

The Windows 95 team were proud slackers

 devblogs.microsoft.com/oldnewthing/20180824-00

August 24, 2018



Raymond Chen

During one of the many (many) team meetings during the course of Windows 95, there was a slide that showed something-or-other broken down by job discipline. There was a column for developers, another for quality assurance, and a third column labeled *Slackers*.

The presenter was one of the lead program managers and explained that the *Slackers* column represented program managers and other management overhead. (This is the same person who famously predicted that the project would ship by June 1993, “Otherwise, I’ll be applying for a job at McDonalds.”)

As I’ve noted a few times before, the Windows 95 team enjoyed self-deprecating humor, and it wasn’t long before the epithet *Slacker* was adopted through the entire team.

We even had shirts made.



Windows 95 released to manufacturing on this day 23 years ago.

Raymond Chen

Follow

