



# EFFECTIVE CROSS-FUNCTIONAL COMMUNICATION

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**bounteous**



## Catrina

*Front End Developer*

*Liberal Arts education*

*7 years at Bounteous*

*Adobe Experience Manager  
(AEM)*

*Badger*

*Ravenclaw*



## Andy

*Front End Developer*

*Engineering education*

*9 years at Bounteous*

*Drupal*

*Hawkeye*

*Hufflepuff*

With our different worldviews and priorities,  
how do we create a system where we can  
communicate effectively?

# AGENDA

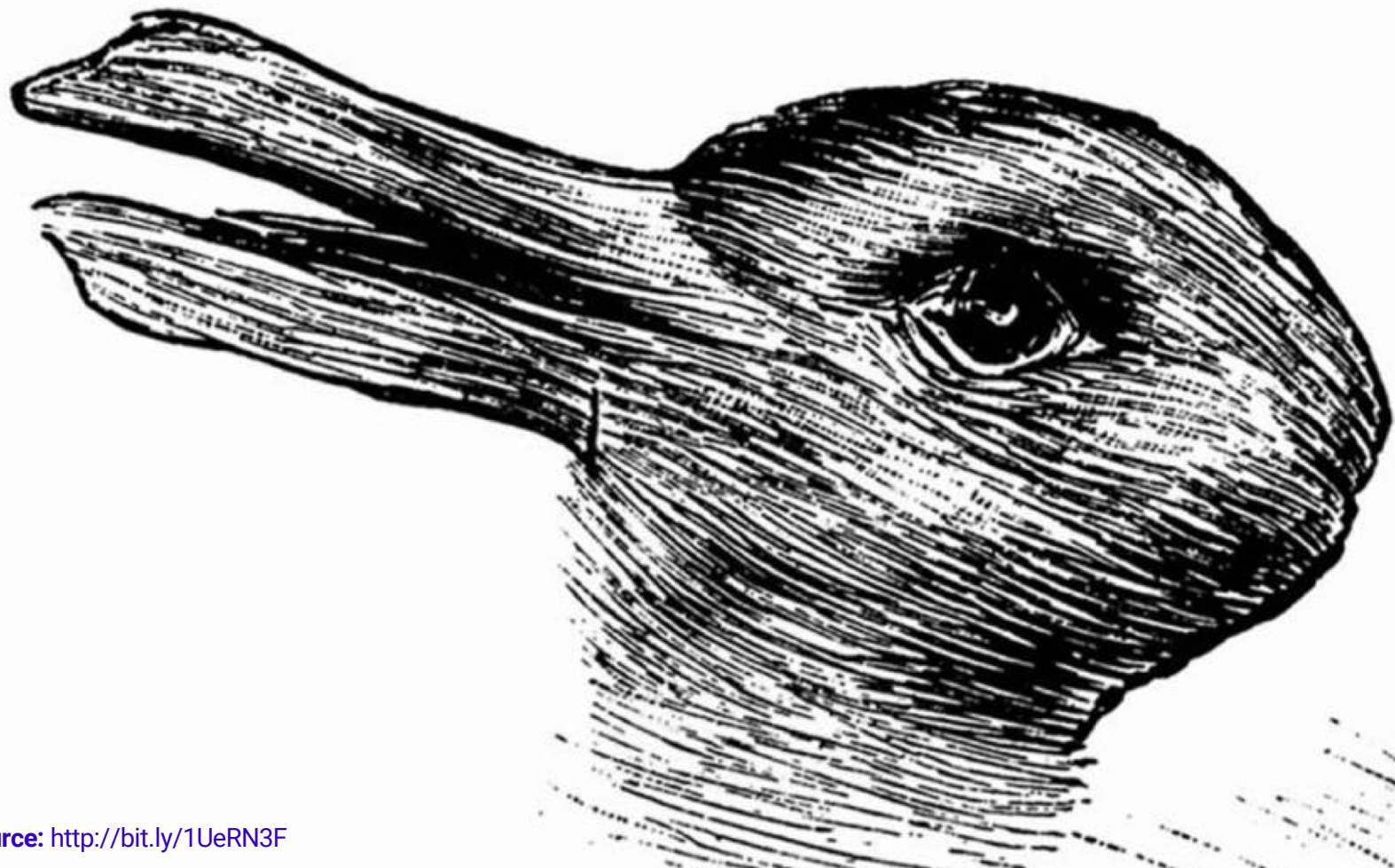
- 1. Communication Ground Rules**
- 2. Disconnect Points**
- 3. Bad Communication  
& Constructive Language**
- 4. Recap**

# 1. COMMUNICATION GROUND RULES

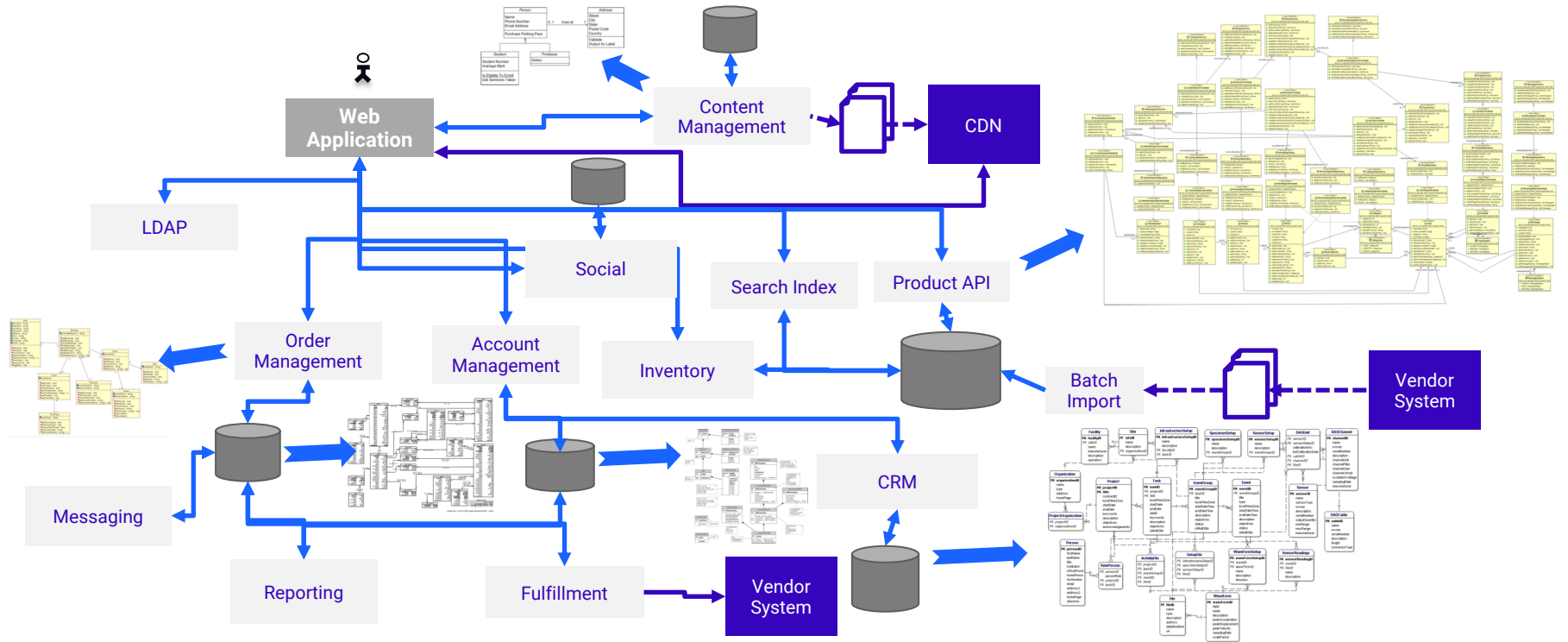
**Creating an Environment That Fosters Inquiry**

1

Always Assume  
Positive Intent



# ENGINEER'S VIEW OF THE WORLD







2

Communication  
Goes Both Ways

“

The ability to listen is as important as the ability to speak.  
Miscommunication is always a two way street.

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**Sheryl Sandberg,**  
**Lean In: Women, Work, and the Will to Lead**

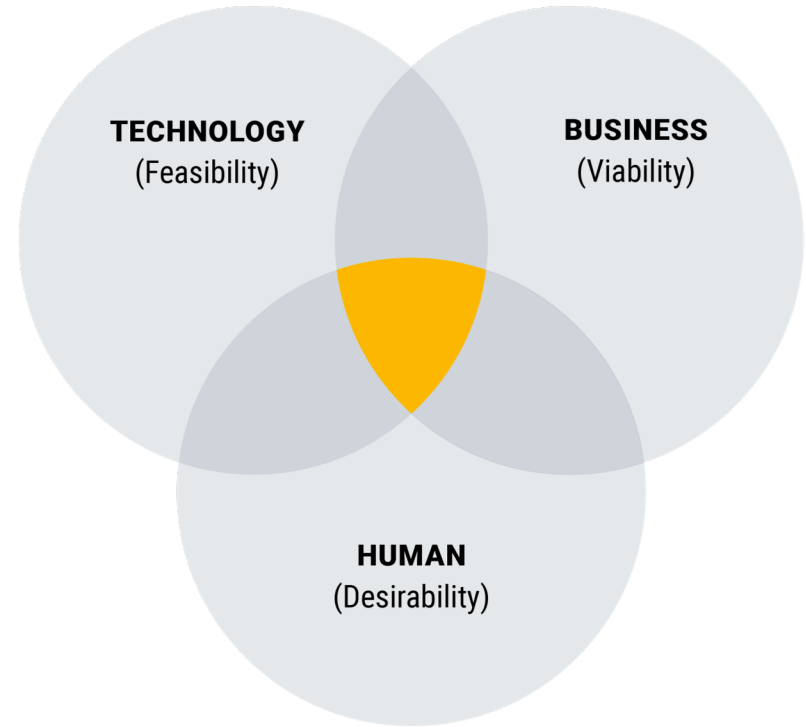
3

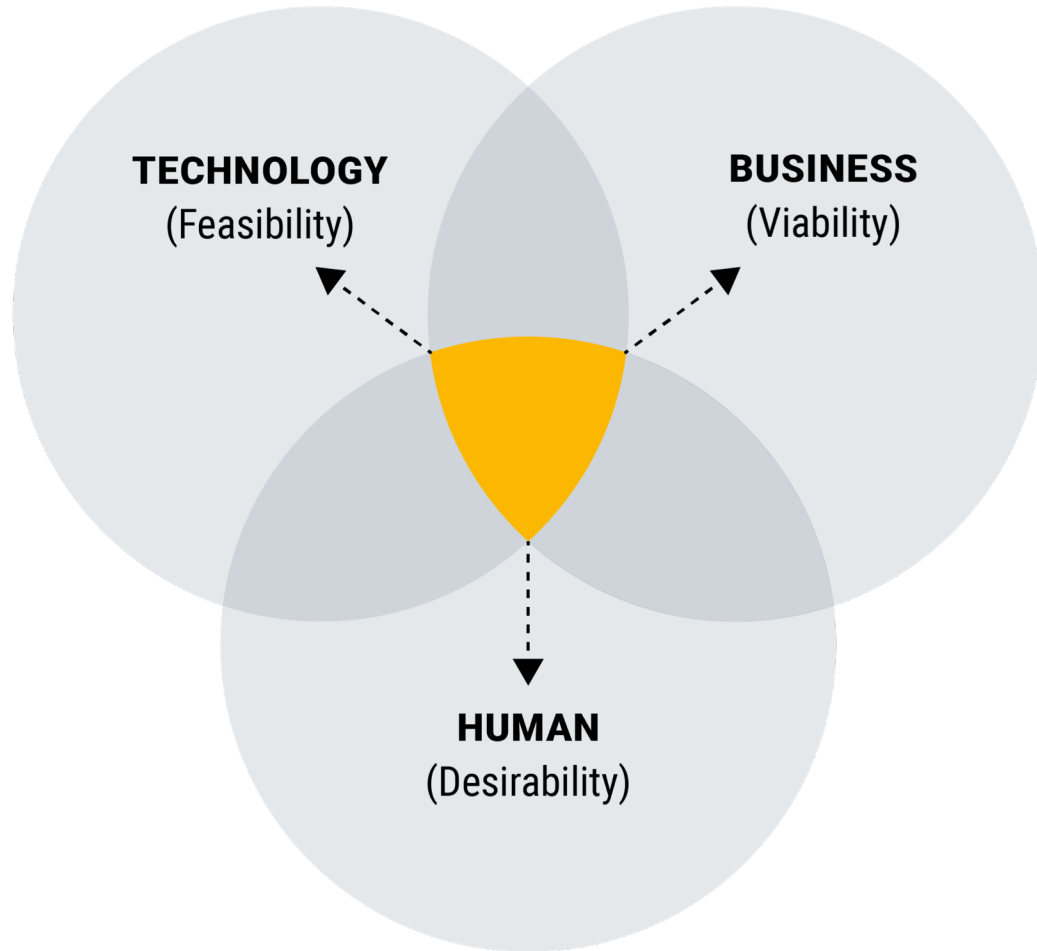
# Conflict Isn't Inherently Bad

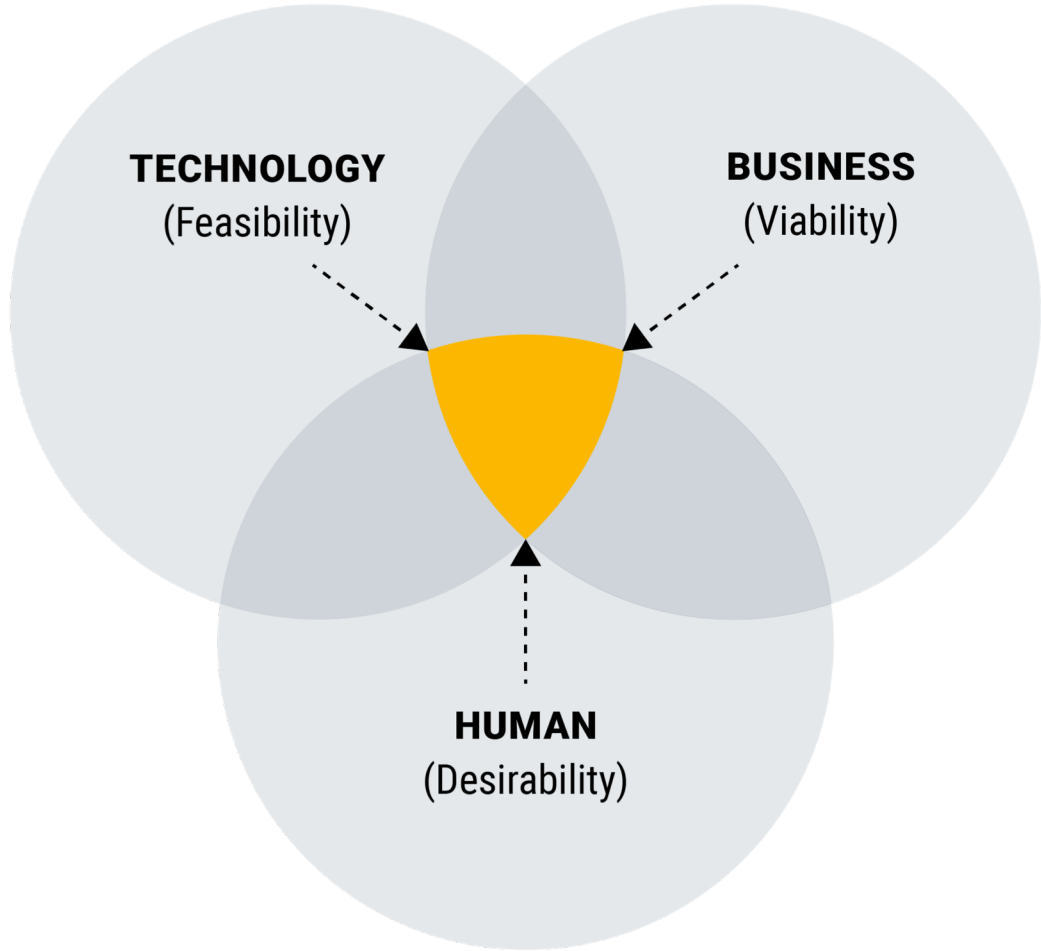
# HUMAN CENTRIC PROBLEM SOLVING

Our approach to design thinking is to focus the:

- **Business** on things their users want that we can build.
- **Technology** on the best solution that solves problems in the business's domain.
- **Human** on great experiences in line with business domain.



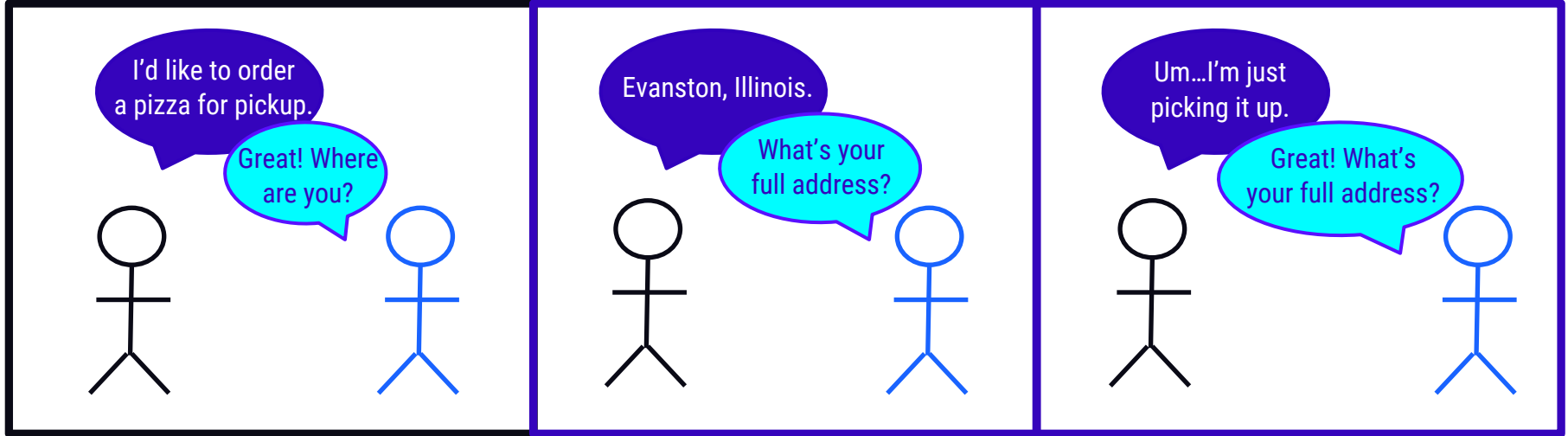




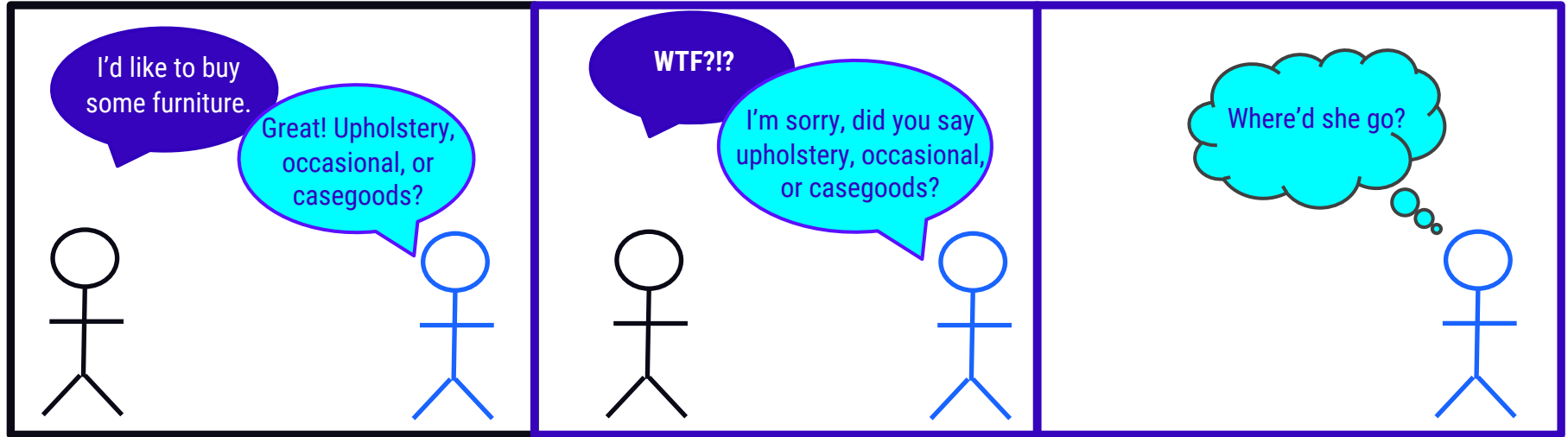
Unresolved Conflicts Create  
Real World Problems



# ORDERING PIZZA



# SEARCHING FOR FURNITURE



4

Don't Fall  
for the Illusion  
of Communication


<b>NO</b>		
<b>ACTUAL DISCONNECT?</b>		
<b>YES</b>		
	<b>YES</b>	<b>NO</b>
	<b>PERCEIVED DISCONNECT?</b>	

NO		
ACTUAL DISCONNECT?		
YES	<b>Discussion</b>	
	YES	NO
	PERCEIVED DISCONNECT?	


- Obvious disconnect
- Can be very helpful

	NO	<b>Clarification</b>	
ACTUAL DISCONNECT?	YES	Discussion	
		YES	NO
		PERCEIVED DISCONNECT?	

- Time to slow down
- “I think we’re saying the same thing”
- Discover new vocabulary

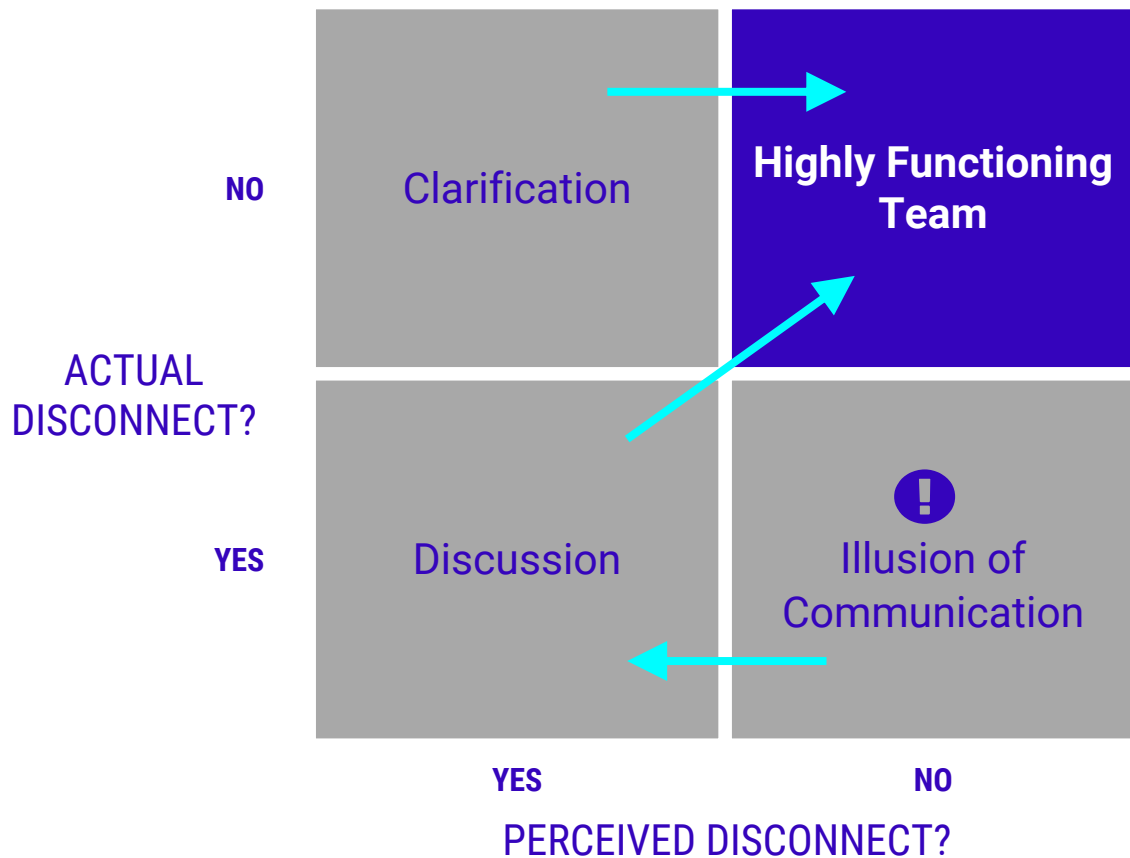
	NO	Clarification	
ACTUAL DISCONNECT?	YES	Discussion	 <b>Illusion of Communication</b>
		YES	NO
		PERCEIVED DISCONNECT?	

- Most Subtle
- Most Damaging

	NO	Clarification	<b>Highly Functioning Team</b>
ACTUAL DISCONNECT?	YES	Discussion	 Illusion of Communication
		YES	NO
		PERCEIVED DISCONNECT?	

**Takes work!**





- Being a highly functioning team doesn't mean that there are never disconnects.
- Good communication moves quickly to shift to an aligned team.

## 2. DISCONNECT POINTS

**Identifying Dysfunction and Moving Toward Alignment**



# THE 3 DIS-ES OF REMOTE COMMUNICATION

**Disengagement**

**Distraction**

**Distrust**

### 3. BAD COMMUNICATION & CONSTRUCTIVE LANGUAGE

**How to Stop Miscommunication in Process**

# BEWARE OF MISCOMMUNICATION SIGNALS

## What You Might Hear

- Good / Bad
- Important
- This is the right / wrong way to do it
- “They”
- “Handed off”
- “There’s no time”
- That’s the best / only way
- That’s hard

## Why it Should Flag Your Spidey Sense

- Opinion instead of facts
- Judgement instead of implications
- Us vs Them instead of We
- Advocacy instead of inquiry
- Short-sighted instead of outcome-focused

# BEWARE OF YOUR COMMUNICATION ANTIPATTERNS

## What You Might Be Saying

- "As I've said before..."
- "That's just common sense"
- "I know that"
- "I'm really busy"
- "I told them"
- "Because I said so..."
- "Words have meaning"
- "The client approved it"

## How It Shuts Down Inquiry

- Impatience
- Weasel words
- Implicit put down of other people
- Lack of responsibility and ownership
- Dictatorial
- Focuses on only your own point of view
- Ignores outcomes

# BEWARE THE ILLUSION OF COMMUNICATION

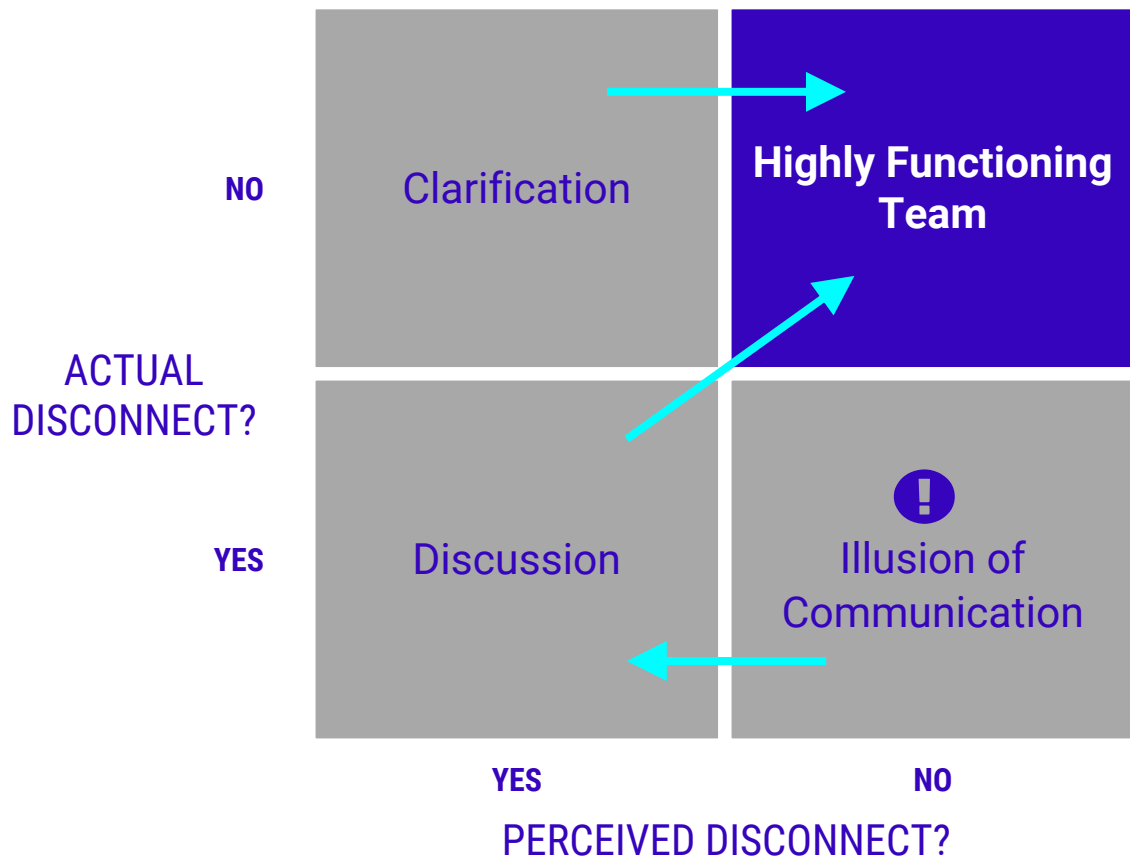
## Types of Illusions

- I told them that
- It was in an email
- They were in the room when it was discussed
- It's in Confluence / Sharepoint / wiki / etc.
- I gave them a link to the wires
- They said that they could do it

## Why it's an Illusion

- Unconfirmed assumptions of understanding
- “Inside out” method of communication
- Lack of initiative
- Puts responsibility (and potential future blame) on other people





- Being a highly functioning team doesn't mean that there are never disconnects.
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# MISCOMMUNICATION SIGNALS

## What You Might Hear

- Good / Bad
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- “Handed off”
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- That’s the best / only way
- That’s hard

## How You Might Respond

- What I hear you saying is...
- Can you tell me a little bit more about that?
- Let’s talk about the potential impacts of this path.
- Let’s reframe, focused on outcomes...
- How firm is that constraint? What are some alternatives?
- Working as a team, we might need to be creative. What would we recommend if we were starting with what we know now?
- Let’s quantify the extra effort and the potential impact.
- What do you see as next steps?

# COMMUNICATION ANTIPATTERNS

## What You Might Be Saying

- "As I've said before..."
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## How You Might Rephrase

- It sounds like we might have a disconnect
- I think we're coming from 2 different sets of assumptions
- To summarize, I'm hearing you say 3 things
- It sounds like this is important to you. Can you help me understand the urgency?
- When I use that phrase, I mean something different. Let's explore that together.
- The reason that this is important is because these are the potential outcomes...
- Someone already decided this, but let's see if this merits reevaluation.

# ILLUSION OF COMMUNICATION

## Types of Illusions

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## Questions You Can Ask Yourself

- Did your message get effectively transmitted to your audience?
- Did you verify your message was understood?
- Are you taking ownership for the success of the communication?
- Did you confirm that the other person agreed to the same thing you think they agreed to?
- Do all necessary parties have the same shared understanding?

## 4. RECAP

**Create the Right Environment  
for Good Communication**

We succeed or we fail as a team

## GROUND RULES

- 1 Always assume positive intent
- 2 Communication goes both ways
- 3 Conflict isn't inherently bad
- 4 Don't fall for the illusion of communication

Communication is a learned  
skill that requires practice



Thank You.  
We Want Your Feedback!

<http://mid.camp/257>

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@SoNotKidding

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