

Creating Effective Design Systems: Syllabus

January 16, 2020 / 10:30 AM - 11:30AM EST

Important Links

[Workshop Hackpack](#)

Pre-workshop checklist, and resources to explore during and after the workshop.

[Hack the North 2020++ Event Schedule](#)

Check this out to stay up-to-date on activities, workshops, and other key happenings this weekend.

Motivator

Design Systems enable designers and developers to collaborate more effectively and build products faster. They are a system of components (design elements & code snippets) guided by clear standards that can be used to build products at scale.

This workshop includes a Figma template to help you build your design system. Please come with a Figma account (free and browser-based)

Prerequisite Knowledge

In order to get the most out of this workshop you should be comfortable with the following concepts:

- Basic Figma knowledge

Learning Outcomes

This is what you will walk away from the workshop able to do:

- Build reusable components in Figma
- Branding typography and color styles

Timeline (1 hour)

Time	Module	Description
10 min.	Introduction to Design Systems	Why Design Systems matter and how they enable designers & developers to collaborate more effectively. Responsibilities of designers & responsibilities of developers when building a system.
5 min.	How to prepare a Design System	Inventory, audit, team responsibilities. Design system governance
10 min.	How to create a style guide	Intro to visual design and choosing colors & typography based on product. Using Figma's style system. Examples of design systems from companies.
10 min.	How to build components	Step by step tutorial on how to create components in Figma
10 min.	Try it out, Q&A	Hackers come in Figma file to build with me
5 min.	Evolving the Design System	Maintenance and the design system in the long run & big picture.
10 min.	Q&A	