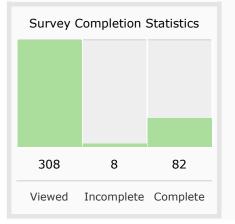
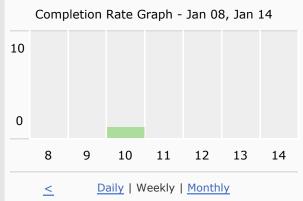


Summary

Show: All ▼ Filter: None ▼ Channels: 1 selected channel ▼







1. Please tell me about your current position.

1) What is your job title? (Open ended text - One line) | View

82	Total respondents
8	Respondents who skipped this question

2) How many years of experience do you have? (Open ended text - One line) | View

Total respondents	82
Respondents who skipped this question	8

3) What is your current work situation? (Choice - Single answer) | View

Freelance / Contract	7%		6
Small Company (100 employees or less)	35%		29
Large Company (more than 100 employees)	49%		41
Other, please specify	8%		7
		Total respondents	83
	Re	espondents who skipped this question	7

4) If you are employed by a company, are you: (Choice - Single answer) | View

Doing work on your own company's products/services	60%	45
Working on an external client's products/services	27%	20

Other, please specify	13%		10
		Total respondents	75
	Respor	ndents who skipped this question	15

5) How would you classify your company? (Choice - Single answer) | View

UX/Design firm	17%		14
Software development firm	39%		32
Other, please specify	44%		36
		Total respondents	82
Respondents who skipped this question		8	

6) Are you: (Choice - Single answer) | View

The only designer	20%		17
Part of a small design team	51%		42
Part of a large design group	18%		15
Other, please specify	11%		9
Total respondents			83
	Re	espondents who skipped this question	7

7) Who do you work with on a regular basis? (Choice - Multiple answers) | View

Visual Designers	65%		53
Information Architects	30%		25
Industrial Designers	9%		7
Interaction Designers	45%		37
Service Designers	7%		6
Usability Researchers	24%		20
Front End Developers	82%		67
Back End Developers	72%		59
Software Prototypers	21%		17
Software Architects	54%		44
Other, please specify	18%		15
		Total respondents	82
	Res	spondents who skipped this question	8

8) Are you co-located with developers? (Choice - Single answer) | View

Yes, we share a desk.	1%		1
Yes, in the same room.	39%		32
Yes, in the same building.	27%		22
No.	23%		19
Other, please specify	11%		9
		Total respondents	83
Respondents who skipped this question			7

9) Please share any other details about your employment that you think might be relevant to this survey. (Open ended text - Essay) | View

Total respondents	28
Respondents who skipped this question	62

2. Please tell me about your capabilities.

10) In which of the following skills do you consider yourself to be competent? (Choice - Multiple answers) | View

Visual design	48%		38
Information architecture	75%		60
Interaction design	86%		69
User interface design	83%		66
Usability evaluation	69%		55
UI specification	65%		52
UI prototyping	55%		44
UI implementation	18%		14
Other, please specify	15%		12
		Total respondents	80
	Re	spondents who skipped this question	9

11) What technologies can you use competently? (Choice - Multiple answers) | View

HTML	88%	59
CSS	79%	53
ActionScript	13%	9
Spry	3%	2

JavaScript	36%		24
jQuery	30%		20
YUI	9%		6
DOJO	3%		2
Prototype	13%		9
MochiKit	0%		0
Ext JS	1%		1
Open Rico	0%		0
Qooxdoo	0%		0
Moo Tools	3%		2
X library	1%		1
Fork	0%		0
OAT	0%		0
AJS	0%		0
Java	12%		8
Ruby	7%		5
Python	7%		5
Perl	7%		5
PHP	25%		17
C++	4%		3
C#	7%		5
Objective-C	4%		3
Processing	6%		4
Visual Basic	6%		4
Visual C++	1%		1
.NET	7%		5
XML	19%		13
XSLT	10%		7
Other, please specify	13%		9
		Total respondents	67
	Re	spondents who skipped this question	22

12) In which of these activities do you regularly participate? (Choice - Multiple answers) | View

User research	73%		58
Requirements analysis	75%		60
Wireframe creation	93%		74
UI sketching	86%		69
Screen rendering (e.g. pixel-perfect mockups)	46%		37
Physical prototyping (e.g. paper)	65%		52
Digital prototyping (e.g. HTML, Flash)	46%		37
Design documentation	74%		59
Implementation (e.g. writing production HTML and CSS))	20%		16
Functional testing	36%		29
Usability testing	71%		57
Bug reporting	53%		42
Bug fixing	19%		15
Writing of user guides or training materials	21%		17
Other, please specify	6%		5
		Total respondents	80
	Res	spondents who skipped this question	9

13) Are there any other skills or experience that you think may be relevant to this survey? (Open ended text - Essay) $\mid \underline{\text{View}}$

Total respondents	13
Respondents who skipped this question	76

3. How integrated are you with your software development team?

14) Do you use issue tracking software (e.g. JIRA, Bugzilla)? If so, what for? (Choice - Multiple answers) | View

Nobody at my company uses it.	15%	12
The developers use it, but I do not.	19%	15
I am assigned tasks by other members of my team through it.	42%	33
I create tasks for myself in it.	29%	23
I create tasks for other team members in it.	35%	28

I use it to record effort estimates and/or time tracking.	13%		10
I report bugs in it.	56%		44
I receive bug reports to be fixed through it.	37%		29
I attach design deliverables to tasks/issues in it.	37%		29
Other, please specify	10%		8
		Total respondents	79
	Re	spondents who skipped this question	3

15) Do you use version control software (e.g. Subversion, GitHub)? If so, what for? (Choice - Multiple answers) | <u>View</u>

Nobody at my company uses it.	15%		12
The developers use it, but I do not.	54%		42
I use it for version control of my design deliverables.	18%		14
I use it for version control of my prototype code.	12%		9
I use it for version control of my production code.	15%		12
Other, please specify	4%		3
		Total respondents	78
	Re	spondents who skipped this question	4

16) To what degree are you consulted by developers? (Choice - Single answer) | <u>View</u>

Rarely. I pass my designs over the wall.	5%		4
We work together during the design phase, but I don't have much input during implementation.	6%		5
Developers regularly come to me with questions during implementation.	32%		25
I work integrally with the developers throughout all project phases.	46%		36
Other, please specify	10%		8
		Total respondents	78
	Re	espondents who skipped this question	4

17) Are there management-sanctioned processes in place that require design involvement in all UI work? If so, please explain. (Open ended text - Essay) | <u>View</u>

Total respon	ndents	38
Respondents who skipped this qu	estion	44

18) Do you work directly in the production code base? (Choice - Single answer) | View

Yes	18%		14
No	78%		59
Other, please specify	4%		3
		Total respondents	76
Respondents who skipped this question		6	

19) Do you participate in code reviews? (Choice - Single answer) | View

Yes	18%		14
No	79%		62
Other, please specify	3%		2
		Total respondents	78
	Re	espondents who skipped this question	4

20) Do developers participate in design activities? If so, please explain. (Open ended text - Essay) | View

Total respondents	56
Respondents who skipped this question	26

$\textbf{21) What kind of relationship do you have with the developers you work with? (Choice - \textit{Multiple answers}) \mid \underline{\textit{View}}$

I consider some of them to be good friends.	40%	31
We do things together socially outside of work.	37%	29
We're in the same World of Warcraft guild. For the Horde!	0%	0
We do things together socially at work (e.g. have lunch).	59%	46
They respect my skills and value my contributions.	76%	59
I respect their skills and value their input.	90%	70
It is a purely business relationship.	22%	17
I interact with them as little as possible.	1%	1
i intimidate them.	10%	8
They intimidate me.	4%	3
They consider me to be the one that "makes things pretty".	21%	16
They have no respect for, or understanding of, what I do.	13%	10
I hate them.	1%	1
They hate me.	1%	1
Other, please specify	17%	13

78	Total respondents
4	Respondents who skipped this question

22) Please provide any other information you feel is relevant to this survey. (Open ended text - Essay) | View

	Total respondents	17
Res	spondents who skipped this question	65