**UXDI. Week 6 Day 5**

**Lesson 6.6: Communicating with Developers**

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**OBJECTIVES**

* Utilize best practices in communicating with developers
* Empathize with web developer constraints

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**CONNECTION TO A LONG TERM LEARNING GOAL**

Designers work closely with developers. It’s critical for designers to understand how the web works to understand the constraints that developers work under and to learn how to communicate and build a trusting relationship with their developers.

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**OPENING FRAMING (Partnered Activity)**

**10 min**

**Do Now:**

Think of a time when you communicated well with a coworker. What made it a positive experience? What did you do well? What did the co-worker do well?

Think of a time when you communicated poorly with a coworker. What made it a bad experience? What could you have improved on? What do you wish the co-worker could have improved on?

Share scenarios with partners.

**Class Discussion:** Have students shout out what characteristics makes a great communicator and what characteristics makes a poor communicator? Record on board.

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**I DO (Instructor Led)**

**5 min**

**Why is good communication so important? (Review)**

* Lots of stakeholders with different perspectives - will interpret your idea differently.
* Save time and money!

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**WE DO (Small Group Activity)**

**20 min**

**(10 min) Activity Brief:** Have each student take 2 min and think about a product that would allow them to share definitions to new terminology that they’re learning with their classmates. They can describe something that already exists or something that they would want to build to fill this need. If they are describing something that already exists, they should not name it.

Have students break up into groups of 5 and line up in order of birthday.

1. The first person in line will explain their idea to the second person in line (make sure others in the line don’t hear what they’re saying). The second person will relate the 1st person’s idea to the third person and so on until they reach the 5th person - think the game “telephone.”
2. Person 5 will interpret what they heard from the 4th person and create a wireframe that represents the idea.
3. Group should debrief - was this what Person 1 wanted?

**(10 min) Share Out:**

* How many groups got an accurate representation of what Person 1 wanted?
* Why/why not?
* From this activity, what are some challenges that occur when trying to communicate your idea?

**I DO (Instructor Led)**

**10 min**

**Challenges working with designers**

* Asserting that your idea, your way is better
* Not communicating your design decisions well
* Not listening
* Getting defensive
* Not understanding their technical constraints

**Challenges working with developers**

* They don’t understand the difference between various fields of design
* They take your designs as optional suggestions
* They don’t listen
* They think their idea is better
* They change things up/remove things at the last minute

**What can you do to overcome these challenges?**

* Communicate -- ask questions, care about the answer
* Be an active listener
* Avoid jargon
* Bring the discussion back to your user and his/her goals.

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**WE DO (Scenarios)**

**30 min**

Instructors: It would be great if a few WDI students could participate in this exercise. If not, UXDI students can pair up.

Pair students to role play the following scenario. Give each person their respective prompt. Make sure they do not read each other’s prompts. Switch prompts after 15 min.

**UX Designer Prompt:** You and your UI Developer are working on a mobile calendar feature for a cell phone company. You need to deliver an MVP of the feature by the end of Week 2 and are at the beginning of Week 2. You’ve just handed the developer the wireframes for your Project 3. In this meeting, you are getting feedback from the developer about it.

By the end of this meeting, you and your developer should agree on what the final deliverable will look like.

**UI/Front End Developer Prompt:** You and your UX designer are working on a mobile calendar feature with a two week deadline for a cell phone company. You are at the beginning of week 2. You need to deliver an MVP of the feature by the end of Week 2. Your designer just handed you wireframes. You feel strongly that you won’t be able to accomplish it by the deadline. In this meeting, you are giving the designer your feedback on their wireframe.

By the end of this meeting, you and your developer should agree on what the final deliverable will look like.

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**CLOSING FRAMING**

**(10 min)**

Have each student finish one of the following sentences.

* “I learned…”
* “I’m beginning to think that…”
* “I wonder if…”
* “I rediscovered…”
* “I was surprised that…”