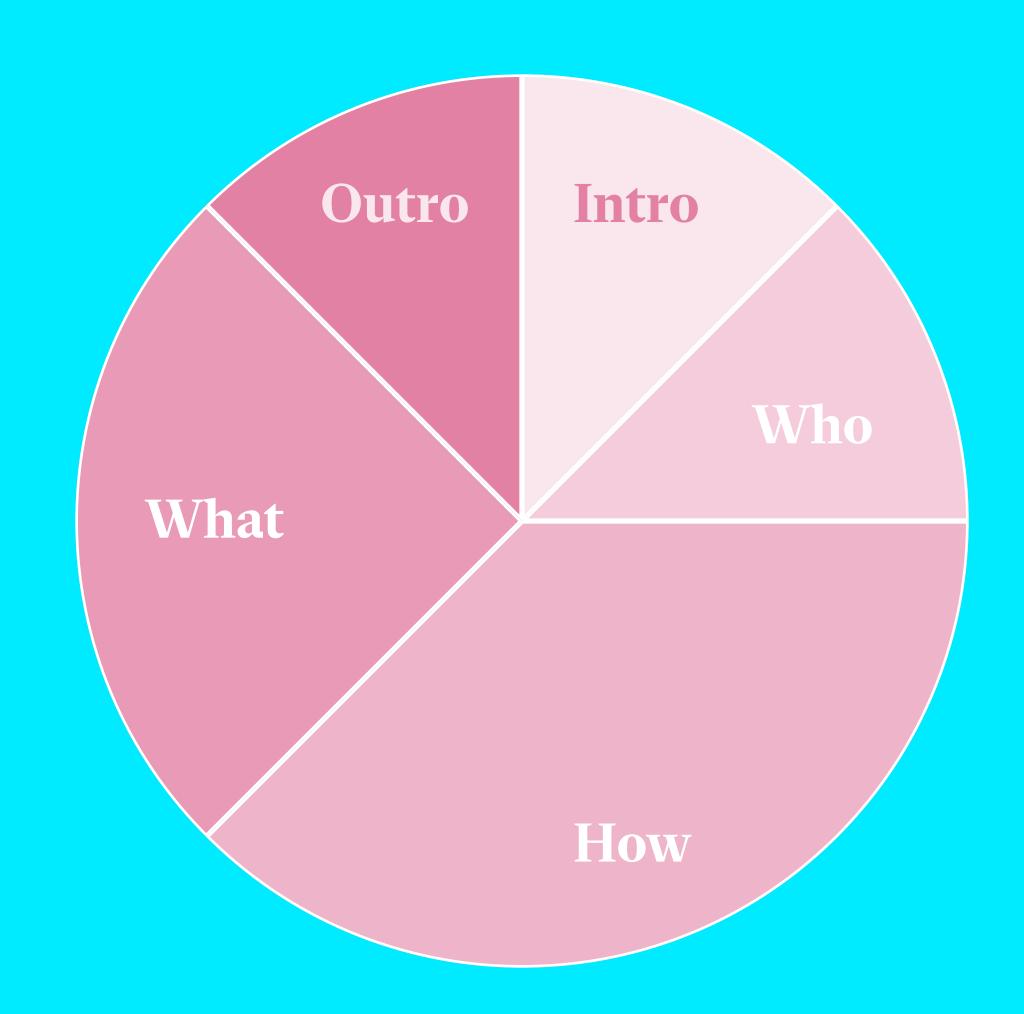
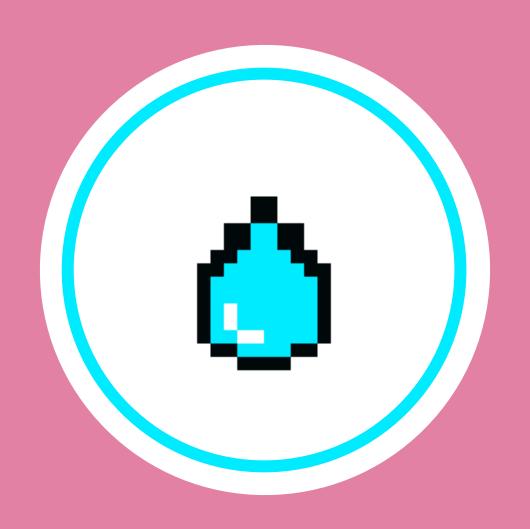
Sweating The Pixel

Scaling Quality Through Critique

06.10.2021

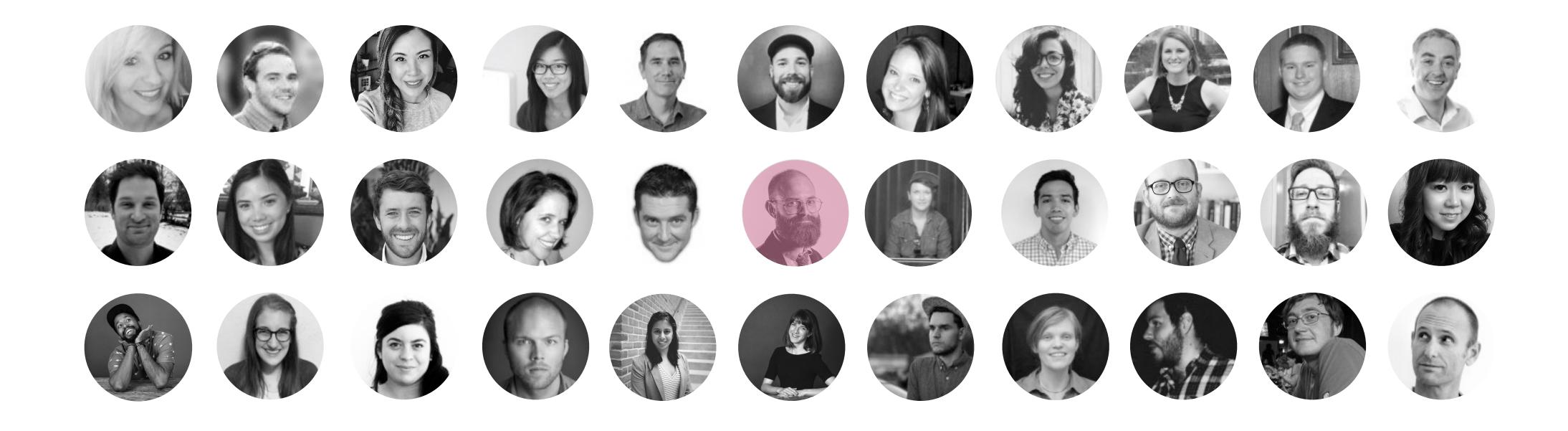
- 01_Storytime
- 02_Drivers
- 03_Habits
- 04_Scenarios
- 05_Critiques
- O7_DIY

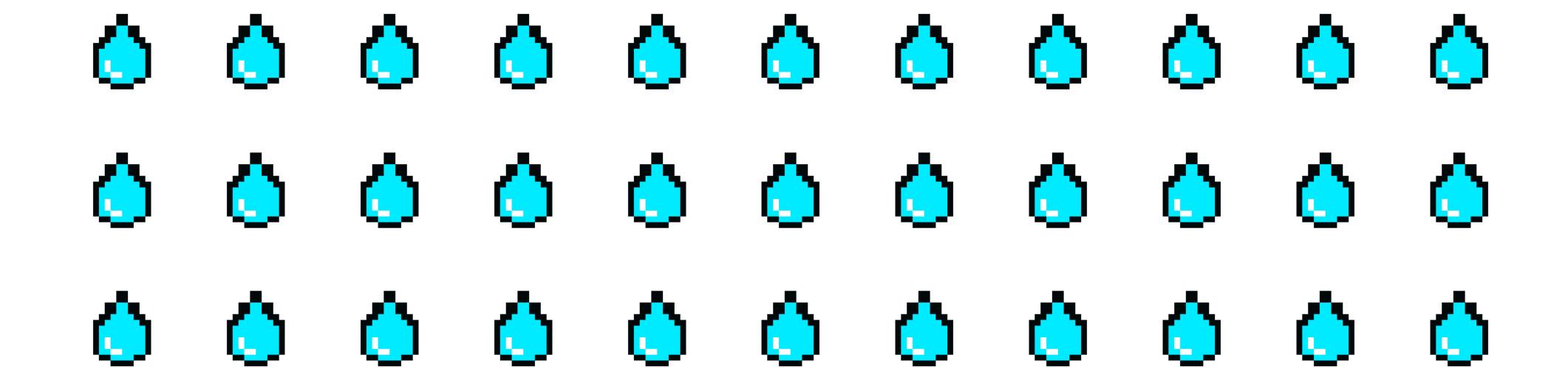


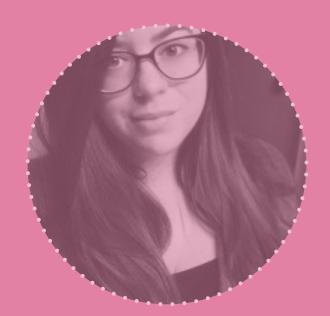


Rewind to

2017



















(not me)

Sharing work in progress with other Designers in order to get feedback

Drivers



Design Team

Designer

Senior Designer

Art Director

Associate Creative Director

Creative Director

Design Principal

Group Creative Director

Head of Design

Distinguished Designer

Vice President of Design

General Manager

DRIVERS

DesignerAssociate Creative DirectorHead of DesignSenior DesignerCreative DirectorDistinguished DesignerArt DirectorDesign PrincipalVice President of Design

Group Creative Director

General Manager

BENEFITS BENEFITS

BENEFITS

Learn by doing

Audit skills

Watch senior team members Project fit Target hiring

Habits

According to repeated nationwide surveys,

More Doctors Smoke CAMELS than any other cigarette!

Doctors in every
branch of medicine
were asked, "What
cigarette do you smoke?"
The brand named most
was Camel!

You'll enjoy Camels for the same reasons so many doctors enjoy them. Camels have cool, cool *mildness*, pack after pack, and a *flavor* unmatched by any other cigarette.

Make this sensible test: Smoke only
Camels for 30 days and see how well Camels
please your taste, how well they suit
your throat as your steady smoke. You'll
see how enjoyable a cigarette can be!

THE DOCTORS' CHOICE IS AMERICA'S CHOICE!









Behavior

Humility

Attention

Gratitude

Ownership

Passion

Acknowledgement

Practice

Giving

Receiving

Observing

Scenarios



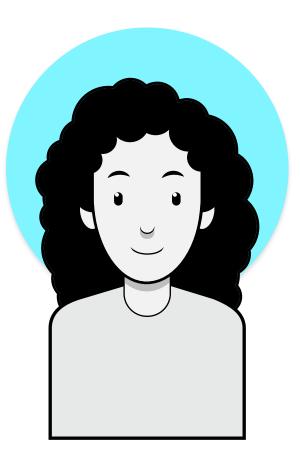
Iteration



Three Days Before



Designer

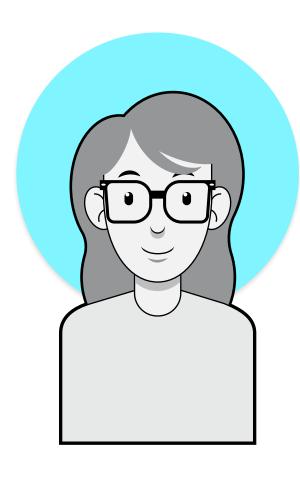


RECEIVING

I feel like I keep rearranging the content onscreen and don't know which layout is the best.

Thoughts?

Senior Designer



GIVING

Your work on this client just doesn't seem to be your best, does it?

None of these work—Have you talked to a single user of the current application?

Designer



OBSERVING

I would do this totally different, let me pull up a few screens to show you what I did for another client.

Provide context

Ask Specific, targeted questions

Offer constructive criticism

Be statement, not question-oriented

Takes notes on feedback

Follow-up at another time, actively listen to feedback

AdHoc

Peer to Peer

In real time

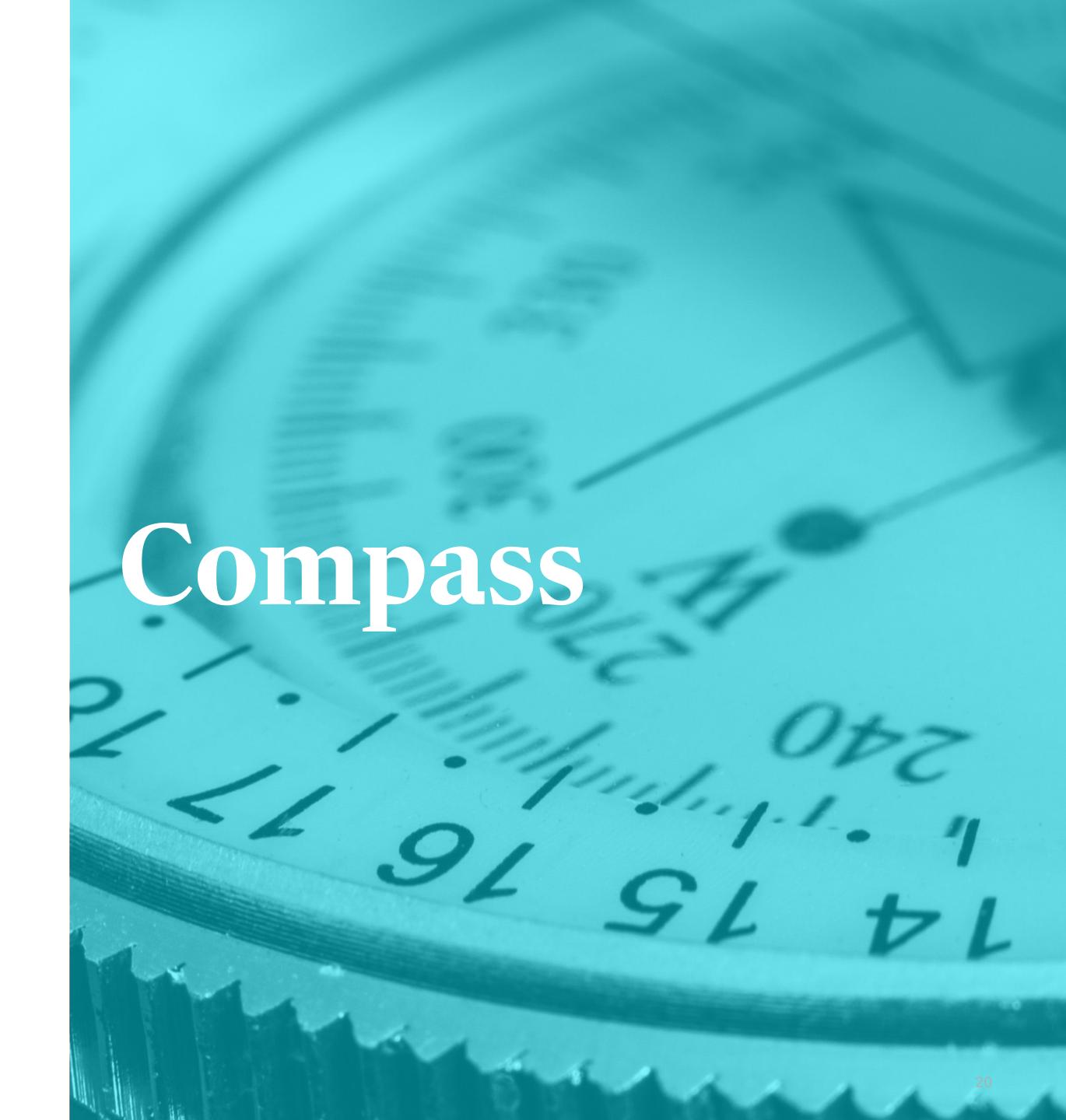
Lower Fidelity Artifacts

Provide direction

Instill confidence

Accelerate delivery

Refinement



Weekly Critique



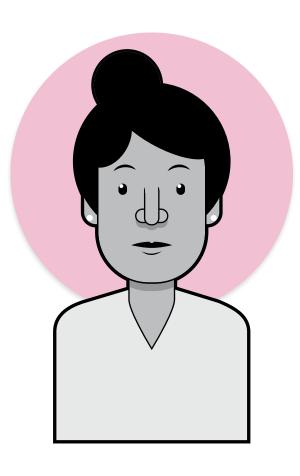
Senior Designer



RECEIVING

I could use a second set of eyes on these comps for this quick turn project. One of these will go production this afternoon. What do you think?

Associate Creative Director

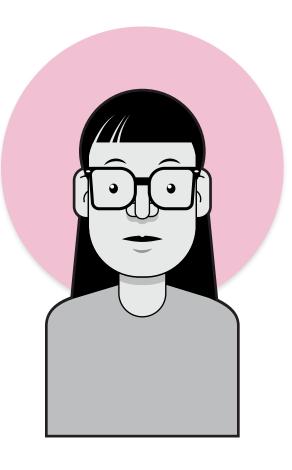


GIVING

You work is always so great. It's difficult to pick.

Which one is your favorite?

Designer



OBSERVING

Not to interrupt but hey this reminds me of a project that involved a similar client that I got an award for last year and...

Share early and often

Highlight areas of input

Be direct

Don't make it personal

Ask questions or provide input when it's your turn—don't make statements to draw attention to yourself.

Informal

As-needed

Rotating Host

In Process Artifacts

Experience Themes

Deep Dives

User Needs

Challenges

Artifact refinement

Progress tracking

Format iteration

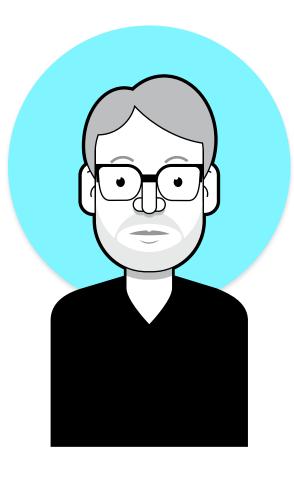
Contextual



The high stakes



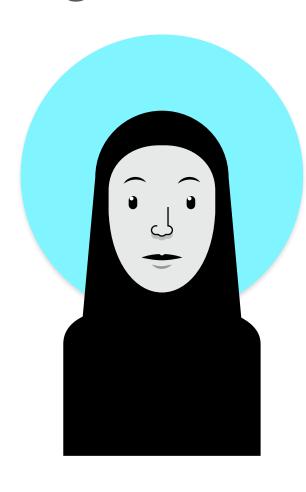
Designer



RECEIVING

Finally! I spent all night working on this presentation, and have waited for the last 32 minutes while other people have been talking for my turn to go.

Design Team Lead



GIVING

I don't like this. Everything is off, I really don't know where to start. Can someone else jump in?

Director



OBSERVING

Everyone is being a bit defensive, which makes me feel disappointed.

Practice active listening

Respect the time of others

Make actionable comments

Provide specific input

Focus on the work, never the presenter (or yourself)

Avoid interrupting others

Formal

Scheduled

Dedicated Host

In Process Artifacts

Competitive

Inspiration

Constraints

Styling

Intent understood

Actionable feedback

Estimate impact

Critiques



Design Share

Formal

Facilitated

Presentation

Solution

Practice

Method

Communication

Context

Goals

Playback

Audience

Feedback

Story

Status

Alignment

Clarity

Visibility

Do It Yourself



Dogmatic



Critique

Select a type

Start today

Identify a host

Invite the team

Curate artifacts

Fast Forward to

