Programming Design Systems

"It seems limiting to define the design to just the styles of the page. Is google.com a good website because of the look of the search field?

I found this quote to be rather compelling as it really made me think about what makes a good design. Function over form seems to be a common theme and it was interesting to see how google is used as a example of function when in the past I've always seen google as a great example of good form.

"Throwing a design over the wall for production is a bad legacy of the printed page, and there is no reason for the design process to end with the birth of a product."

This was an interesting quote to me as it pointed out two critical things. The first being that graphic design and the role of graphic designers has changed greatly in the last few decades, and the second being that the design process in modern design standards never truly ends.

"At the end of the book, it is my hope that you have learned two new skills: How to use code to create new and interesting graphic designs, and how to evaluate whether these designs can be considered successful."

I think that both of these goals are something I need to work on personally as well. Learning to design through code isn't something that immediately came to mind as something useful for designers when I first got into the career space so it's interesting to see how its actually incredibly relevant to the field.

What do Prototypes Prototype?

"Is a brick a prototype? The answer depends on how it is used. If it is used to represent the weight and scale of some future artifact, then it certainly is: it prototypes the weight and scale of the artifact. This example shows that prototypes are not necessarily self-explanatory"

Love how this is showcased and points out that anything can be a prototype depending on the interpretation and usage of the object. At the same time, I like how the author points out the need for prototypes to have some kind of explanation on the impact of the prototype.

"Ironically, while the design team understood the meaning of the hand-drawn graphics, other members of the organization became enamored with the sketchy style to the extent that they considered using it in the final artifact. This result was entirely at odds with the original reasons for making a rough-looking prototype. This example shows how the effectiveness of some kinds of prototypes may be limited to a specific kind of audience."

Thought that this quote was rather entertaining, as the idea of using hand drawn wireframes as a stylistic choice is not something that has ever occurred to me before, and it is interesting to see how some individuals can adopt a preferred style based on a prototype. I also enjoyed this quote due to the learning lesson behind it, your prototype (and designs for that matter) can be interpreted differently by different people.

"We have proposed a shift in attention to focus on questions about the design of the artifact itself: What role will it play in a user's life? How should it look and feel? How should it be implemented?"

I come from a background in psychology, reading through this article reminded me a lot of some of the psychological experiments that took place many years ago now. Researchers would use very simple means to mimic very complex circumstances for their studies, and the results were often very insightful and made great impacts on the field of psychology. Seeing this kind of proposed shift towards focusing on the user's behavior and impact and the implementation of that towards a product is, in my opinion, a necessary shift for the future of design systems and prototyping.