.75%	
Global	84.95% + 2.91% =	87.85%
unprefixed:	84.95%	

Current aligned	Usage relative	Date relative	Apply filters	Show all	?										
IE	Edge *	Firefox	Chrome	Safari	Opera	iOS Safari *	Opera Mini *	Android Browser *	Blackberry Browser	Opera Mobile *	Chrome for Android	Firefox for Android	IE Mobile	UC Browser for Android	
		2-39	4-28												
		³ 40-51	¹ 29-56		10-27										
6-9	² 12-15	⁴ 52-53	⁴ 57	3.1-10	¹ 28-43	3.2-10.2									
² 10	16	54-61	58-69	10.1-11.1	44-55	10.3-11.2		2.1-4.4.4	7	12-12.1			² 10		
² 11	17	62	70	12	56	11.4	all	67	10	46	69	62	² 11	11.8	
	18	63-64	71-73	TP		12									

- Notes
- Known issues (2)
- Resources (13)
- Feedback

¹ Enabled in Chrome through the "experimental Web Platform features" flag in chrome://flags

² Partial support in IE refers to supporting an **older version** of the specification.



An aerial photograph of a dense urban landscape, likely Hong Kong, taken during sunset. The sky is filled with orange and yellow clouds, with the sun low on the horizon. The city is packed with high-rise buildings, and a large river or harbor is visible on the right side, with a bridge crossing it. The text "WHAT CAN YOU DO?" is overlaid in the center of the image.

WHAT CAN YOU DO?

SOLUTION: COUPLES THERAPY



SOLUTION: ~~COUPLES~~ THERAPY



**SOLUTION:
MORE TOOLS**





Notifications



Messages



Search Twitter



Andy Ingram

@andrewingram

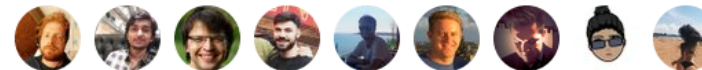
Follow



A lot of energy is put into making tools that let designers communicate ideas with developers better (eg hand-off modes). It feels like there's a belief that the reason designs aren't implemented as intended, is that developers simply didn't understand it properly.

12:39 PM - 23 Sep 2018

75 Retweets 232 Likes



18



75



232



Tweet your reply



Andy Ingram @andrewingram · Sep 23

So it follows that you can solve the problem by making it easier to communicate

© 2018 Tw

Private





SOLUTION: ~~MORE TOOLS~~

(Even though tools are great!)



WHAT CAN YOU
REALLY DO?





**OPEN THE LINE OF
COMMUNICATION**

MEET & GREETs

Purpose

- Get to know who you're working with



MEET & GREETs

Meeting Framework

- 1 on 1
- Keep it casual
 - Tip: Your work's dining area typically works well if you aren't sure where to go
- Length: 15 – 20 minutes



MEET & GREET

Meeting Framework

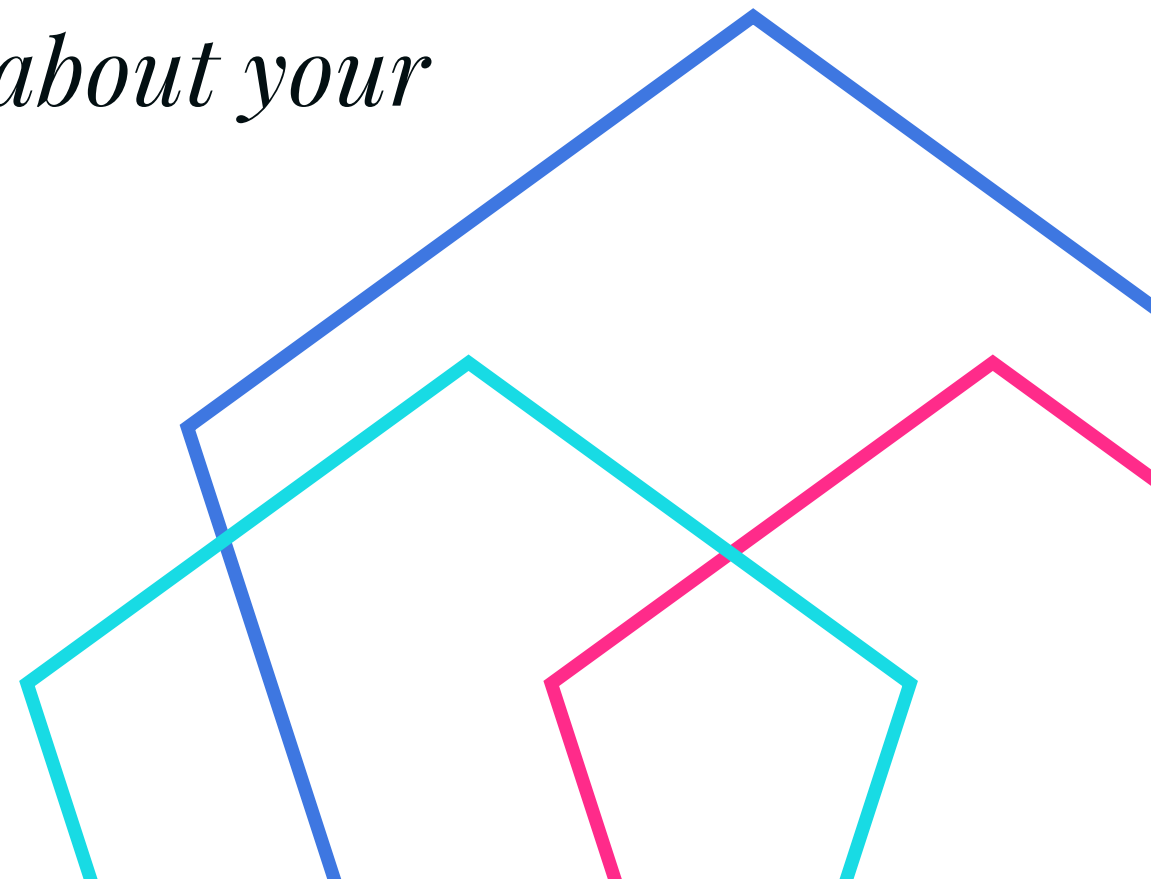
- Set expectations in a calendar invitation
- And, again at the beginning of the meet & greet
- *Why: Developers thought that I was interviewing them*
- You're here to make their life easier, not harder
- Makes it easier for them to reach out

MEET & GREETs

Calendar invitation

Here's an example of a message:

- *Hey _____! Since I just joined, it'd be great for us to meet, so I can more about your work and the team.*



MEET & GREETs

Conversation starters

- How long have you worked at [company name] and with [project name]?
- What has your experience been so far with the [project name]?
- What's been your experience working with design thus far?
- Is there anything that could be improved?

MEET & GREET

It will take some effort

Even though it requires a bit more effort with developers, the pay off makes it worth it in the long run.



MEET & GREETs

This is worth prioritizing

No matter how tickets you close, there will always be some new feature or bug to squash.
Don't flake on your designers.



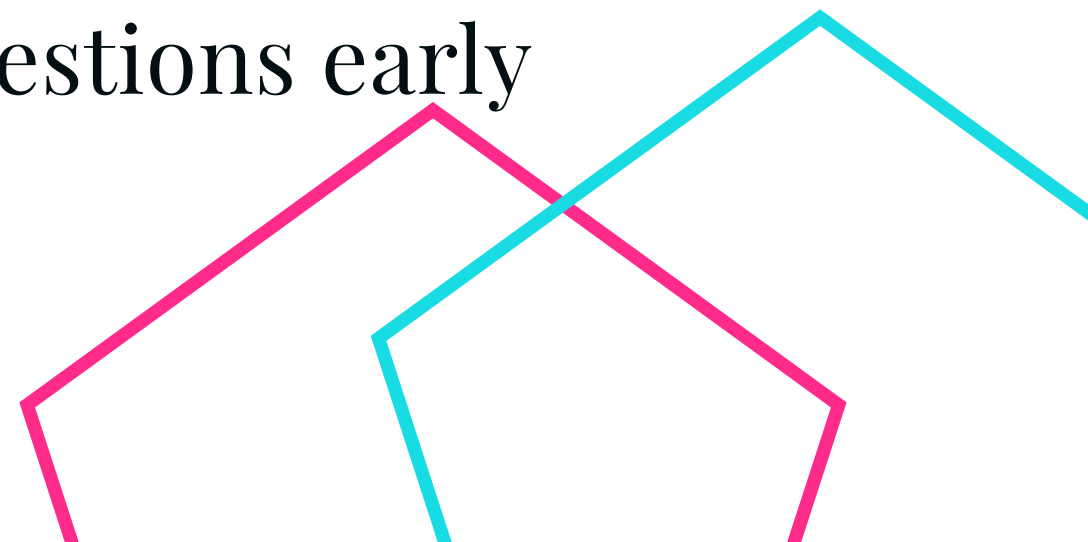


COMMUNICATION THROUGH DOCUMENTATION

DESIGN FILES

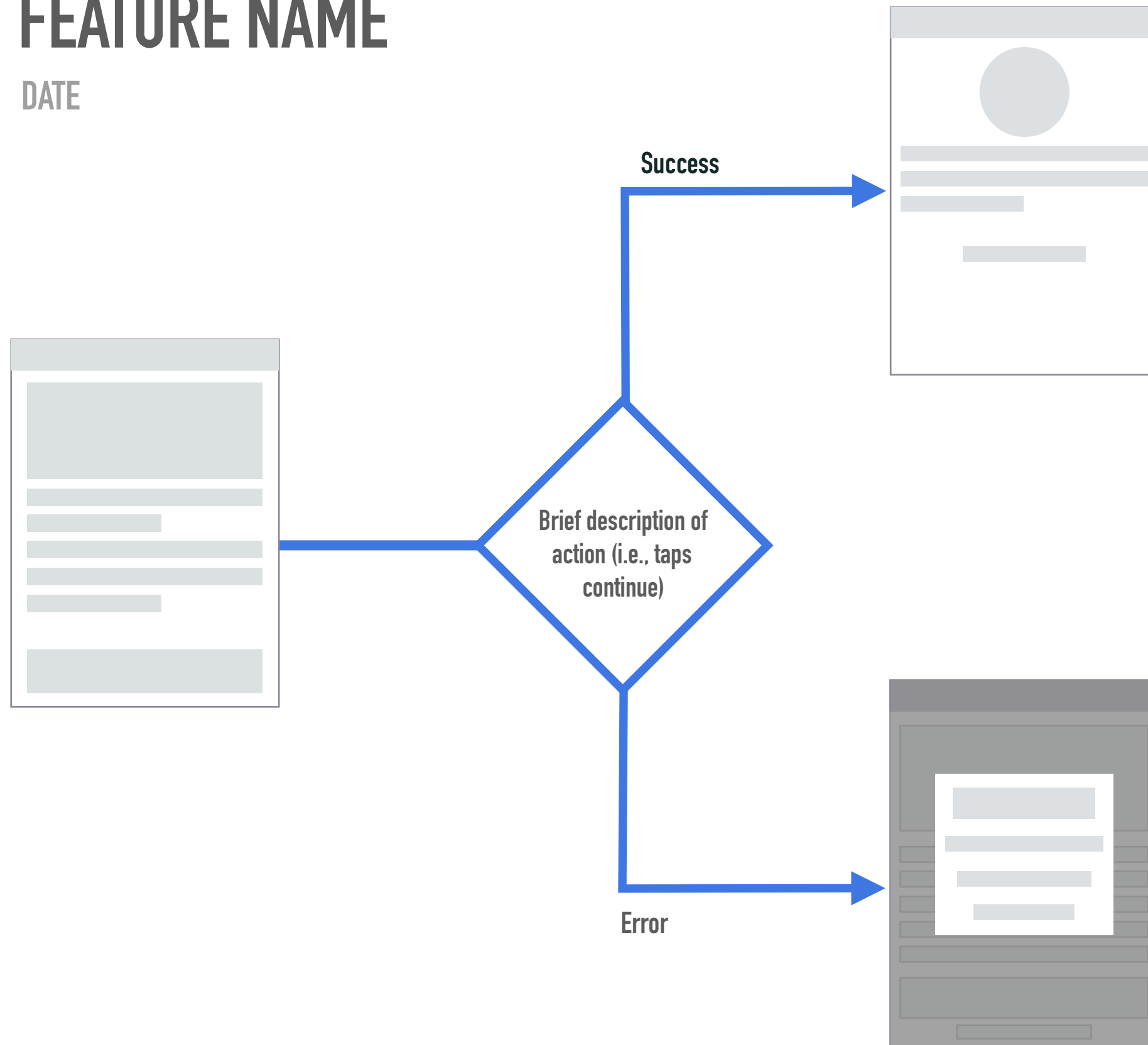
Basic Checklist

- User flow is the clear
- Logic is included and decision points are properly noted
- Functionality and brief notes are included
- If something is missing, ask questions early



FEATURE NAME

DATE



DESIGN FILES

Basic Checklist

- **All nine states of UX are included**
 - Nothing
 - None
 - One
 - Some
 - Loading
 - Too many
 - Incorrect
 - Completed
 - Done

UI KIT

Document including the following:

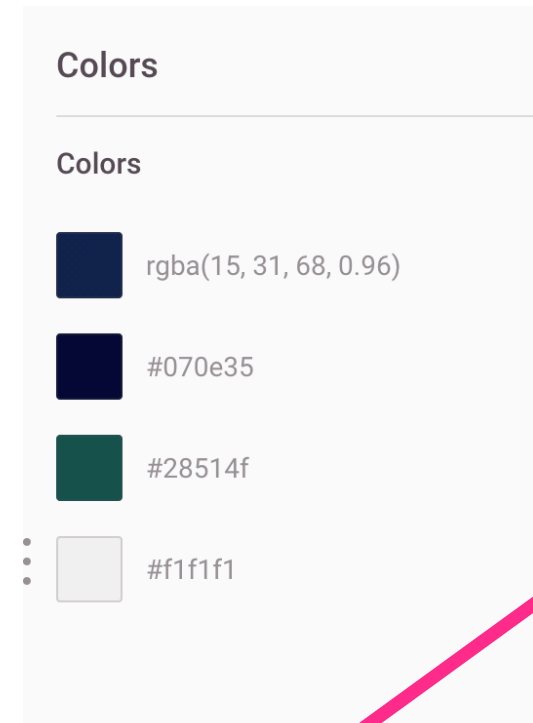
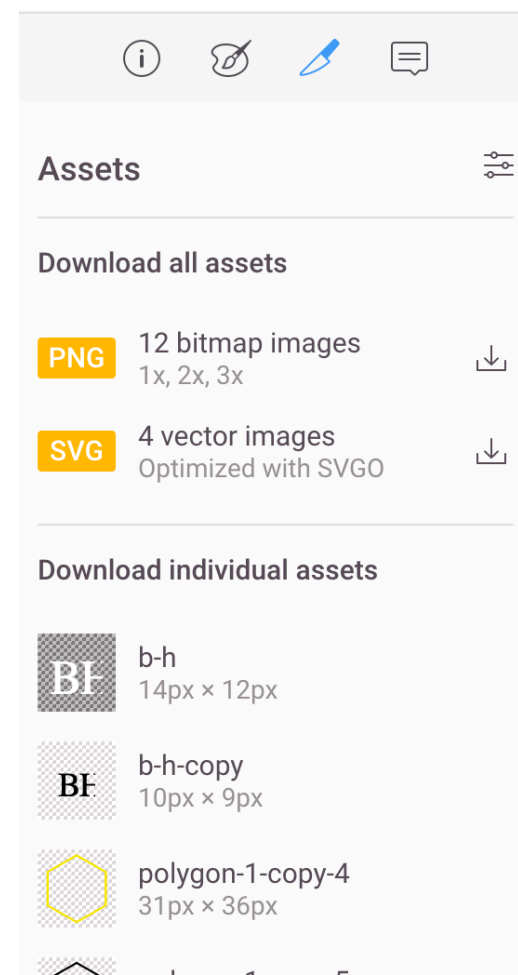
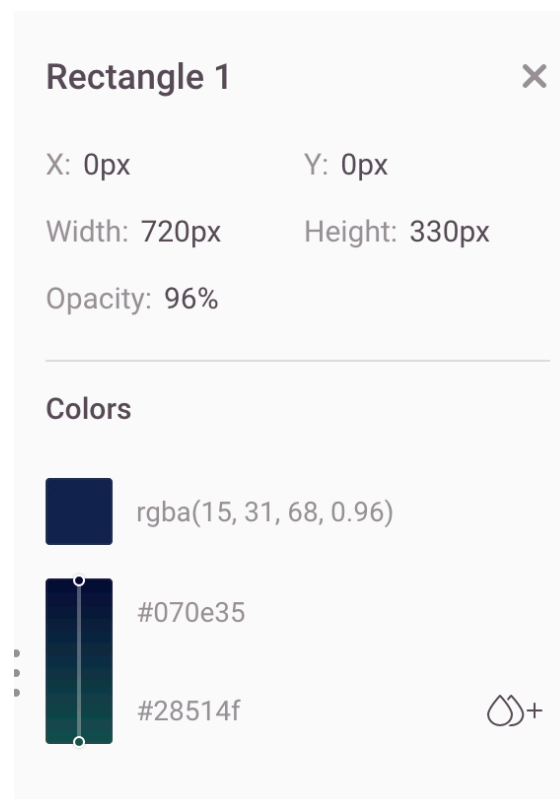
- Color
- Type
- Spacing
- Patterns

➤



UI KIT

Design tools help you do this automatically.



CLEAN UP FILES

Checklist

- Remove random elements in your design that aren't supposed to be there
 - *Tip: Command + A to see extraneous stuff*
- Quickly read through all of your content (*including your headers!*)



CLEAN UP FILES

Checklist

- Get your illustrations/icons ready for export
- Remove extra spaces





**KEEP TRACK
OF WHAT'S
HAPPENING**

KEEP TRACK

Next Steps

- Follow tickets with your designs attached
- Find out timeline for when these designs will be built
- Find out who is building your tickets
- Get designs access to staging ASAP



KEEP TRACK

Make it easy for developers to reach out.

- Once you've delivered a file send a message, like the following to your developer:
 - *“Hi _____! I saw you're going to be working on the [feature]. If you have any questions, please let me know!”*
- Check in later on if you haven't heard from them.

KEEP TRACK

Feeling stuck?

- If the designs are still not coming out the way you want, don't despair! Sometimes this happens. In fact, it's inevitable.
- Take a deep breath.
- Create a deck of the current state of the designs and the desired state, noting the differences.



BE COMPASSIONATE

BE COMPASSIONATE

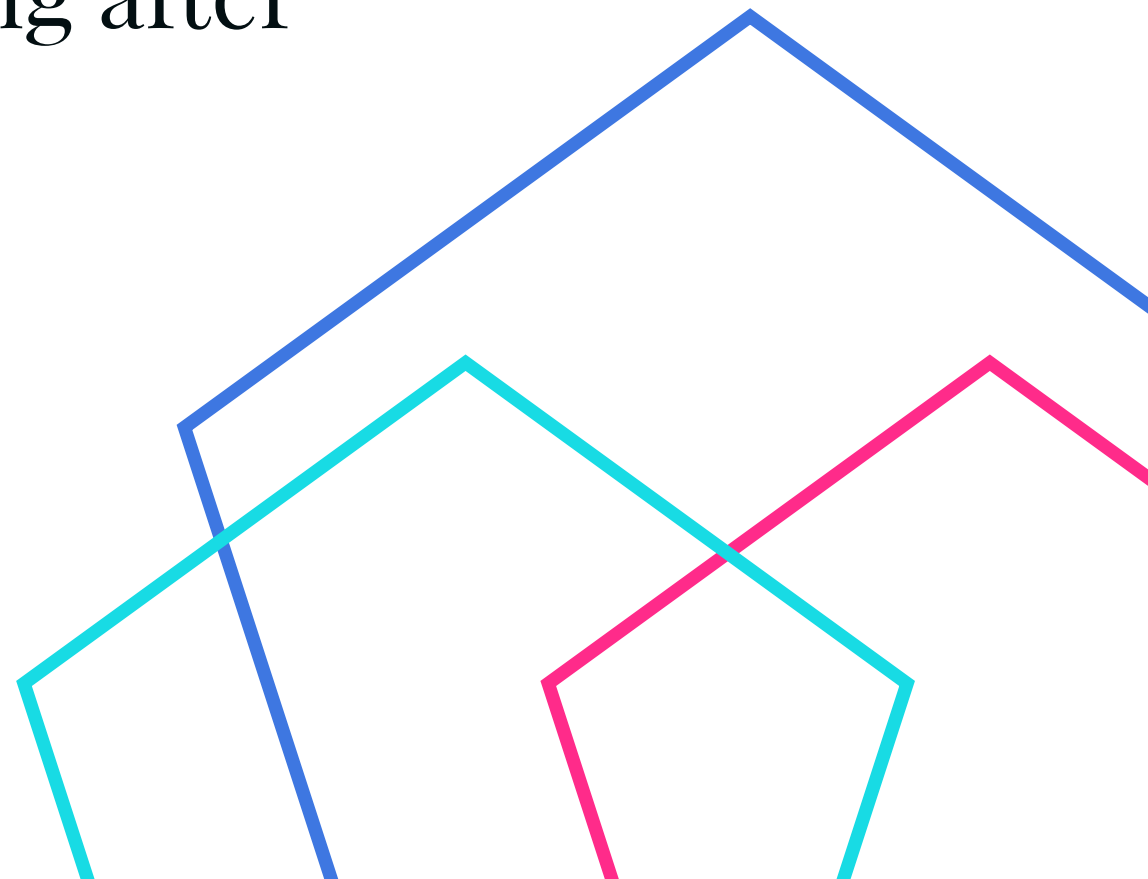
How to achieve this

- Leave your ego at the door
- Respect the expertise that each person brings to the table
- Always remember that we are making the best with what we have
- If the product succeeds, everyone wins

IN SUMMARY

SUMMARY

- Open the line of communication – early!
- Don't forget to communicate through your documentation
- Keep track of what's happening after delivery
- Be compassionate





Q&A

THANKS!



@stellcreates



@bencodezen

