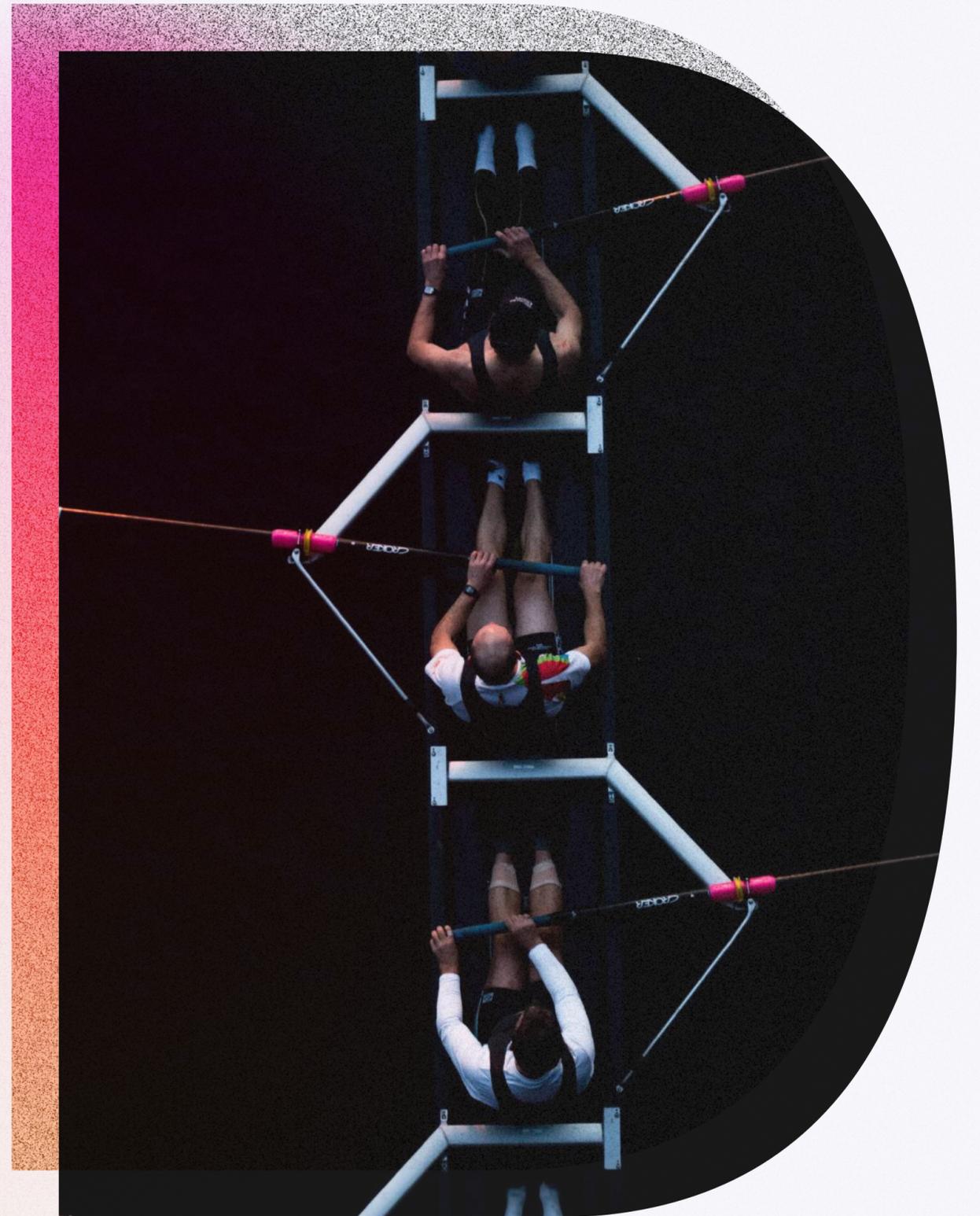


Design – Dev Collaboration

Practice guide for designers to collaborate better.



Content

“One of the most important things for designers is to have a strong collaborative partnership with engineers. No great design work happens without that partnership being in place.”

- **Alissa Briggs**

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About Study

Duration 5 months

Sources Developers, Designers, Browsing

Toolset Google form, Miro, Google meet, Figma

Problem statement

We enjoy designing digital products that users love to interact with. But as it comes to a product's launch, most of the time there are 2 versions of it (designed and developed) maybe because of some gaps within the design and dev team. So I want to create a guide that consists of best collaboration practices with the help of designers and developers.

Process

Followed iterative design thinking methodology.

Strategy and Planning

Strategy

- Assumptions and Questions

Planning

- Research Plan

Empathise, Define, Ideate, and Test

Empathise

- Survey
- User interviews
(Designers and Devs)

Define

- Synthesize research

Ideate

- Brainstorm on ideas

Test

- Implement

Practices

Involve developers early in the process

- Ask developers for their feedback on, solutions built or in progress.
- Ask them to point out the technical challenges, so it won't hurt later in the process.
- Do not surprise developers by showing them all screens/design at once, do it in small chunks.

Practices

Plan milestones to discuss about users

- If you are conducting any research, gather all developers and share your finding with them, you might get some important questions or queries from them.
- Do let them about the users, their goals, their motivations, etc.

Practices

Document your designs

- Includes style-guide and UI library.
- Add notes, where you feel a specific thinking/scenario developer should be aware of.
- Why to ask for guessing? design in details (dropdown, interaction, behaviour, etc...).

Practices

Create prototype

- Instead of telling them create and show them how that should worked.
- Prototyping gives the idea on interaction and missing flows.

Practices

Be organised

- All assets should have relevant name and should be placed in certain directories.
- So even if any other designer is on the page, they should have a basic understanding of the structure.

Practices

Adapt to their processes

- Ask about their way of communications.
- Do they need file name in certain way or it should mark exportable in specific format.

Practices

Add some development knowledge in your pocket

- Having understanding of how development works, helps in designing interfaces.
- Basics would be grid system, responsiveness, etc...

Practices

Add design QA step for every project/sprint

- Making sure the developed version matches with designed one.

Bonus

Crucial factors

- Having specialists in the team who take care of beautification.
- Insufficient time.

Implement and evolve.

What Next