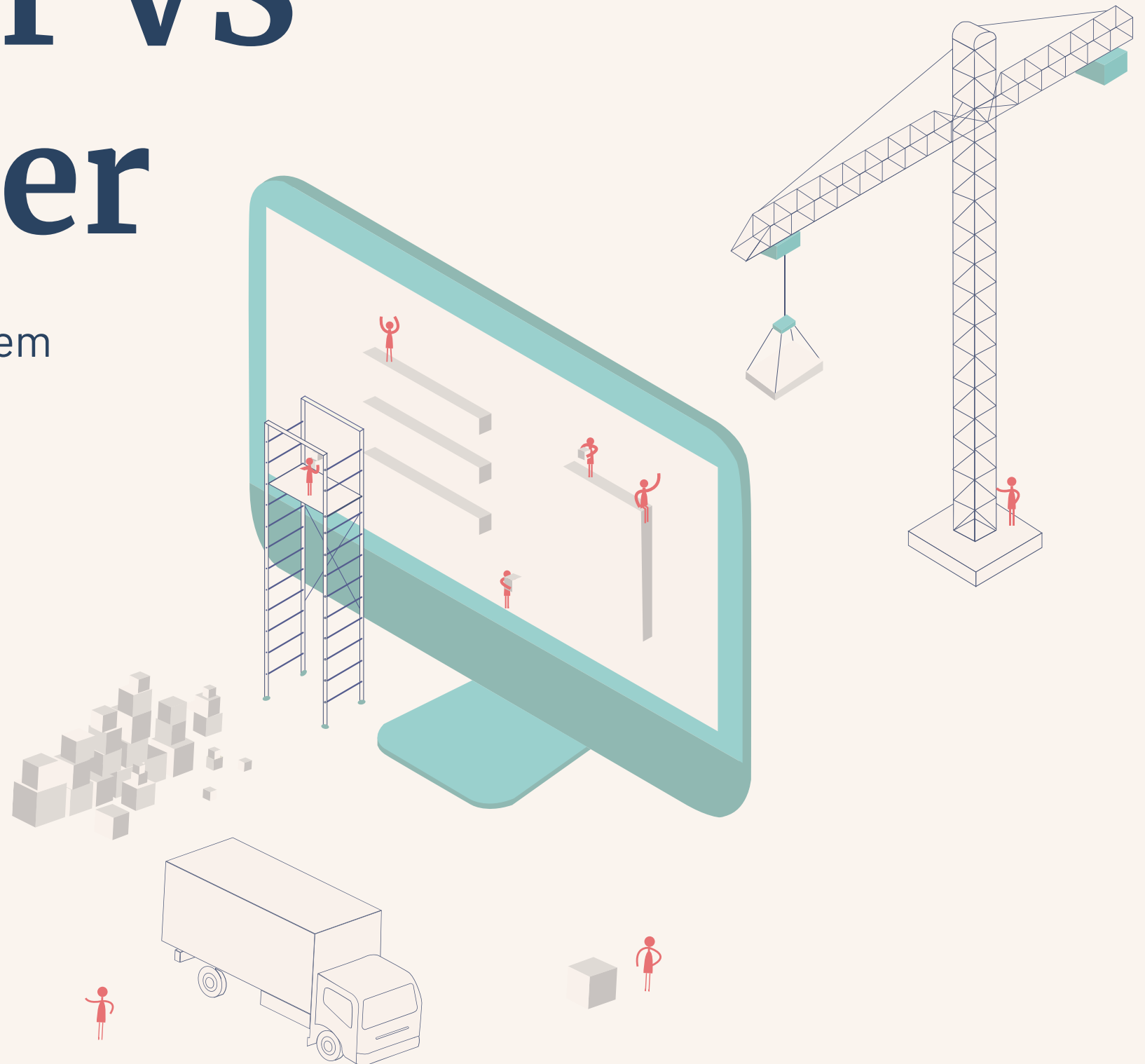
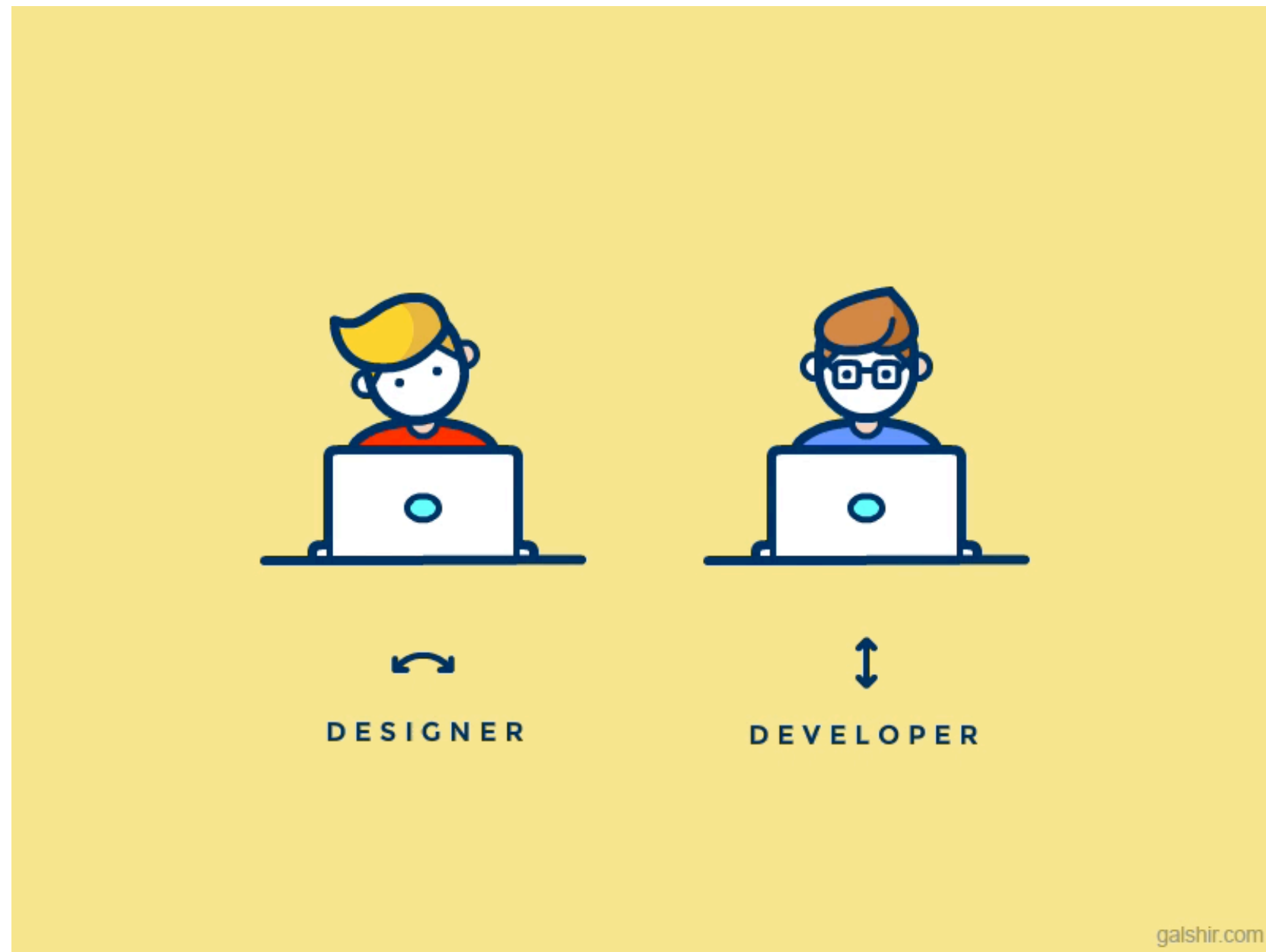
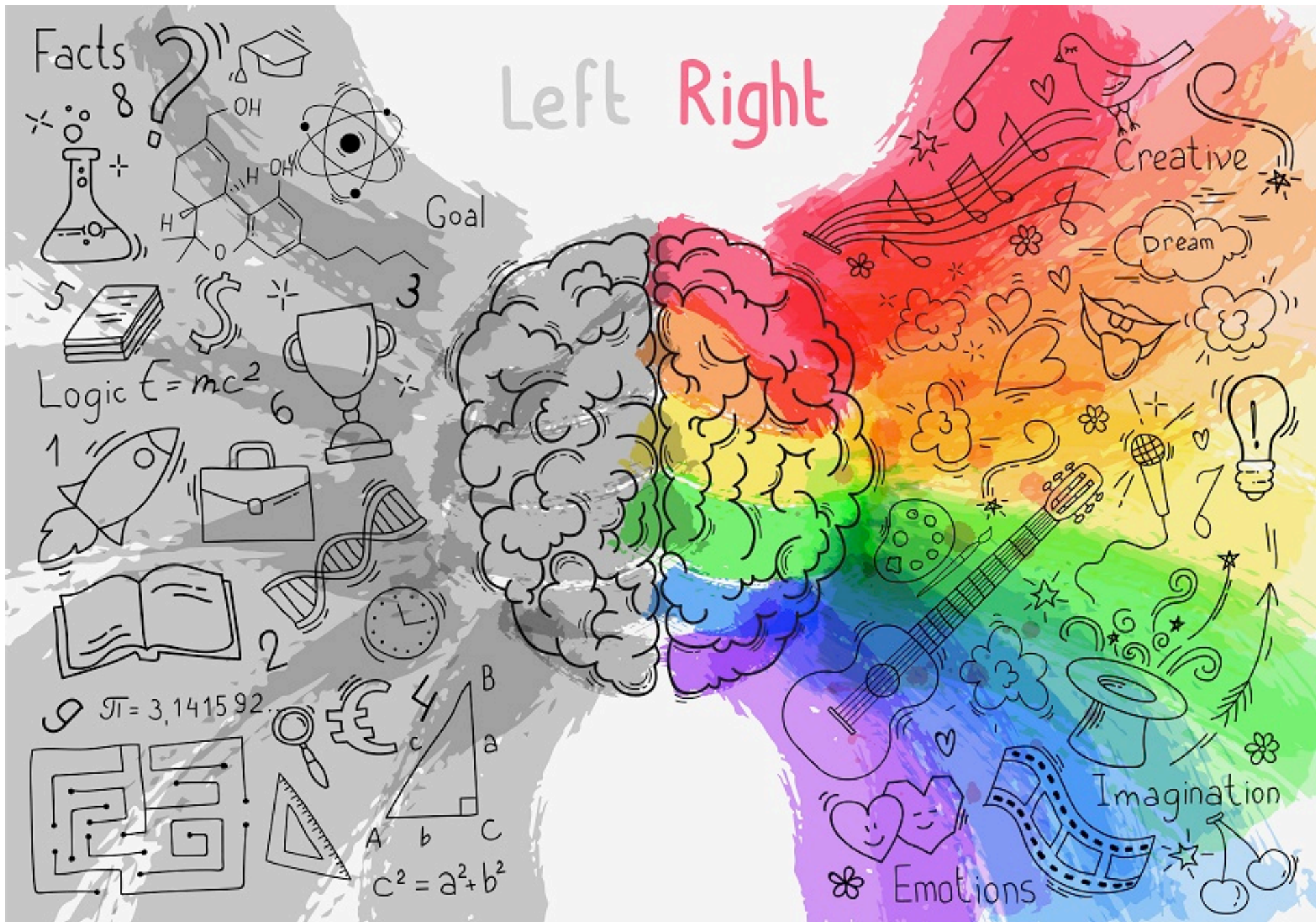


Designer VS Developer

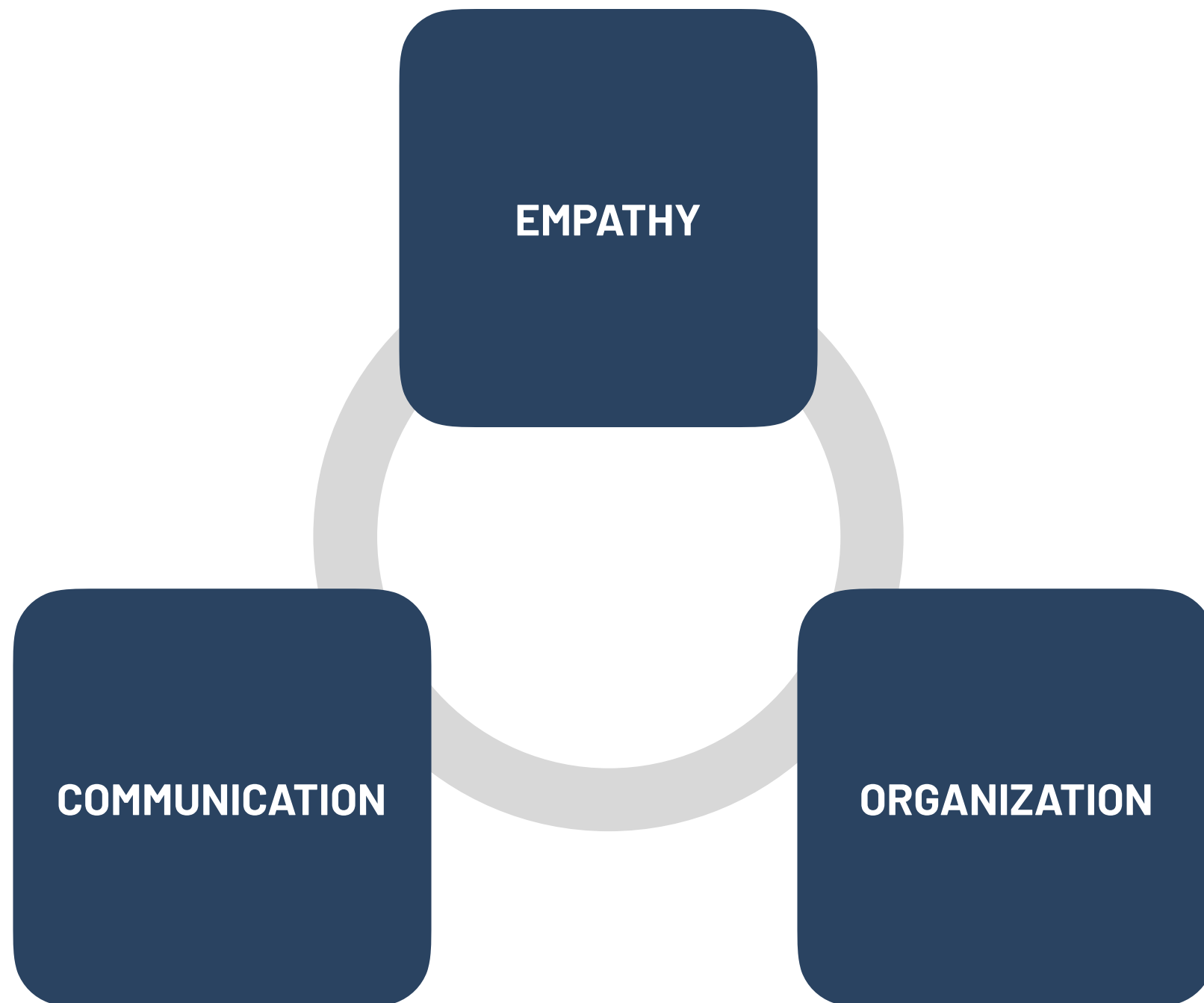
Problems And How To Solve Them



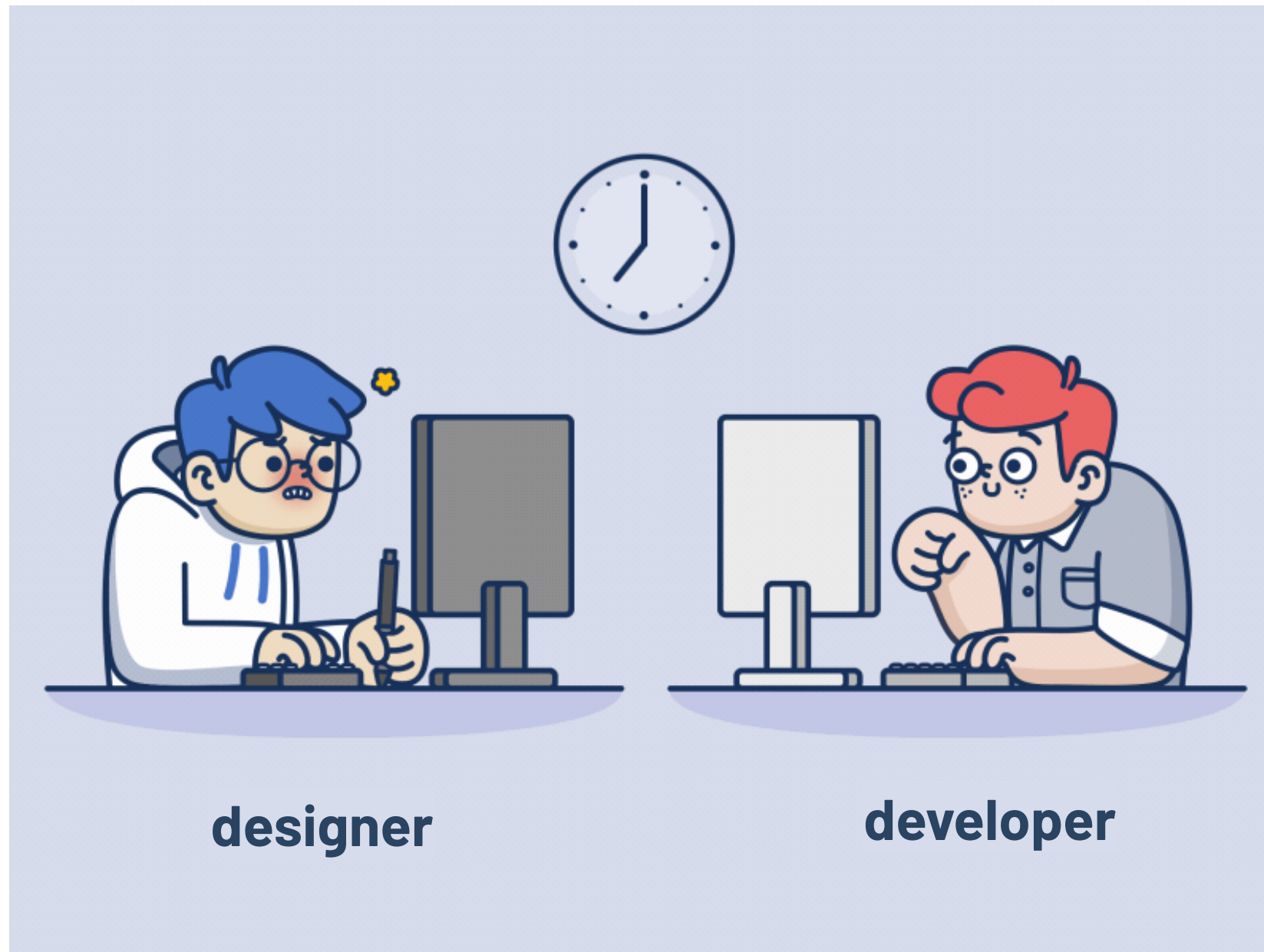






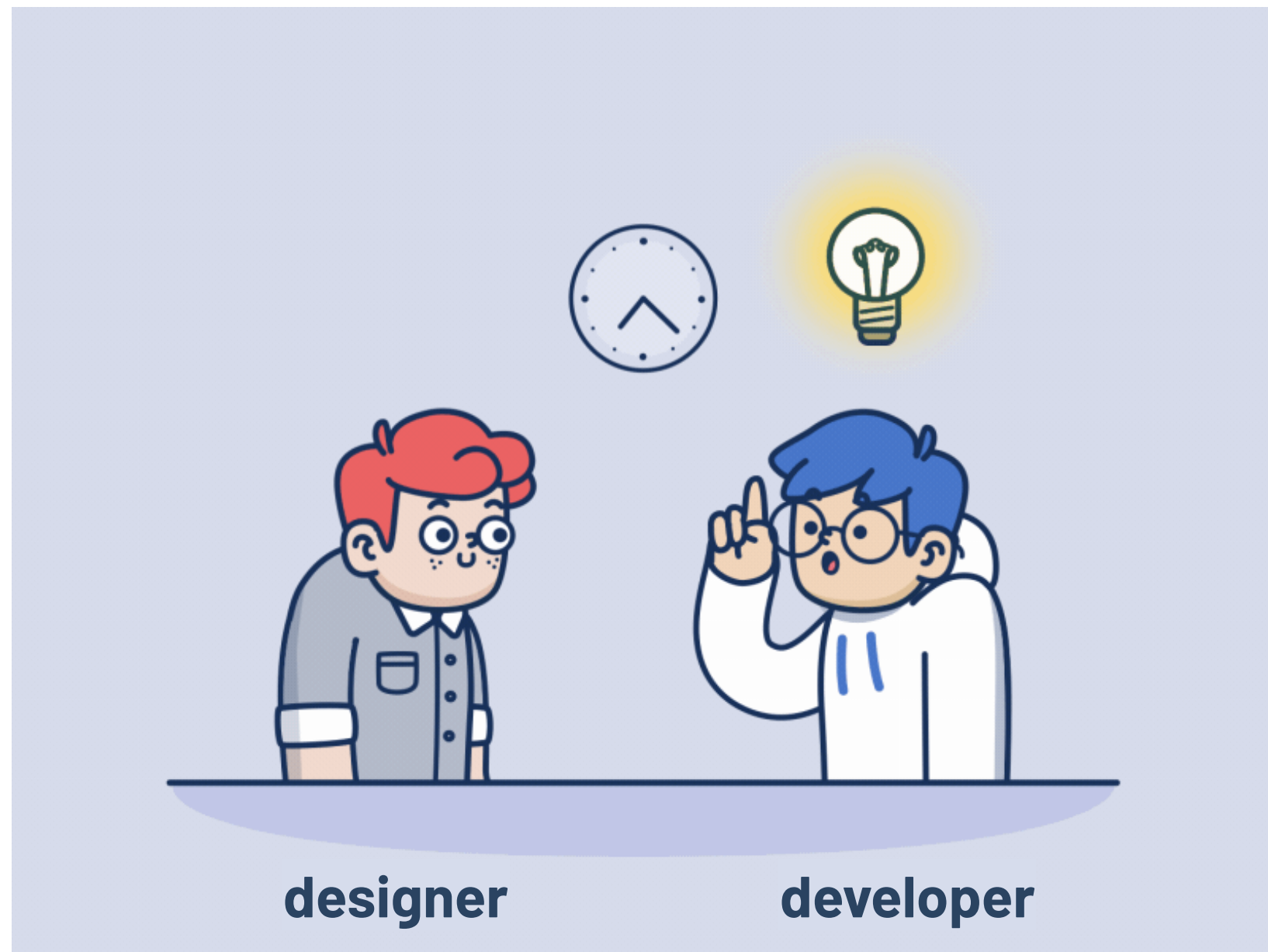


Empathy



Developers

- Don't listen
- Are stubborn
- Not interested
- Are not paying attention to details



Designers

- Egocentric
- Conceited
- Think they know better
- Hardly accept critics

“How can’t you see that?”

– Designer

“We are just going to move those four elements to the next screen. That’s the easiest way.”

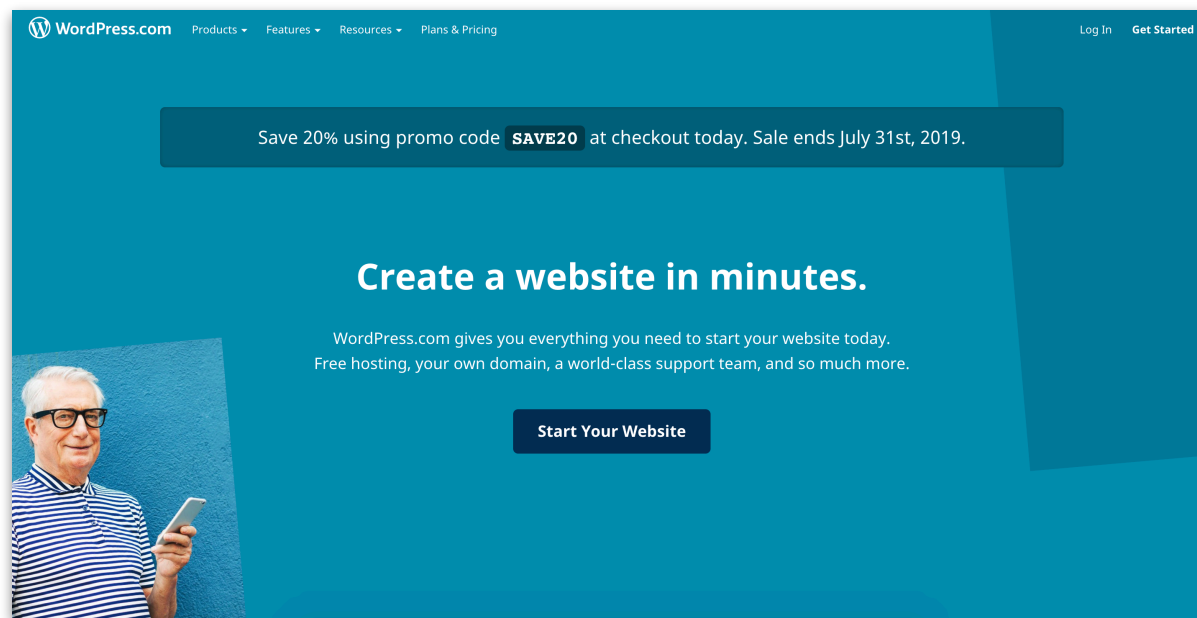
– Developer

What to do?

- Developers should know basics about the design
- Designers should know basics and constraints of the technology being used on the project
- Understanding of user's wants and needs

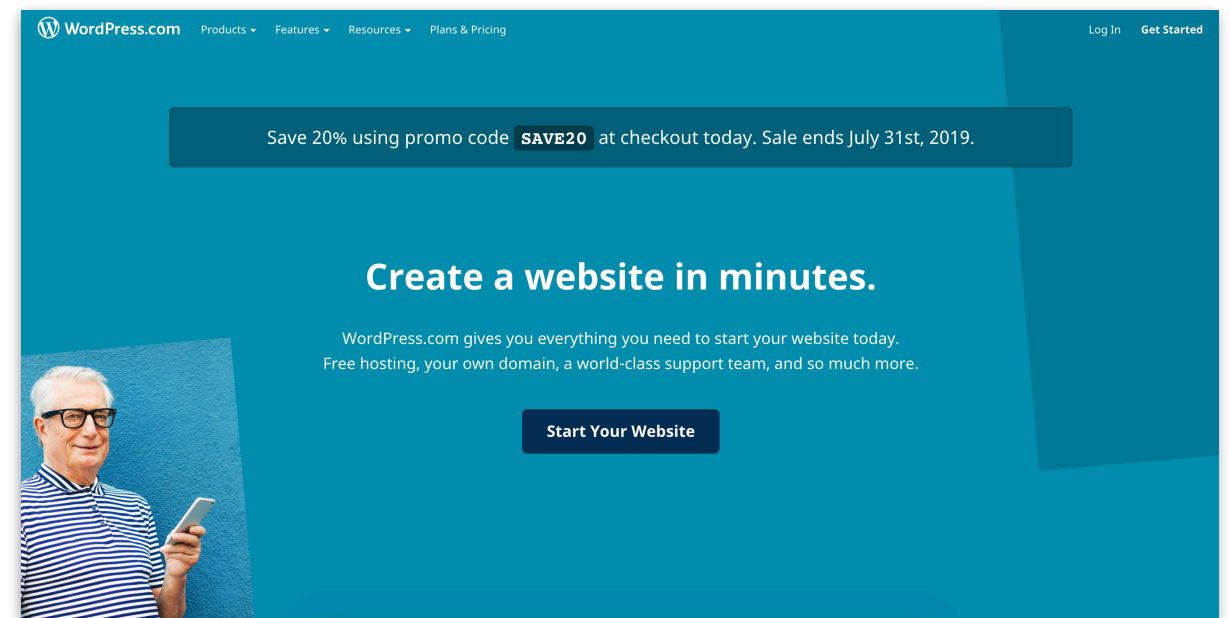
Communication

Designer:



- Artboard
- Canvas

Developer:



- Screen
- View

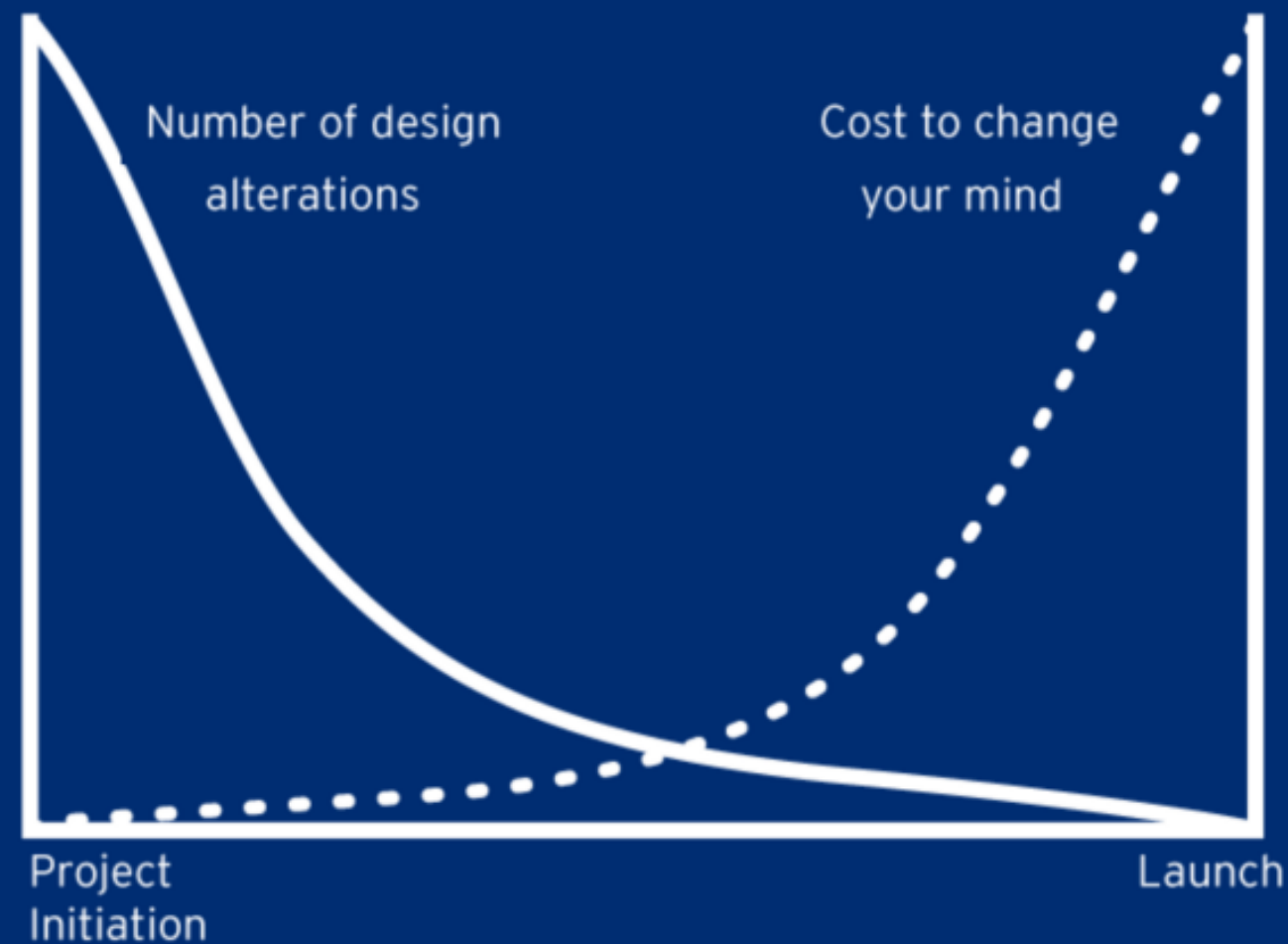
“I can't do this. This can't be done this way.”

– Developer

“This needs to be like this because the client wants it that way. This change will ruin UX.”

– Designer

The Cost to Change Your Mind

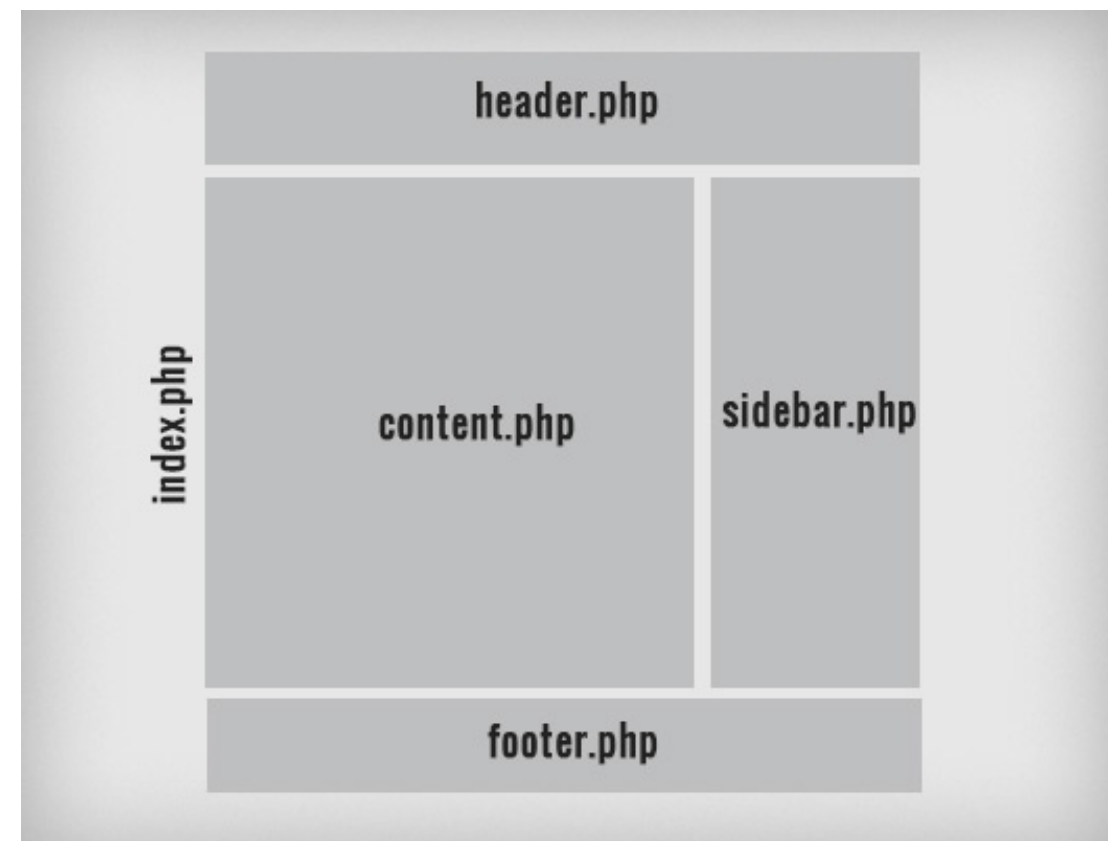


What to do?

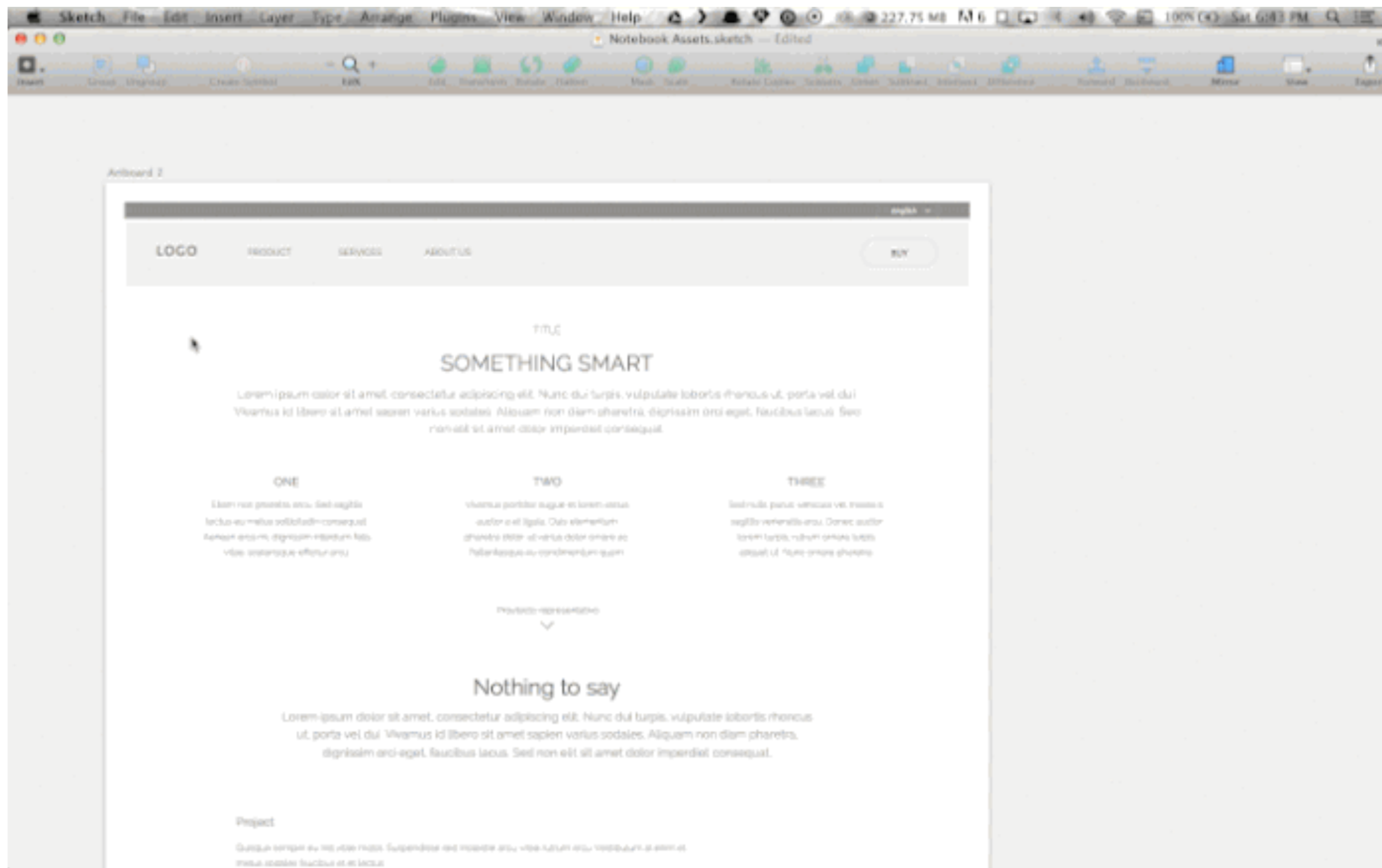
- Involve developers from the start to design process
- Internal presentations after the project
- Ask smart questions, give constructive answers
- Proactively give feedback - The cost to change your mind
- Communicate technical constraint from the beginning

What designers should know about how Wordpress works

- How templates work
- What can be editable on each page and what user can edit
- Difference between page and a post
- How sidebars, header and footer work



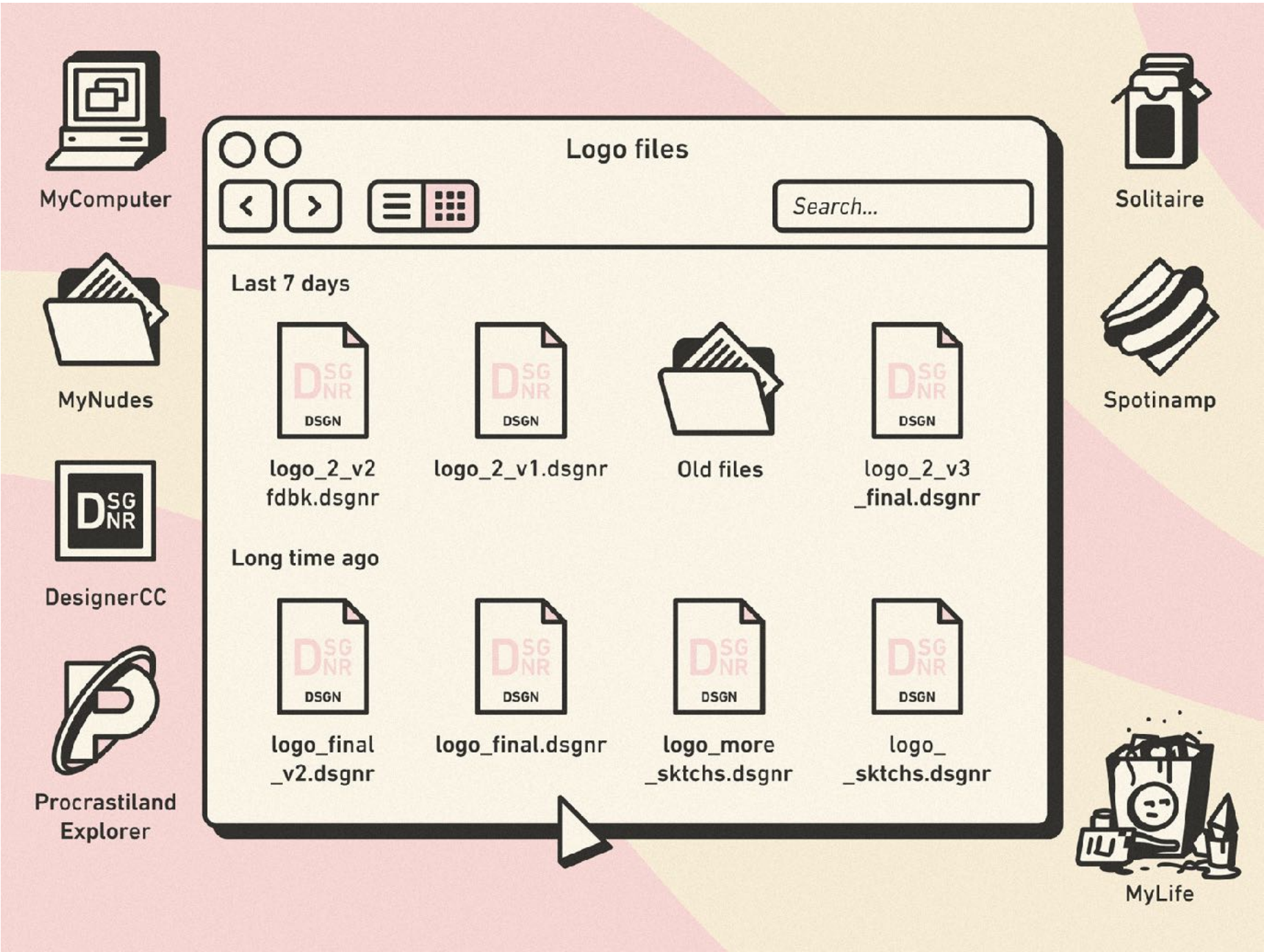
Organization



Collaboration tools

- InVision
- Framer X
- Figma
- Adobe XD
- Zeplin
- Sketch Notebook plugin



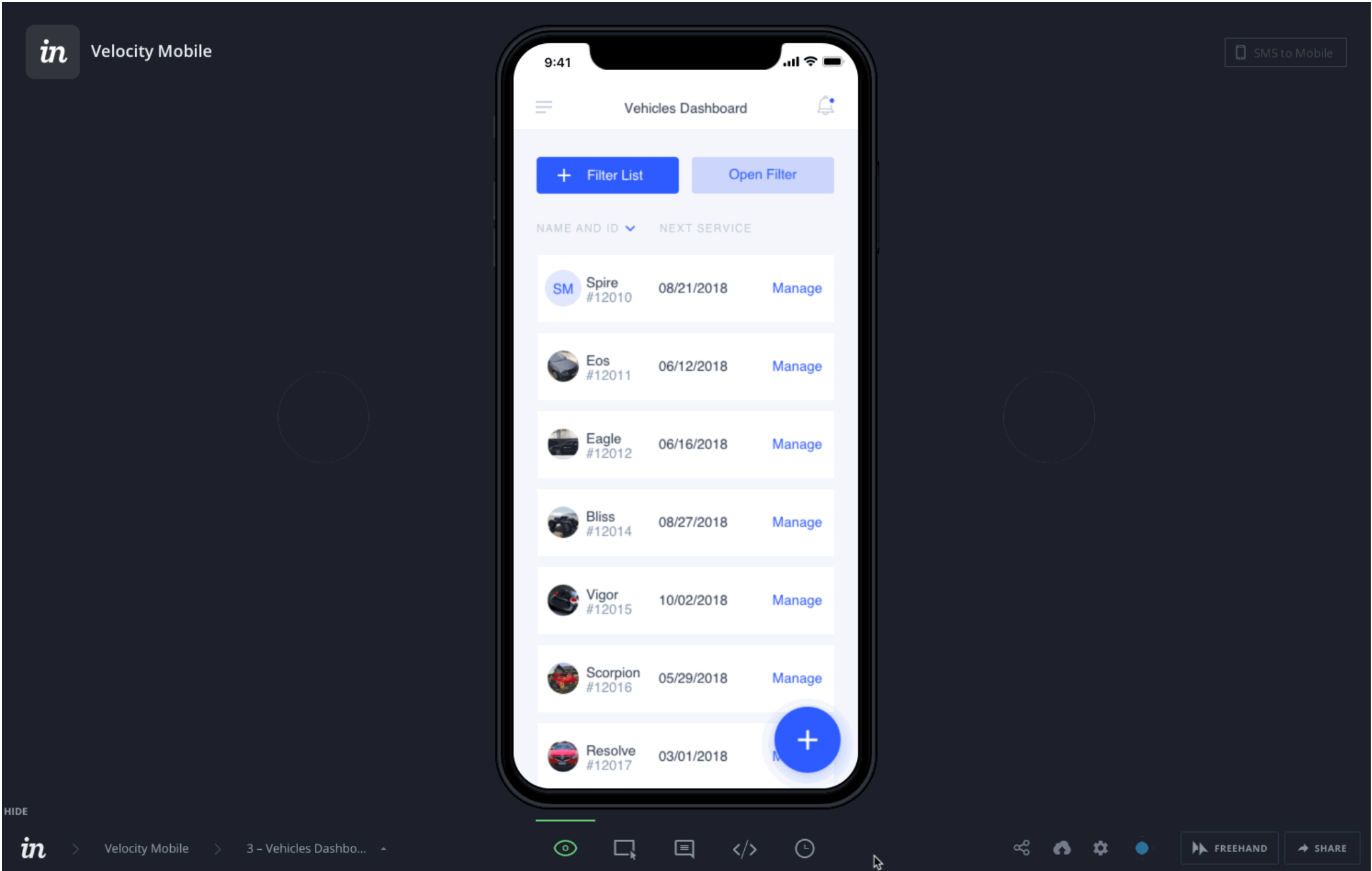


Good naming conventions

- Name the file with YYYYMMDD at the end of the file
presentation/meetup_20190731.sketch
- Try not to use long file names. Make it short and separate different content with folders.
- When exporting assets for Android, iOS or other platforms first read the official documentation, then consult with developer about best practices and suggestions.

Good naming conventions

- ic – as prefix for all icons
ic_asset_name.png
- bg – as prefix for all background
bg_asset_name.png
- selected – as suffix for selected state
ic_asset_name_selected.png
- pressed – as suffix for pressed state
ic_asset_name_pressed.png



Conclusion

Improve communication to improve work.





**Talent wins games,
but teamwork and
intelligence wins
championships.**

– Michael Jordan

CINNAMON

Kristijan Korman

Design Team Lead

kristijan.korman@cinnamon.agency



Tin Jurković

iOS Team Lead

tin.jurkovic@asynclabs.co

