

BETA!

# Who needs meetings?

## Asynchronous Decision Making to the rescue!

courtesy of our "Lessons from the Open Source World" department (which I just made up)

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slides revision 2017-05-03

Pictures: Adobe Stock




A bearded man with a focused expression is shown in a workshop setting. He is holding a pencil in his mouth and a piece of wood in his hands, appearing to be in the middle of a craft project. The background is slightly blurred, showing various tools and equipment. The overall lighting is warm and focused on the man's face and hands.

**Maker**

**vs.**

**Manager**



A bearded man with a pencil in his mouth is working in a workshop. He is holding a wooden mallet and looking intently at his work. The background is dark and filled with various tools and equipment.

On a Maker's Schedule,  
a one-hour meeting  
might waste half a day

On a Manager's Schedule  
it's just another one-hour slot.

Credit to Paul Graham, blog post: <https://s.apache.org/ms>

MELIÀ  
HOTELS & RESORTS

4 ENGINEERS \$640  
2 MILLIONS' LOSS \$570  
Room Production \$1280

**Meetings are  
(crazy)**

**EXPENSIVE**

melia.com







The Many Flavors Of

**FAILED**

**MEETINGS**



wrong topic

unprepared

forgot Bob

who's in charge?

what's the goal?

#fail

too crowded in here

say again?

we'll decide

Bob forgot

next week

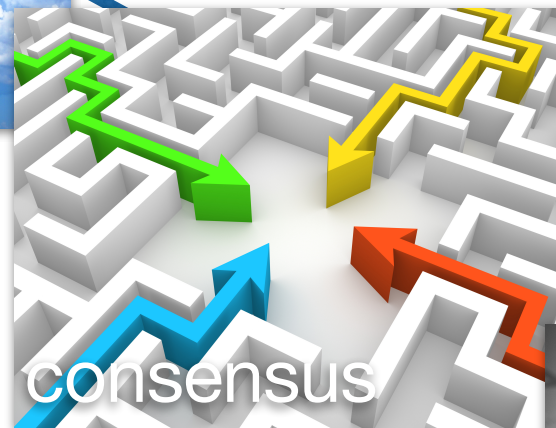


# Can we make decisions **ASYNCHRONOUSLY?**

Open Source projects  
do that all the time...



# Four steps to a decision



Unless formally required by your organization, **none** of these require people to be in the same “place” at the same time.



# Tools for asynchronous decisions



Apache projects (where I come from) use their **dev mailing lists** as a shared asynchronous communications channel and **issue trackers** for case management. Your mileage may vary but the principles are **not** limited to software development.

# So, NO MEETINGS?

Keep the ones who are efficient  
and *not boring!*  
And *prepare* them seriously!





# codal

blog post:

<http://s.apache.org/async-decisions>

**Meetings are great if you can afford them  
but VERY expensive for craftsmen.  
Asynchronous decision making can make  
LOTS of them unnecessary.**

