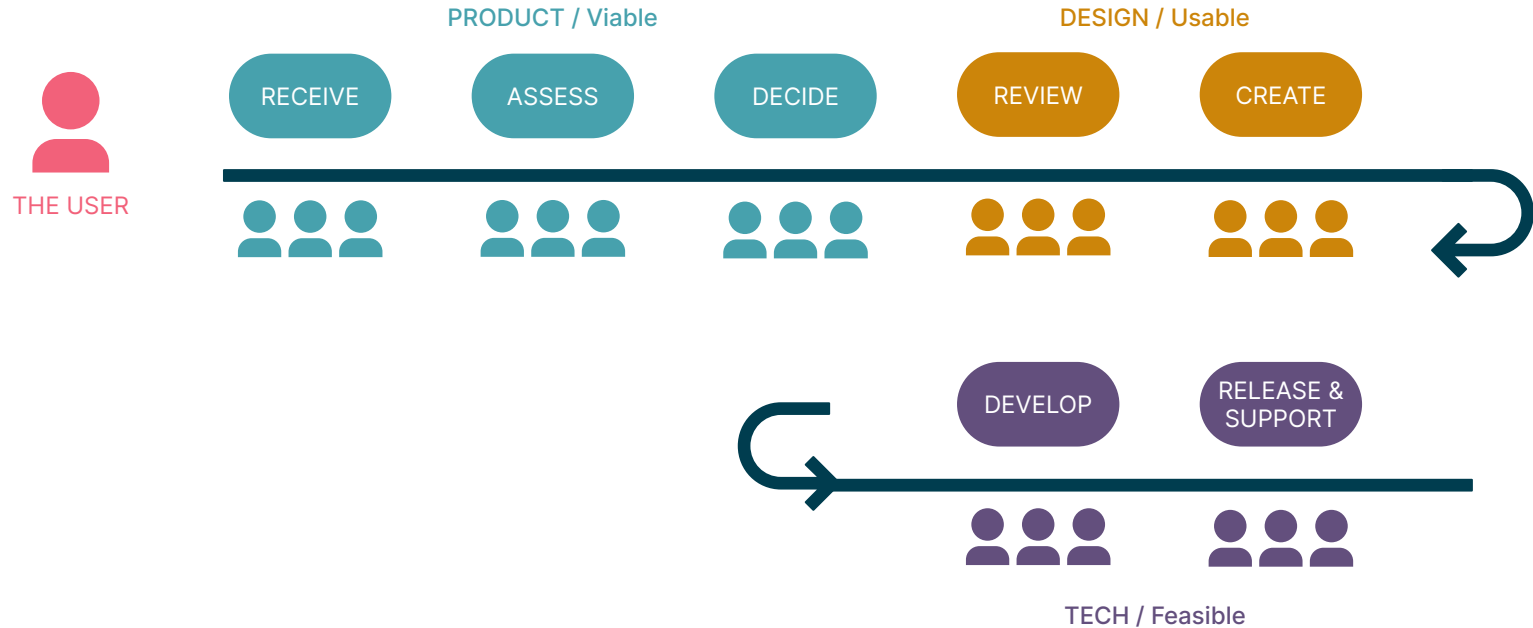# Design as a team

**Christopher Taylor Edwards (he/they)
& Valerie Roske (she/her)**

/thoughtworks

Assembly line workflow

Gaps and handoffs and less and less empathy with the user, and each other

Understanding
your blockers

(Hint: it's people — and their needs)

The [BICEPS](#) model

👤	Belonging
📈	Improvement
🎨	Choice
🤲	Equity
📅	Predictability
🏅	Significance

Addressing the BICEPS needs on our team

Biweekly Showcases

- Designers share ongoing research with the whole team

- Developers demo working software

- Everyone's work is put into context of user goals and journeys

- Everyone understands the contributions of everyone else

	Stage	Stage	Stage
Path			
Goals			
Systems			
Questions			

Values for designing as a team

- Human-centered
- Systems thinking
- Short feedback loops

Principles for designing as a team

1. Focus on exchange

2. Be open to experimentation

3. Software is a sociotechnical system

4. Approaches, not prescriptions

Pairing

2 people, 2 roles, doing an activity together simultaneously

🚗

Driver gets us safely to the destination.

🔭

Navigator keeps track of how and where we're going.

Defining success together, driver-navigator

Road trip

- Having fun
- Being in nature
- Eating good food
- Enjoying each other's company
- Not being afraid to get lost

Rally

- Speed, thrill, and craft
- Identifying and avoiding obstacles
- Being prepared for complexity
- Communicating in a shared language
- Not dying or getting injured

Dev/Design Pairing

🚗

Developer is writing code and prototyping in real time, while...

🔭

Designer is asking questions, making suggestions, sketching interaction patterns on the fly

Design/Dev Pairing

🚗

Designer is sketching the user journey, while...

🔭

Developer is observing in real time, providing technical feedback and thinking about constraints

Defining success together, design-dev

Developer-led pairing

- User driven solutions for edge cases
- Understanding the context of use
- Shorter development time
- Working software

Designer-led pairing

- User driven, technically feasible solution
- Clarifying problem and constraints
- Understanding impact of edge cases
- New user journey addressing problem

The dynamics at play

Social

- Influencing
- Building relationships
- Power differentials

Technical

- Exchange of expertise
- Tactical *and* strategic
- Growing capabilities

Ways of working

Assembly line workflow

Linear communication waste

THE USER   PRODUCT / Viable   DESIGN / Usable   TECH / Feasible

Cross-functional collaboration

Multi-node communication efficiency

Roles & Responsibilities

Valerie offers...

HTML, CSS, JS coding skills

Valerie needs...

Sample interaction patterns

Christopher needs...

Feasibility reviews

Christopher offers...

Visual design skills
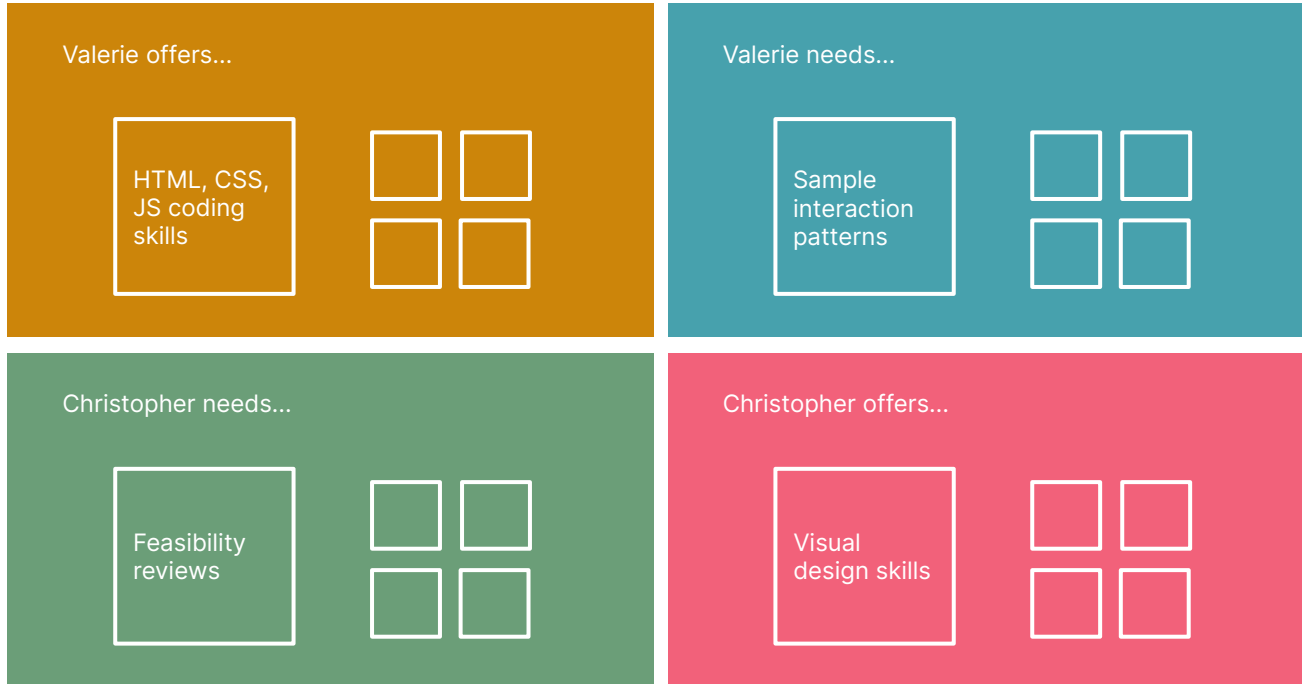
Pairing, where to start

1. **Unmet needs?**

I need help with my taxes

??

I need ...

You offer ...

Pairing, where to start

1. Unmet needs?

2. **BICEPS needs**

We need community

We need flexibility

I need …

You need …

Pairing, where to start

1. Unmet needs?

2. BICEPS needs

3. **Where an offer matches a need**

I offer info on rest stops

You need bio breaks

I offer ...
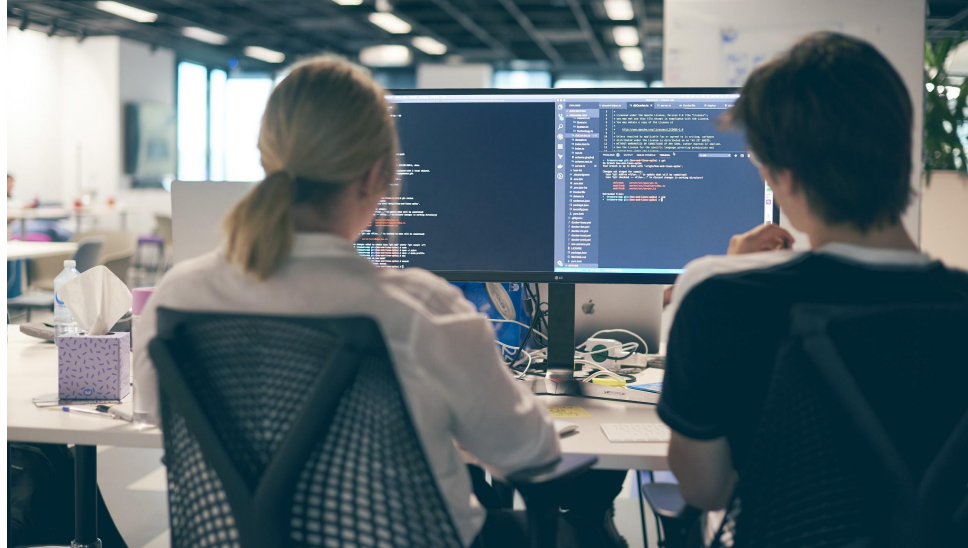
You need ...

Pairing, where to start

1. Unmet needs?

2. BICEPS needs

3. Where an offer matches a need

4. **Where offers match (pairing with similar skills)**

I offer coding skills

I offer ...

You offer coding skills

You offer ...

Pairing, where to start

1. Unmet needs?

2. BICEPS needs

3. Where an offer matches a need

4. Where offers match (pairing with similar skills)

5. **Where an offer is not utilized (opportunity for innovation)**

I offer skills in photography

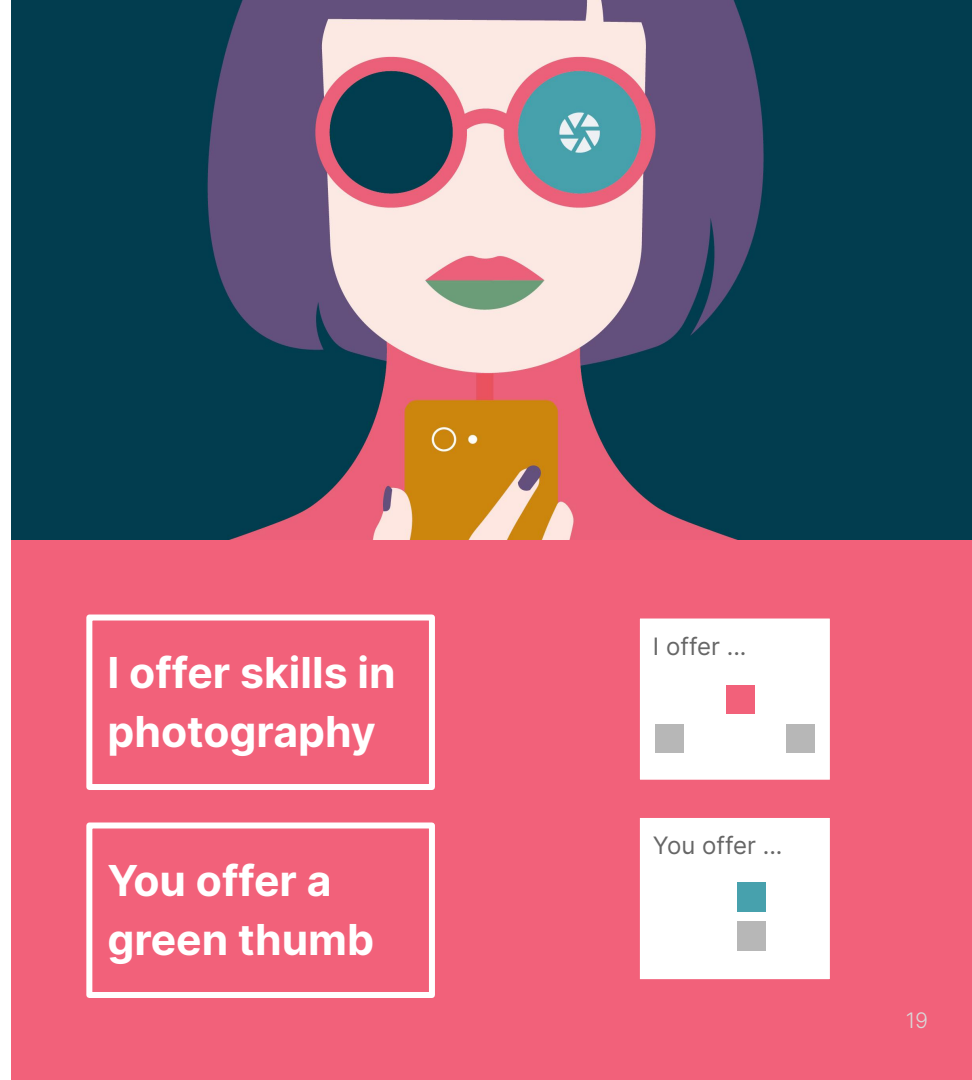You offer a green thumb

I offer …

You offer …

Pairing, where to start

1. Unmet needs?

2. BICEPS needs

3. Where an offer matches a need

4. Where offers match (pairing with similar skills)

5. Where an offer is not utilized (opportunity for innovation)

6. **Just ask!** 😀

Thank you

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Team Guidebook**

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and Valerie Roske

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