Rik Farrow writes in the August issue of *Login* that “the downside of offshoring is that real communication between software developers and program managers will get even worse.” This presumes a model where developers only communicate with managers, not directly with users. My advice for how to become offshoring-proof is to educate yourself in contextual design (or any of the other methodologies that likewise presumes extensive contact between developers and users), and to complement your computing skills with a liberal-arts education, which will develop your communication skills and your ability to understand non-computing perspectives.

MAX HAILPERIN

max@gustavus.edu
http://www.gustavus.edu/~max/