

# THE GUS PRINCIPLE

Converting complexity to simplicity.

**Lonnie Standridge** 

**Mark Mooney** 

Director of Development

Director of Software and Services



# THE PROBLEM







Complexity

Disorganization

Confusion

# THE SOLUTION







Know your Problem

Know your Tools

Execute

# THREE QUESTIONS







Does it Look Good?

Does it make Sense?

Is it easy to Use?

# THE PRINCIPLE

- Does it look......Good?
- Is it easy to.....Use?
- Does it make.....Sense?

# **IMPLEMENTING GUS**







Three Principles

Easy to Memorize

Easy to Practice

# **GUS IN ACTION**

Database

Architecture

Deployments



# **GUS TODAY**



We've expanded GUS to all areas of development



Every new developer is trained with this practice



We have expanded the principle to other teams such as product and support



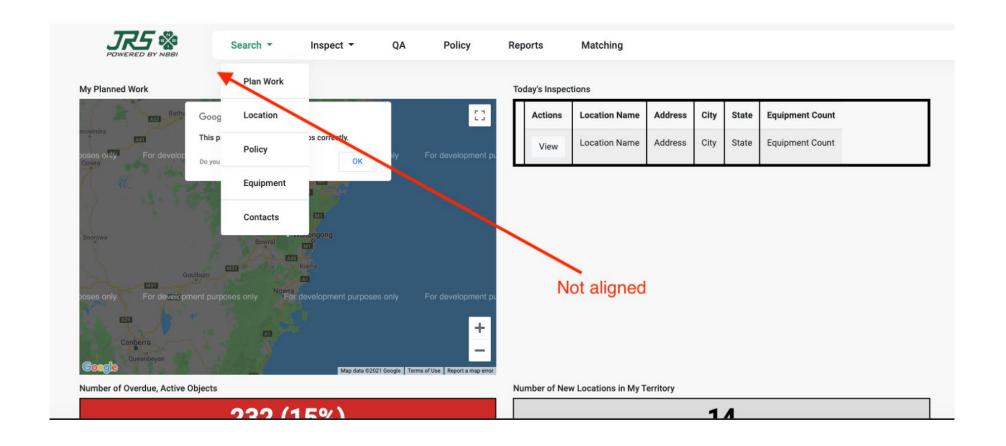
NBBI is looking at this principle for other areas of the organization



### HOW IS THE TEAM USING THE GUS PRINCIPLE?

### **INDIVIDUAL TESTIMONIES**

- "Familiar UI patterns and interaction design make a product more intuitive and easier to use" ~ UI/UX
- "Code must look good, be easy to use, and make sense" ~ Architecture
- "When creating stories or epics, I can use the principle of "does this make sense" to ensure that the goals are clear and realistic." ~ Engineering
- "by focusing on the inspector and the need for the work planning process to make sense, we simplified the function of the page" ~ Product Team
- "I apply this principle when designing and organizing the infrastructure and CI/CD, and how each component interacts with each other" – DevOps Team



#### DASHBOARD - BEFORE

"When something looks good it is human nature to believe it is engineered better, will function better,"



Home

Se

arch ▼ Q

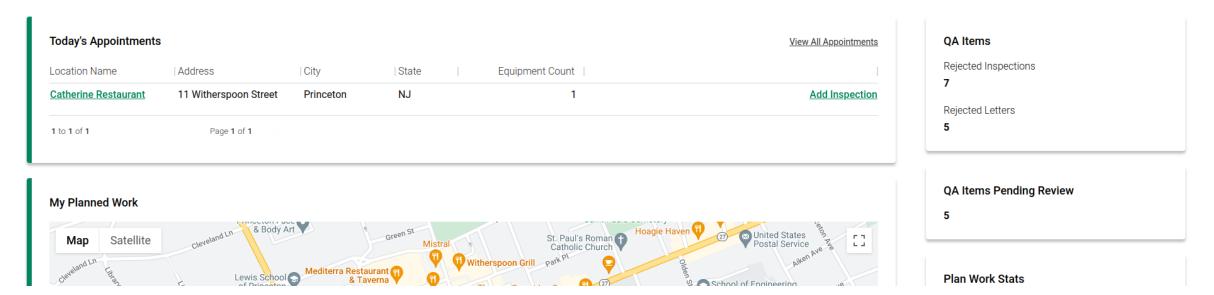
Reports

Matching

Accounting ▼

Admin **▼** 

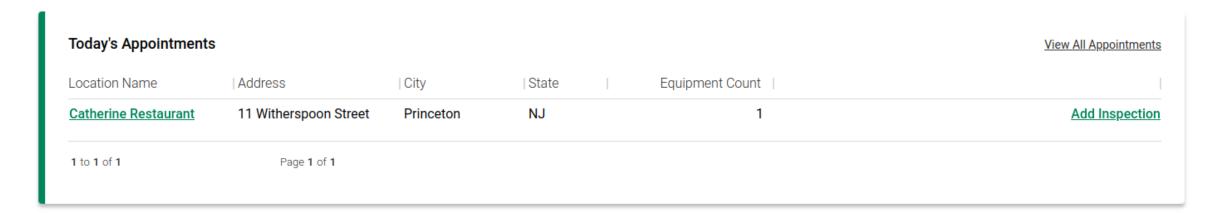
#### National Board - JRS Home



### **DASHBOARD - AFTER**

"When a site looks good it creates a calmness to the user because they know it is well thought out and it won't be a battle to use it"

#### National Board - JRS Home



### INSPECTION WORKFLOW

Here "Add Inspection" is a clear and quick way to navigate.

# APPLICATION BEYOND SOFTWARE DEVELOPMENT

- Does it look......Good?
- Is it easy to.....Use?
- Does it make.....Sense?

# HOW DO I USE "GUS" AS AN INSPECTOR?

- I. Do I leave my CO monitor in the car, going into an inspection?
- 2. Do I "work with" a customer that doesn't want to open an inspection space?

### WHY "GUS" MAY NOT BE USED

- I. PRIDE
- 2. LEADERSHIP RELATIONSHIPS OR ATTACHEMENTS
- 3. PREVIOUSLY INVESTED MONEY OR TIME
- 4. OPTICS
- 5. ITS FAST AND APPEARS TO GET THE JOB DONE
- 6. JUMPING TO CONCLUSIONS BASED ON EMOTION OR UNCONSCIOUS BIAS

### HOW TO IMPLEMENT THE "GUS" PRINCIPLE

- I. HAVE SHORT AND LONG TERM GOALS
- 2. APPLY THE "GUS" PRINCIPLE TO EACH GOAL
- 3. AS SHORT-TERM OBJECTIVES ARE SET, ASK "GUS" QUESTIONS EACH TIME
- 4. DON'T SHOOT DOWN NEW IDEAS USE THE "YES, AND" RESPONSE

# THE "GUS" PRINCIPLE

