Designing APIs for Humans: Developer Experience (DX), User Experience (UX,) and the Social Practices of Software Maintenance.

Hey, there! In this roundtable we will talk about the growing field of Developer Experience (DX) and how it relates to software maintenance. I’m sending some questions to think about ahead of our conversation. Looking forward to our roundtable! – Maria

1. **We will share experiences working in DX.**
   a. Come prepared to share your own experience working in DX.
      i. What’s your background and current role?
      ii. What has surprised you about working in DX?
   b. If you do not work in DX,
      i. What’s your background and current role?
      ii. Why are you interested in DX?

2. **Why DX and not UX?**
   a. From your perspective, what are the main differences between DX and UX?
   b. Can you think of an example that illustrates those differences.

3. **DX, Maintenance, Repair**
   a. What role does DX play in maintenance and repair?
   b. In your work, have you used DX practices to ensure the maintenance and repair of a codebase? If so, how?
   c. What types of relationships does DX foster among developers? Are these relationships conducive to maintenance? Can you think of an example to illustrate your answer?
   d. What are the unintended consequences for maintenance of formalizing and professionalizing DX? Can you provide an example?

4. **Public-sector DX, Corporate DX**
   a. Does DX in the public and private sectors differ? If so, how? And what are the implications for codebase maintenance? Can you provide an example?
   b. What are the strengths/limits of DX in making open data accessible?