

MAKER/MANAGER SCHEDULE

The differences stem from the nature of their workflows. Makers rely on uninterrupted time blocks while managers need flexibility. As such, it is essential to thoughtfully assess how scheduling a meeting might impact these differing approaches to productivity.

Aspect	MAKER'S SCHEDULE	MANAGER'S SCHEDULE
Time Blocks	Long, uninterrupted blocks (half or full days) to focus, solve complex tasks, and engage deeply with their work.	Smaller intervals (30-60 minutes) to oversee multiple areas, attend meetings, do quick tasks, and check-ins.
Focus	Requires deep concentration without interruptions to achieve deep work or state of "flow."	Handles multiple tasks and contexts; interruptions are normal and don't disrupt the flow of work as much
Schedule	Minimal scheduling to protect time for deep work; meetings are seen as a disruption.	Frequent meetings to communicate and make decisions, with schedules structured for availability.
Output	High-value, creative outputs like code, designs, or written work.	Decisions, planning, coordination, administration.
Impact of meetings	A single meeting can disrupt the day, as it breaks the flow needed for complex tasks.	Integral and often day-defining, allowing progress tracking and team management.
Work style	Tasks that demand immersion and a linear approach to problem-solving.	Tasks involving quick decision-making, multi-tasking, and context-switching.
Typical roles	Software developers, writers, artists, and researchers.	Project managers, executives, and team leads.