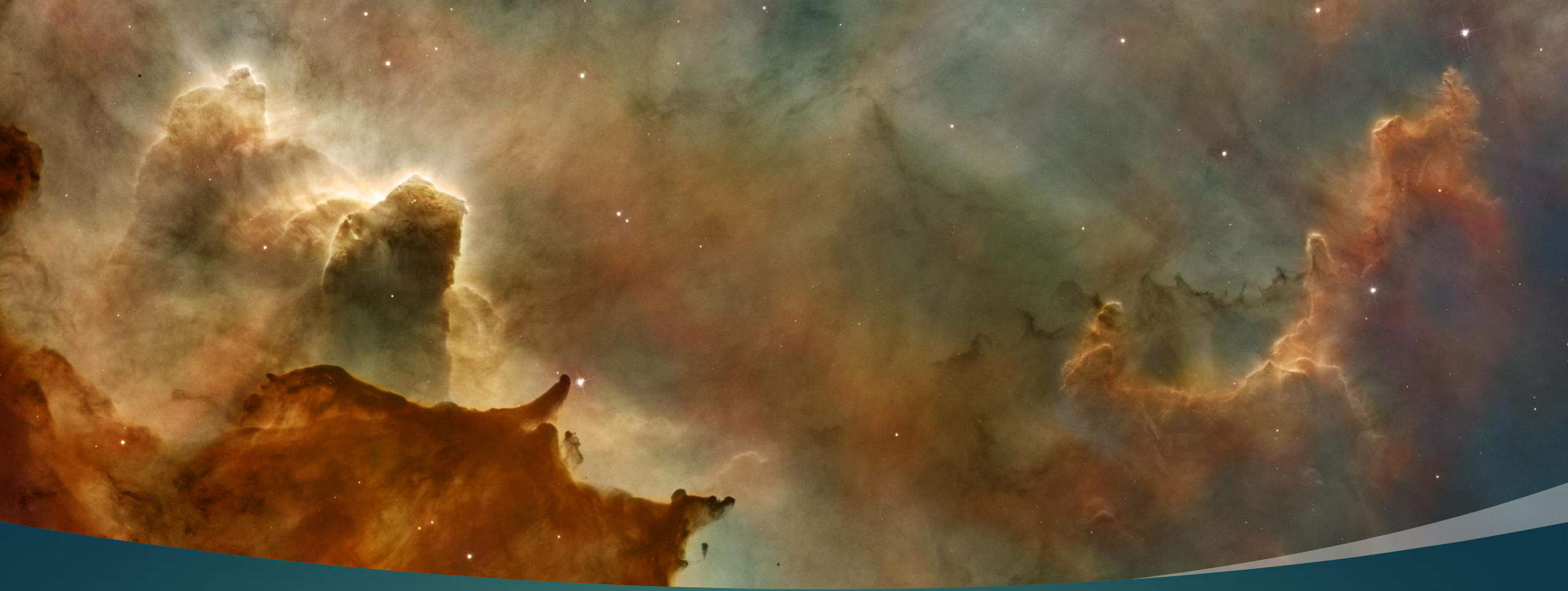

NEBULA WORKING GROUP

internal kickoff meeting

WORKING GROUP

INTRO

THE 'TEAM'

UX/UI

Gabrielle Bhagwat, Product Lead

XXXXX XXXX, Lead Designer

XXXXX XXXX, Technical SME

Front-End Development

XXXXXX XXXXX, Principal Tech

XXXXX XXXX, Developer

XXXXX XXXX, Developer

…

TBD

THE 'CHANNEL'

Slack Channel

#nebula_working_group

WORKING GROUP

PROJECT

THE 'HISTORY'

Doug set the stage for Nebula before his departure.

Our group will work together to integrate his vision in our work.

NEBULA
The official design system for Nerd Brigade.

Nebula is the result of the pursuit to design and build re-usable components in order to both streamline and standardize our software development process to maintain the highest level of quality and consistency.

Not unlike agriculture, this is a living system that requires continual attention, maintenance and care for it to not only survive, but thrive.

THE 'WHY'

Design Systems create a shared language and elements for Designers + Developers to work together In building future or enhancing existing products.

To provide the highest quality products to our users, we need to provide a consistent 'look and feel' and user experience across our products.

THE 'BENEFITS'

Simplifies and makes our work easier.

- **Focus moves to workflow NOT pixels.** Shifts emphasis from visual design to UX. Consistent branding prevents chaos from different designers having different styles.
- **Faster to create interfaces.** Saves time replicating designs. There are so many ways to code the same design – this not only saves time but reduces inconsistencies.
- **Cleaner code reduces QA time.** Re-using the code time and time again minimizes testing.
- **Faster maintenance.** Components can be changed in the design tool and in the code in one place.

THE 'PRINCIPLES'

Design principles are the shared value system across the entire design system.

Nebula Guiding Principles

Last updated: 2/22/2022
by Gabrielle Bhagwat

Consistency

Embrace patterns and recognize that our usability is greatly improved when similar parts are expressed in similar ways. **Interfaces that are consistent are more predictable**, which means that they are *easier to learn*. Learnable interfaces feel more usable since less friction is involved.

Honest

Be clear upfront about what's happening and why. If something goes wrong, **give clear recovery instructions** but spare them the technical details. *Be sincere and honest in the communication towards users*. Celebrate achievements and be sensible about the user's feelings and thoughts.

Fun & Playful

Functions must be intuitive and reliable before it can be fun for users. **Delight users in surprising ways without hindering primary tasks**. A carefully-placed animation can be a joy to experience. Subtle effects *contribute to a feeling of effortlessness and brings the interface to life.*

Functional

Our products are meant for intensive daily usage, *providing value efficiently*. This is why our core interactions, the ones users engage daily, should feel **streamlined and purged of unnecessary interactions**. Think about what users want to do and help them complete those tasks in the easiest and most intuitive way possible.

Human

Be gentle, be human. Interfaces must respond promptly to users in a human way so that the experience feels fast and like a real conversation. **Every person is different.** Take into account our products are being used by various type of users with different goals and various levels of knowledge.

Engaging

We value our users time. Involve users in the continuous quest to improve our products and keep them informed about changes. Having an overall good user experience will help users **be enthusiastic and feel engaged with our products**.

Minimalistic

Building something simple is anything but simple. Eliminate ambiguity. *Enable users to see, understand, and act with confidence*. Seek to simplify the interface by removing unnecessary elements or content that does not support user tasks. **Break complex tasks into smaller steps** that can be easily accomplished. Good design emphasizes the usefulness of a product whilst disregarding anything that could possibly detract from it. *Everything in the interface should serve a specific purpose.*

Focus

Our interface should promote the conditions needed for our users to enter a state of flow. **Take out friction and distractions** so users can stay focused on common tasks. *Our users want to stay focused*, and unless it's critical, an interruption can be frustrating. When a user reaches a flow state, even just momentarily, they will feel **motivated to keep going, productive, autonomous, and empowered**.

WORKING GROUP

SCOPE

THE 'PRODUCT'

We will treat our system as a product to serve our other projects.

Time commitment should be constrained to building a library of global, reusable components in React and styled in conformance with the Nebula Design Specifications + Guiding Principles.

THE 'PROCESS'

1. Draft the Practical Guide and Design guidelines (*upcoming slides*) - living documents.
2. ~~Create a UI Inventory & Get Org Buy-in.~~
3. *Build a* ***Working Group – Designers + Developers*** *& Establish processes, rules & principles*
4. ~~Build The Color Palette & Define The Typography.~~
5. *Implement an icon library*
6. Standardize remaining style properties.

THE 'PHILOSOPHY'

Draft Practical Guide to include:

- Standards for accessibility, visual style, code and product creation
- How to set up build or design tools
- How to ensure you're working from latest version
- Any review or governance processes at work
- How individuals can contribute – new elements

THE 'GUIDANCE'

Draft Design Guidelines section to include:

- Color
- Layout
- Typography
- Form Design

THE 'PATTERN'

Build the first system design pattern. Identify the best architecture for your design library.

Which One Should We Implement In Moving Forward?

THE 'STRUCTURE'

Brad Frost's Atomic Design Pattern

– *Atoms, Molecules, Organisms*

The UX/UI team has been using - as our guiding force, but we're open to alternative options.

Modular Architecture

- *Elements, Components, And Modules*

It reflects the structure of the front-end code.

THE 'SPRINTS'

Design the patterns as Adobe XD (or Figma) Components – selecting one per sprint (Ex. Button). Ensure the pattern conforms to the Design System.

Join to review the design. Make iterations if necessary. Once its finalized, build it out as a React Component.

Join to review the React component. Make any necessary changes.

Test and finalize. Add pattern to documentation (Usage And Implementation Guidelines).

THE 'OUTCOME'

Our System will be a success if -

A) It fosters a COHERENT and COHESIVE experience for the users

- AND -

B) It creates an optimal workflow for the Nerd Brigade Teams.

WORKING GROUP

TIMELINE

THE 'SYSTEM'

Nebula is a '*living guide*'. It's constantly *evolving And growing*.

A Design System is an ongoing process that feeds on quick iterations.

Though the foundation
may remain consistent, **Core Components, Component Variations, Styling Variables & Vision** are likely to expand over time.

WORKING GROUP

MEETING

THE 'MEETING'

Every Other Wednesday

1:30PM-2:30PM

THE 'DISCUSSION'

The philosophy section (See THE 'GUIDANCE') of the system needs panned out.

Nebula Interface Inventory has been completed to provide us with a solid foundation on what patterns can be observed across our existing apps.

UX/UI team will share its findings with the Dev team to come to a consensus on the process and the first pattern to be designed and built.

WORKING GROUP

QUESTIONS

RESOURCES

- Create Design System Guide
- Build First Design System Pattern
- Style Guides
- Crafting an Effective Working Group
- How to Build Design System Dream Team