



Grommet Theme Designer

Bryan Jacquot

1. Use a working title for your system

Grommet Theme Designer

2. Describe your users briefly (e.g., 50 words or less)

User Experience Designers are the primary users of this system. For the scope of this project, this user group will be further subdivided into UX designers who use Mac computers and the Sketch design tool.

Web developers are secondary users of this system.

3. Note how you will have access to at least 6 members of this user population for queries (M2) and evaluation (M5) Describe your system idea in 100-300 words

- a. Tell me what problem you're addressing
- b. Tell me your strategy for addressing the problem
- c. What will the system accomplish? (don't tell me how; that comes later)

I will have access to members of the primary user population through my employer. There is a team of 4 user experience designers in my local office building and dozens more in Palo Alto, Austin, and Seattle. There are hundreds of members of the secondary user population at my employer who are both local to my office and remote.

The problem I'm addressing with this system is the time consuming and difficult process of creating a theme for a website or web-based application. In addition, once designers create their theme, the transition to developers generally requires detailed, onerous specifications. This system will provide designers the design assets they use for their design process, as well as the code required for developers to create the application using their theme.

My strategy for addressing the problem is through creation of a web-based application for designers to select their desired theme elements such as primary color, fonts, and visual styles. With these selections, the system will create a complete color palette that meets accessibility standards, a typographic scale, and control elements such as buttons and checkboxes that align with designers input. For the purposes of this project, the Sketch design application will be the focus. However, the system could be extended to support other design tools.

The final element of this system is the theme that developers use with the Grommet development platform which allows them to efficiently implement the application as designed.

4. Describe yourself and your relationship to this problem (50 words or less)

- a. Are you working for a company that does related work?
- b. What role do you play at that company?
- c. Will you be working with a team? If so, what skills will other members be bringing?

d. What made you choose this project?

I am the Worldwide User Experience Architect at Hewlett Packard Enterprise. As part of my job, I lead the Grommet project which this system will augment. I will rely on teammates and colleagues for surveys and usability studies. I will complete the work alone except for the feedback I receive from my user group. I chose this project because this problem presents an opportunity to increase adoption of the Grommet platform. Some competing platforms such as [BootTheme](#) shown in Figure 1 offer theme builders, but they focus on a WYSIWYG designer which is often too simplistic for most applications.

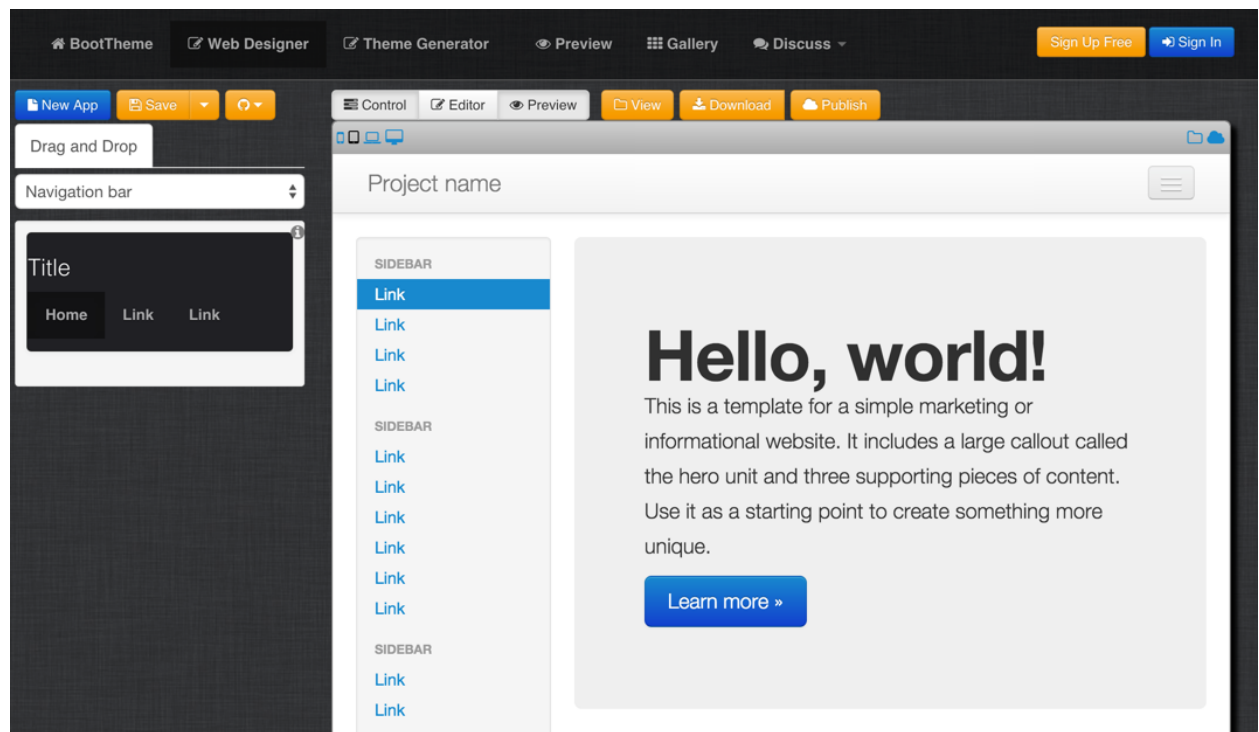


Figure 1: BootTheme Theme Designer

Others such as the Bootstrap Live Customizer shown in Figure 2 focus on the developer and largely ignore the role of designers.

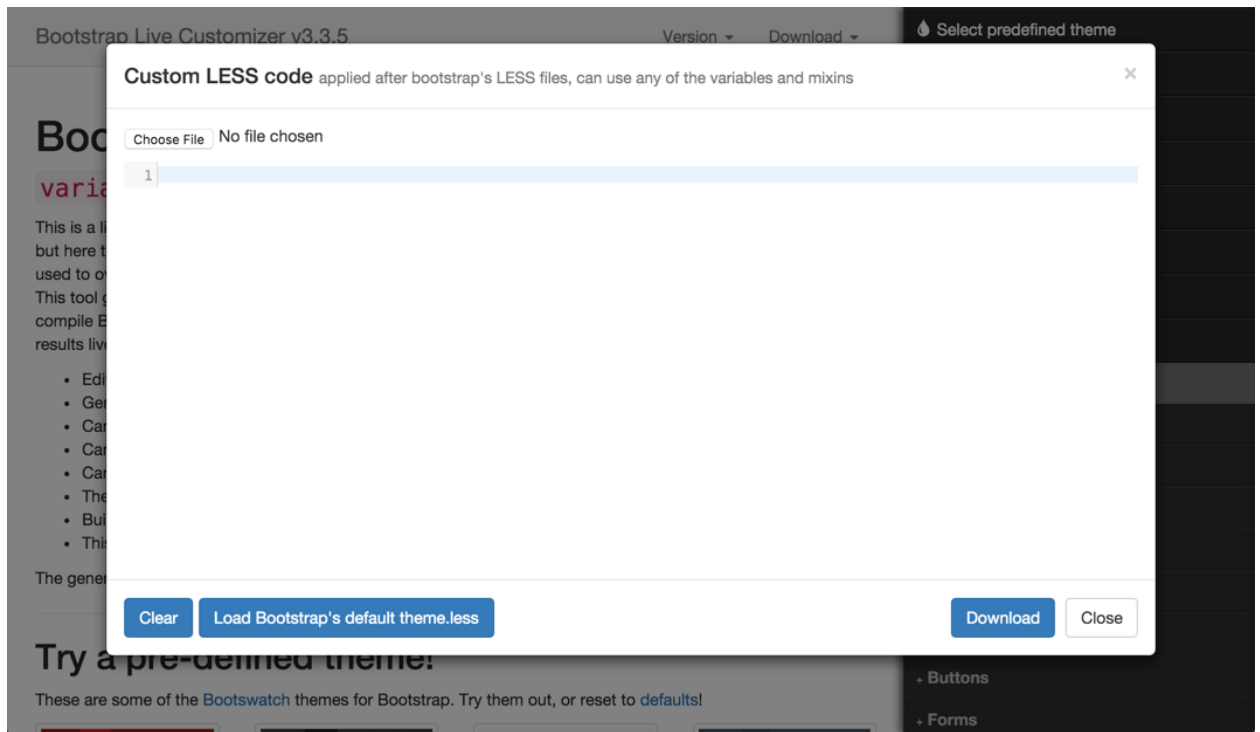


Figure 2: Bootstrap Live Customizer

This system will provide assets for designers and developers to efficiently create beautiful websites and web-based applications.