



# hello

## Communication & Project Management across Multi-disciplinary teams

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# Communication

- ★ Start talking early in the process
- ★ Share designs with developers *before* they get signed off by the client
- ★ Don't hide development away until it is 'done' - get work in front of the other people involved as soon as you can, even in an incomplete state



# Who does what?

Clarify who is responsible for different parts of the application

- ★ The more people involved the more roles are likely to cross
- ★ Front-end and back-end development meets when using Ajax for example - how can we help each other?



# Explain clearly

- ★ Designers - don't assume that the developer will always notice the tiny nuances of your design. Annotated versions are helpful!
- ★ Developers - give enough explanation that less technical team members can understand the issue. Particularly if they are responsible for communicating it to a client.



# Don't just say 'no'

Offer alternatives rather than just saying that something can't be done, would the request:

- ★ create an accessibility / usability issue?
- ★ be bad practice? Why?
- ★ take the project over budget?

What alternatives could you suggest so as not to be the roadblock?



# Snags & bugs

Team communication can be eased if bug reports/snag lists are clear and don't come across as a criticism:

- ★ When reporting a bug explain - what you expected to happen, what actually happened & what you were doing at the time
- ★ When being asked to check something - be clear what the extent of the readiness is. So you are not testing something that is currently incomplete



# Thank you

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