## Engineers Australia's Stage 2 Competencies





## RESPONSIBILITY FOR ENGINEERING ACTIVITIES

## **Checklist**

- archiving is critical to success in the profession of engineering. The irony is it's not for your benefit, it's for the benefit of others. Documentation survives a project as a historical artefact long after you've moved on. Make sure you document through the project lifecycle for currency and relevance. Engineers don't have memories like elephants because they're human. They forget.
- 2. Keep your documentation simple and concise, easy to read and understand. Remember you are not the audience. Language is critical to understanding. Don't sucked into long and verbose prose, use only as many words as you need. Senior people have a saying "TLDR." Too long, didn't read. Don't become a TLDR communicator. The objective is always crisp messaging. Ask others to check your documentation for clarity and its communication value.
- 3. Regularly seek out your peers for review and constructive feedback on your work but don't limit yourself just to your organisation. A big tip is to broaden your peer reviews. Provided you do not breach commercial-in-confidence, ask others for a cross-industry or interdisciplinary assessment and

- critical appraisal. The broader the feedback, the more robust your engineering contribution.
- 4. Ask for criticism, not praise when asking others to evaluate your work. Most people just want the later but if you really want to improve it's no good others providing conformation bias, you need to know where your blind spots and professional gaps are. Find out what you're not good at and fix that.
- 5. Take the initiative and organise formal and impromptu forums (or "scrums" as our IT colleagues call them) to discuss and debate key project milestones, recommendations or findings. Continually test, iterate and refine your work product in real time to create a virtuous improvement cycle.
- 6. Always offer up improvement opportunities and provide constructive feedback to inspire others and never seek to denigrate or criticise the work of others to promote self-interest. Let your work speak for itself and promote the work of others in your own networks and cross-industry to deepen the body of knowledge across the profession.
- 7. Only sign off on designs or outputs that have been scrutinised and tested so the costs, benefits and risks can be properly assessed and validated by the business. In industry, you're not working in an academic bubble like your university days. Your work now has real safety, commercial and operational impacts and these need to be understood. Every activity you perform has a benefit, cost, risk, consequence and constraint associated with it. The best engineers can articulate and weigh and trade them all off to arrive at the best solution the one that is fit-for-purpose that satisfies the requirements.

- 8. Never take the credit for other people's work. It's unethical and deceitful and you actually don't need to if you want to shine. At university it's called plagiarism. In industry, it's called stupidity and it's reputation-trashing and career-ending. Engineering is a team game and that means all contributions are welcome and required to deliver fit-for-purpose projects.
- **9.** Inform yourself by taking the initiative and developing your own picture of project performance. Stay close to your teammates and other stakeholders for a broader perspective that will help you fulfil your engineering responsibilities and accountabilities on-project. Step back once in a while and gain some altitude on the project.
- **10.** We say it all the time. Engineering is a team game. Know your role in the project and play it. Staying focused on your deliverables and the activities you're responsible for instead of playing politics and buying into organisational distractions (and there are lots of them!) will get you there faster.

## **STILL HAVE MORE QUESTIONS?**

Just email us at tellus@myengineerexchange.com and we'll get right back to you.

My ENGINEER EXCHANGE.com