

## **Chapter 19 Great Designs Come from Great Designers**

At the beginning of this chapter, two quotes express two different ideas. The first one contends that higher software quality comes from better software processes. However, the second one argues that great designs are created by great designers. In my opinion, great designs should come from both great designers and good processes. Although good designers can generate innovative ideas, these ideas still require certain processes to organize and construct a brand-new product. Sometimes processes have several bureaucratic constraints and conservative thinking, and these factors definitely become obstacles in creating innovative products. However, coordinating ideas and executing plans are still required these processes to manage and control them. Thus, great designs are created by not only talented designers but also excellent processes.

I agree with the author's opinion that great designs should be the responsibility of only one sufficiently high-level boss who encourages innovation and be assigned to only one chief designer. If many high-level bosses with equal authority are supervising the same project, this situation will become a disaster, which their members are bewildered between their bosses. The same idea is also applied to the chief designer. If there is more than one chief designer in one project, it is difficult for these chief designers' ideas to be consistent. This also results in a major problem. Thus, one project should only have one supervisory boss and one chief designer.

## **Chapter 20 Where Do Great Designers Come From**

In this chapter, I learned several ideas about how to work with great designers. In my previous experience, I had several chances to recruit designers. The first applicant designer I interviewed was talented in oral skills but not in truly innovative design, whereas the second one could generate excellent designs but could not explain these ideas well. At the time, both were recruited. Over time, I have found that the second one was truly a great designer even though he was an introvert and unconventional. His designs were excellent, and all the teams benefited significantly from his great designs. Even though he could not communicate with others well, I was always willing to take over these communication tasks and allow him to concentrate on his design work.

I completely agree with the author's opinion that designers have to continue studying broadly and deeply and designing. In computer science, new technology emerges and changes rapidly, and every field within computer science is usually relevant and dependent on each other. Consequently, the only way to survive and thrive in this field is to learn about a broad range of topics, to investigate interesting topics in-depth, and to practice designing all the time. Studying exemplars and precedents is an excellent approach to advance the skills, and peer studying is also practical and easy to introduce in schools as well as in companies.