



Discussing Design: Improving Communication and Collaboration through Critique

Adam Connor , Aaron Irizarry

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Conversations are a large part of how we work together as a team. Designers are no different, but there are not many resources available that concentrate on these necessary soft-skills. This book provides practical and actionable insights to help your team give and receive constructive criticism. For managers, this book discusses proven tools to set a foundation for your team to stay focused on overall goals, and how to handle negative critiques. As an added bonus, the book also includes a Critique Cheat Sheet so you can quickly reference strategies and tools from top industry experts.

Discussing Design: Improving Communication and Collaboration through Critique Details

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From Reader Review Discussing Design: Improving Communication and Collaboration through Critique for online ebook

Vuk Trifkovic says

Good overview of a key skill. Not overly elaborate and to the point.

Adam says

There was a lot of padding around common sense or sometimes stuff which wasn't applicable to me. Mostly common sense. There was too much "this is what we'll tell you, this is what we're telling you, this is what we told you" (and a case study which usually didn't add much if anything).

Vlad Golovach says

Absolutely nothing conveyed in so many words.

Jake Zukowski says

Decent review for industry veterans

For those who have been in the design industry for a while, we can tell ourselves, "We need to get better at critique." Critique is like communication: very rarely will you be told you're doing too

Sharon Bautista says

This is another design book with a premise that seems noble--critique is a universal part of design organizations that's perpetuated with much complacency. Time for a shake-up, or at least a critical eye, right? The most memorable parts of this book are the definitions to commonplace terms, like critique, facilitation, active listening. The definitions seem more human and eloquent than the typical textbook glossary. Unfortunately, the rest of the book feels like a regurgitation of design books being published by the big publishers today. If based on design books alone, and specifically the profiles of designers included in design book sidebars, people working 100 years from now will think there were only 5 designers in our century!

Camille says

Just saw Aaron speak at an event and I was so impressed that I ordered this book immediately. The structure

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he proposes will undoubtedly help me in better conveying customer needs and sentiment to our designers and hopefully help us build an even more fantastic product and harmonious company.

Ben says

This book inspired me to use a more structured approach when giving and receiving feedback on UX design projects. The vocabulary of critiques vs reactions and direction is useful, as well as the definition of a critique being to measure a design against agreed upon objectives. Perhaps the biggest message for me is to get better at defining clear objectives and use cases for each feature with the project team and reviewing those regularly.

The book became a bit repetitive in later chapters, as the authors iterated on the main idea and branched into general information on running meetings. I may go back and review those sections later, but I found I began skimming as the same ground was being covered in several different ways.

I recommend this for people who give or receive design critiques as a part of their work.

Delhi Irc says

DL027879 GG6

Hiran Venugopalan says

Nothing super wow. Common sense documented in form of a book. The book uses UX as context is the only difference. Not a book everyone MUST read or anything.

Nabil says

For people who work closely with designers, this book gives great practical advice on how to properly 'critique'.

The first half of the book is useful, while the second goes into granular details of some 9-5 basics, e.g. "be sure to take notes"

Would recommend for anyone who collaborates with designers sometimes, and mandatory for people who are responsible for designing (or approving designs) of user facing products.
