

### Our Communication Technique:

I was going to send out another email about what I was thinking concerning ownership, but I realized I was the only one sending emails.

When David and I first started talking about this 3D Printing project, we agreed how important it was to record the development with emails. The idea is to record the ideas before we discuss them. This will avoid people “thinking out loud”. Once we have an idea to discuss that has been recorded, we embrace it together, on the same page as it were. We can make sure we understand it together. Before criticism, Questions should first be directed at understanding, and comments should prove understanding. There is nothing wrong with “brainstorming”, but we must have something to brainstorm about. We must have an email to start from so we are brainstorming about the same thing. If done on emails, I will record the brainstorming. There are many things to brainstorm, but it must be focused.

I have already heard many ideas discussed that I wish had been recorded. I know it is nice to have “face to face” communication. And, I believe this “Our Communication Technique” will greatly enhance our “face to face” communication.

We do not bring the same gifts to the group. I try to write only about the things close to my gifting and therefore experience. By the way, I write them first in my Checklist Program when they are fresh. And then just copy them to the email. Because we have different gifting, different expertise, we must realize we must actually teach each other. We are not “preaching to the choir”. We need each other.

My main comment is: “I have a hard-enough time remembering what I have said, let alone what others have said.” These are important ideas that need to be recorded for us to stay on the same page. All we have to do is believe the gifts we bring to the group are important enough to require us to write them down. Writing them down will help us formulate, perfect and remember the ideas. Especially writing them down in layman terms.