



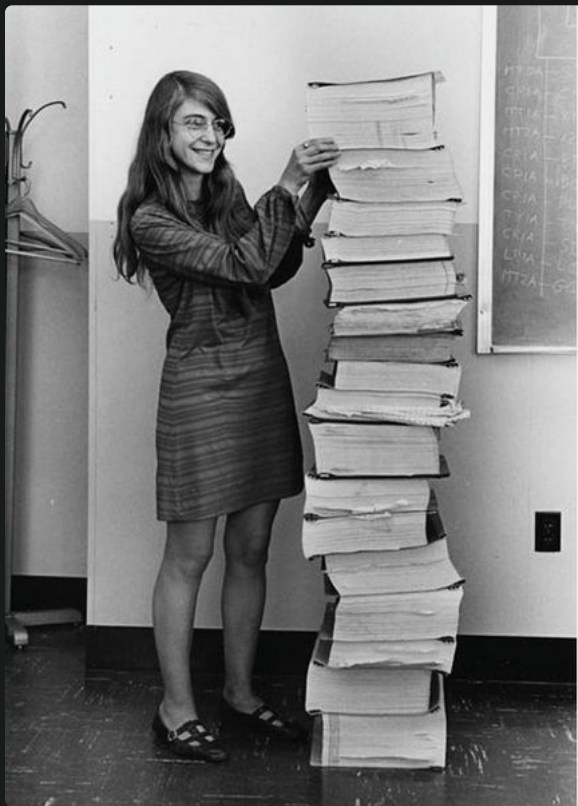
**Abi Noda**

CEO, DX



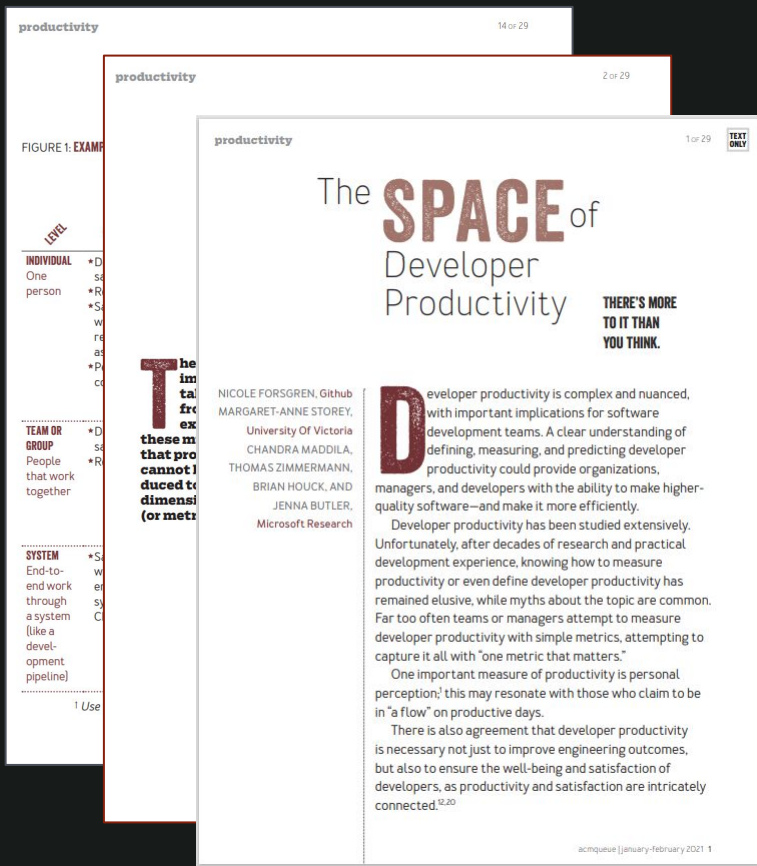
**Margaret-Anne Storey**

University of Victoria



**Pseudo-productivity:** *The use of visible activity as the primary means of approximating actual productive effort.*

*Slow Productivity, Cal Newport*



S  
P  
A  
C  
E

Satisfaction and well-being

Performance

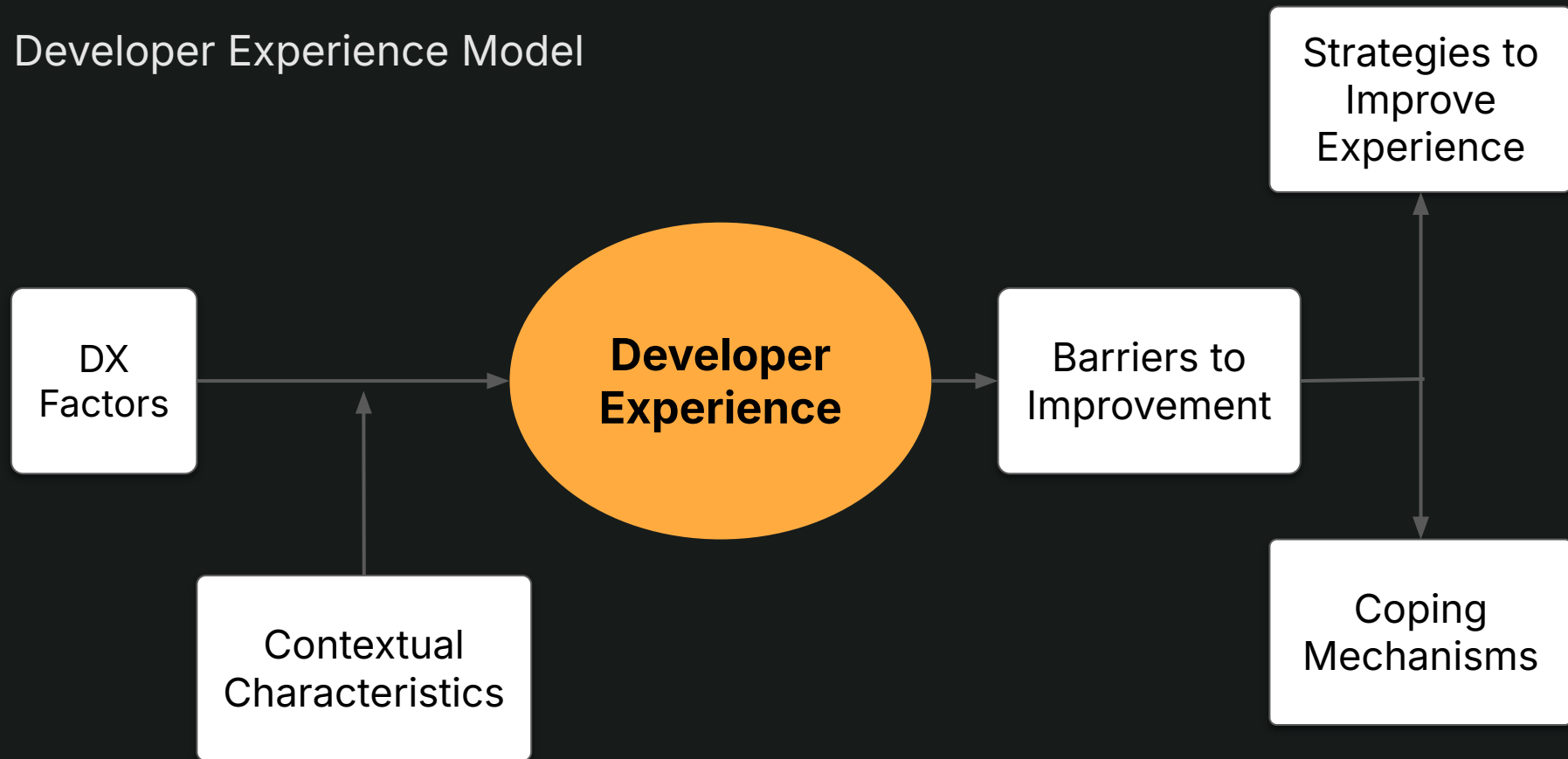
Activity

Communication and collaboration

Efficiency

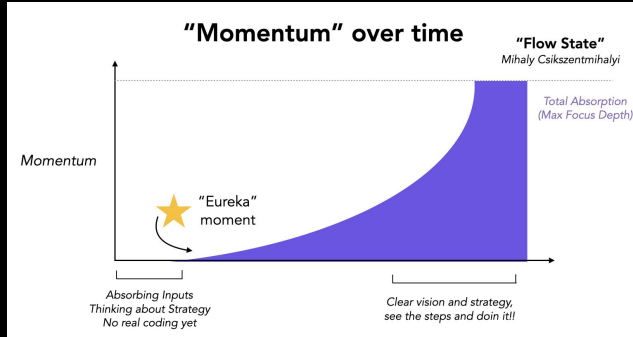
<https://bit.ly/spaceframework>

# Developer Experience Model



# DX Core 4

	Speed	Effectiveness	Quality	Impact
Key Metrics	<ul style="list-style-type: none"><li>• Diffs per engineer* (PRs or MRs)</li></ul> <p>*Not at individual level</p>	<ul style="list-style-type: none"><li>• Developer Experience Index (DXI)</li></ul> <p>DXI is a predictive benchmark of developer experience, developed by DX.</p>	<ul style="list-style-type: none"><li>• Change failure rate</li></ul>	<ul style="list-style-type: none"><li>• % of time spent on new capabilities</li></ul>
Secondary Metrics	<ul style="list-style-type: none"><li>• Lead time</li><li>• Deployment frequency</li><li>• Perceived rate of delivery</li></ul>	<ul style="list-style-type: none"><li>• Time to 10th PR</li><li>• Ease of delivery</li><li>• Regrettable attrition*</li></ul> <p>*Only at organizational level</p>	<ul style="list-style-type: none"><li>• Failed deployment recovery time</li><li>• Number of incidents per engineer</li><li>• Security-related metrics</li></ul>	<ul style="list-style-type: none"><li>• Initiative progress and ROI</li><li>• Revenue per Engineer*</li><li>• R&amp;D as % of revenue*</li></ul> <p>*Only at organizational level</p>



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# A Playbook for Studying AI Impact on Productivity







DX Core 4  
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# Developer Experience Index (DXI)

