

Designing at scale: a military grade design system

THE INDUSTRY

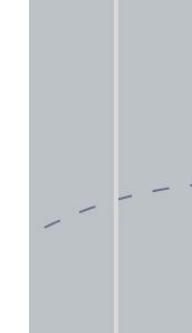
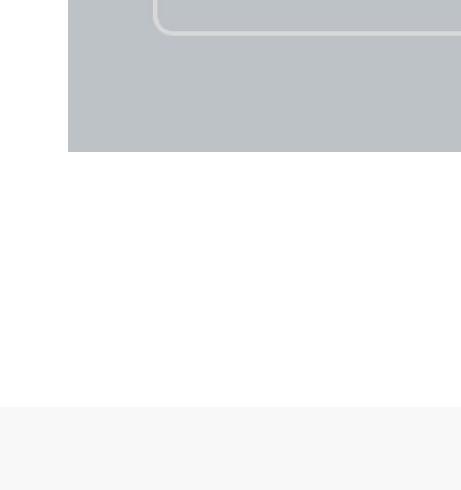
Military & Defense

TIMELINE

2.5 years

TEAMNick
Director of UXBen
Senior UX Designer**DELIVERABLES**

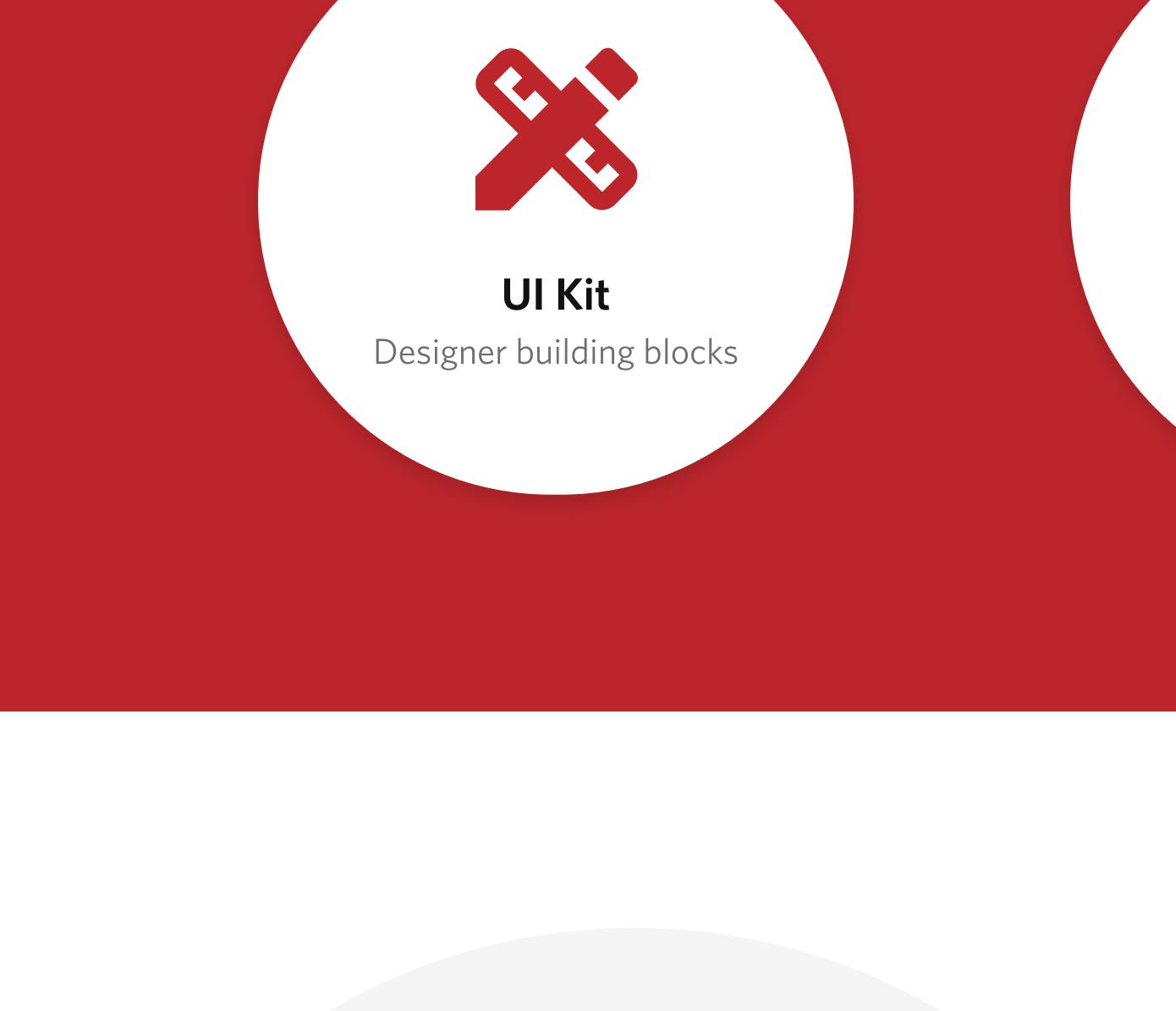
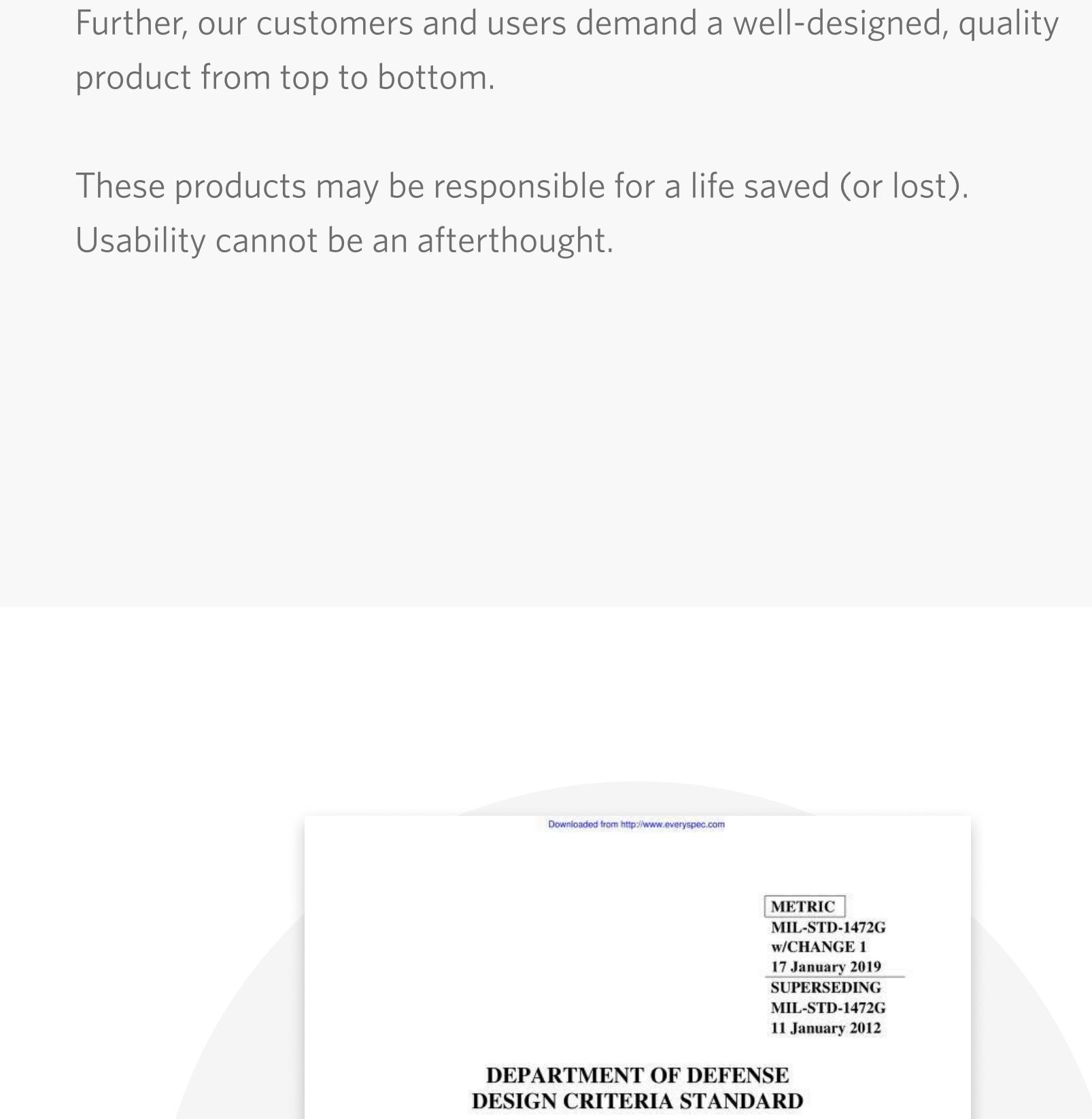
UI kit, code repository, documentation, governance

Isaac
UX DesignerLuke
UX DesignerClient Team
UX Designers & Software Engineers

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Design systems are valuable resources for engineering and design teams.

- A **tool** to design and prototype with validated interactions and components
- A **resource** for reusable code for development
- A **standard** to enable efficiency, quality and brand alignment

**THE PROBLEM**

Our engineers want to deliver effective products they can be proud of, and do so proficiently.

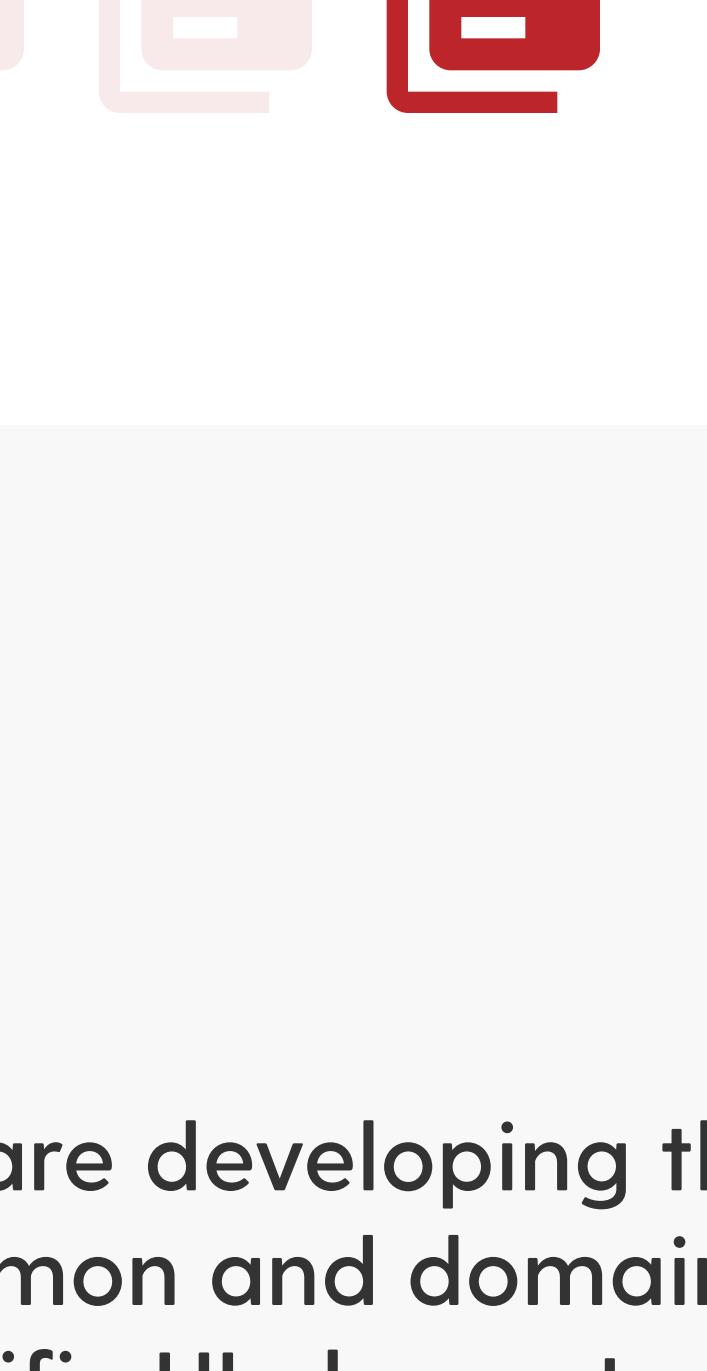
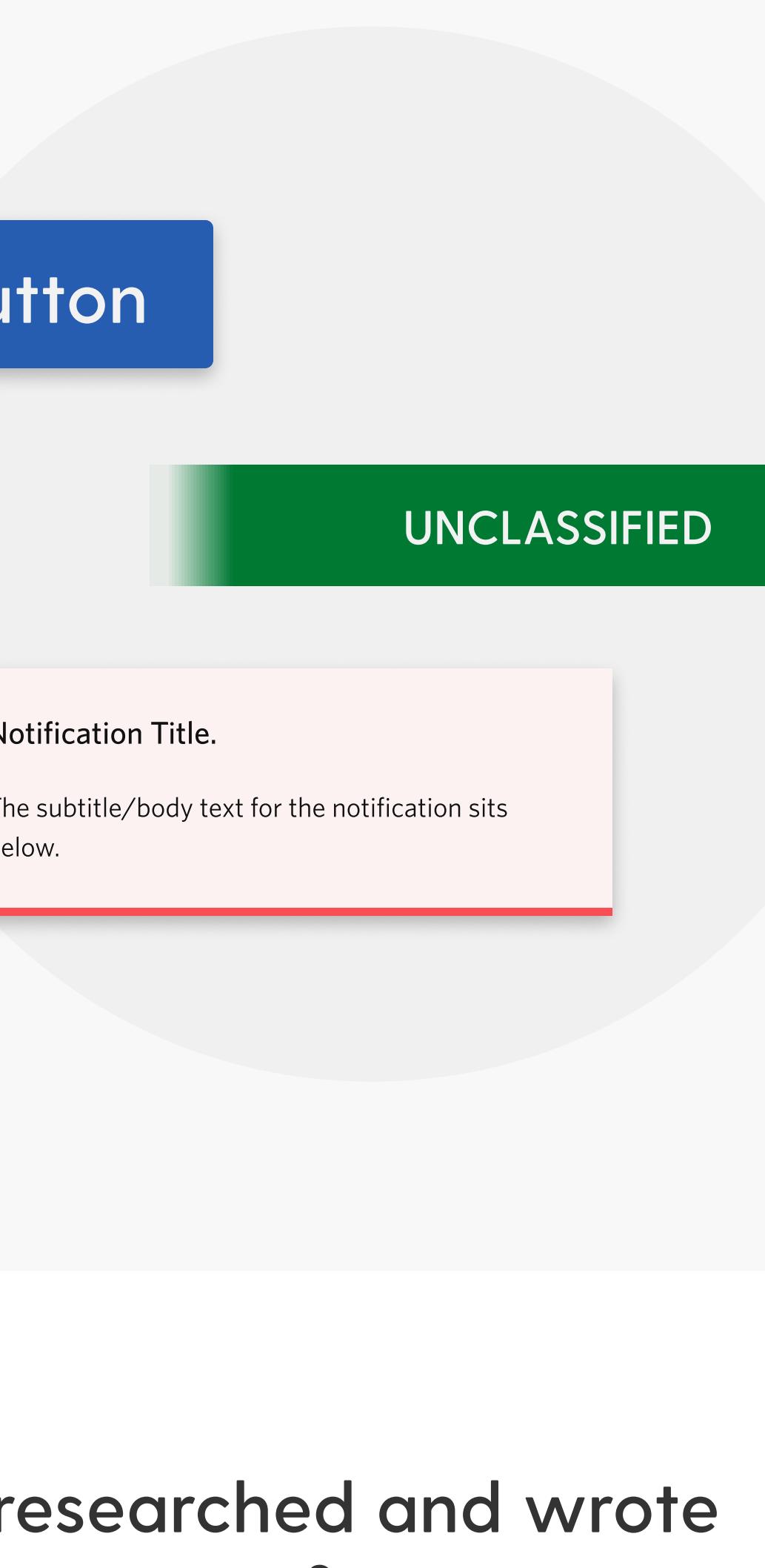
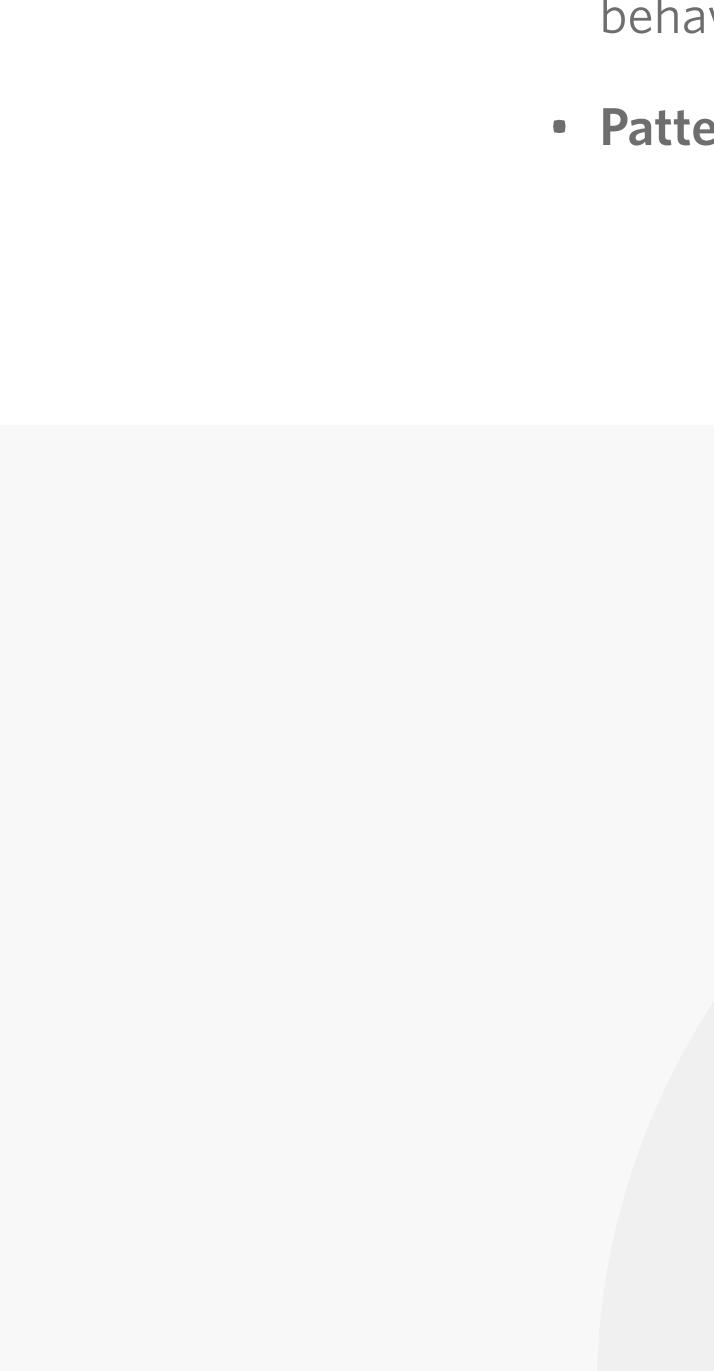
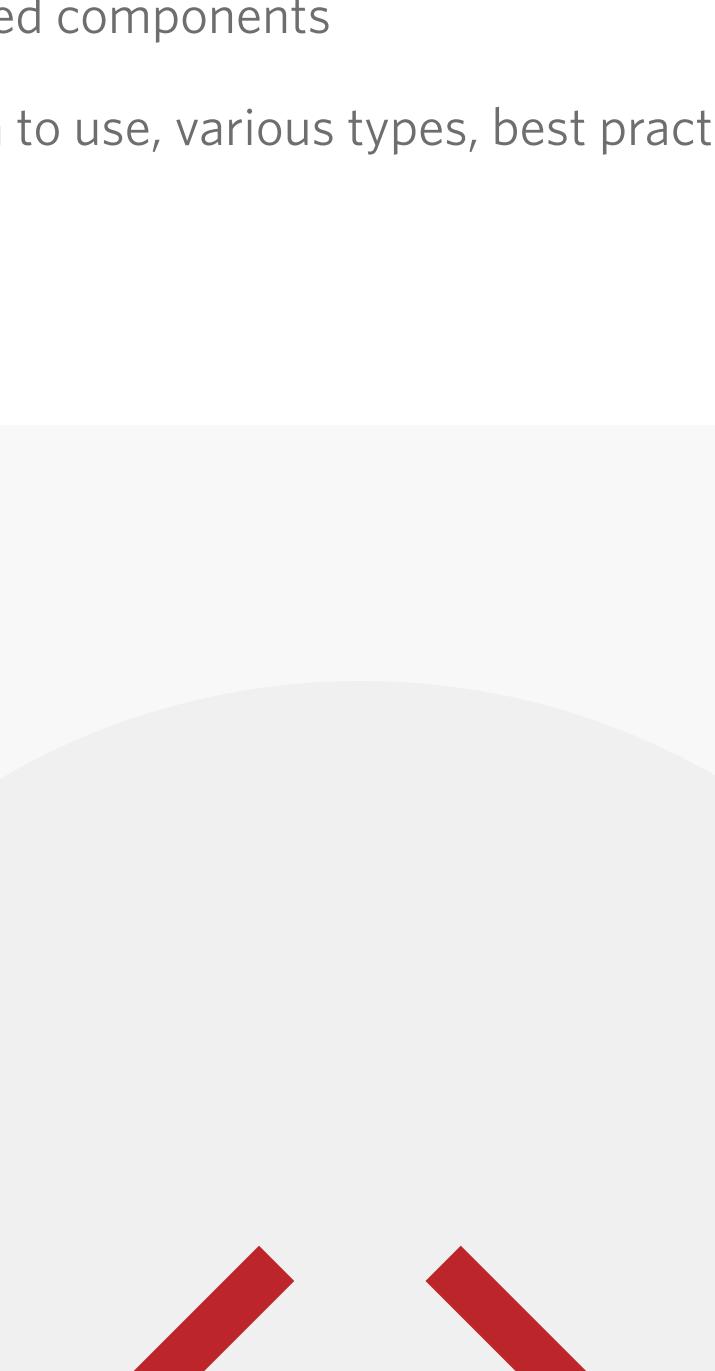
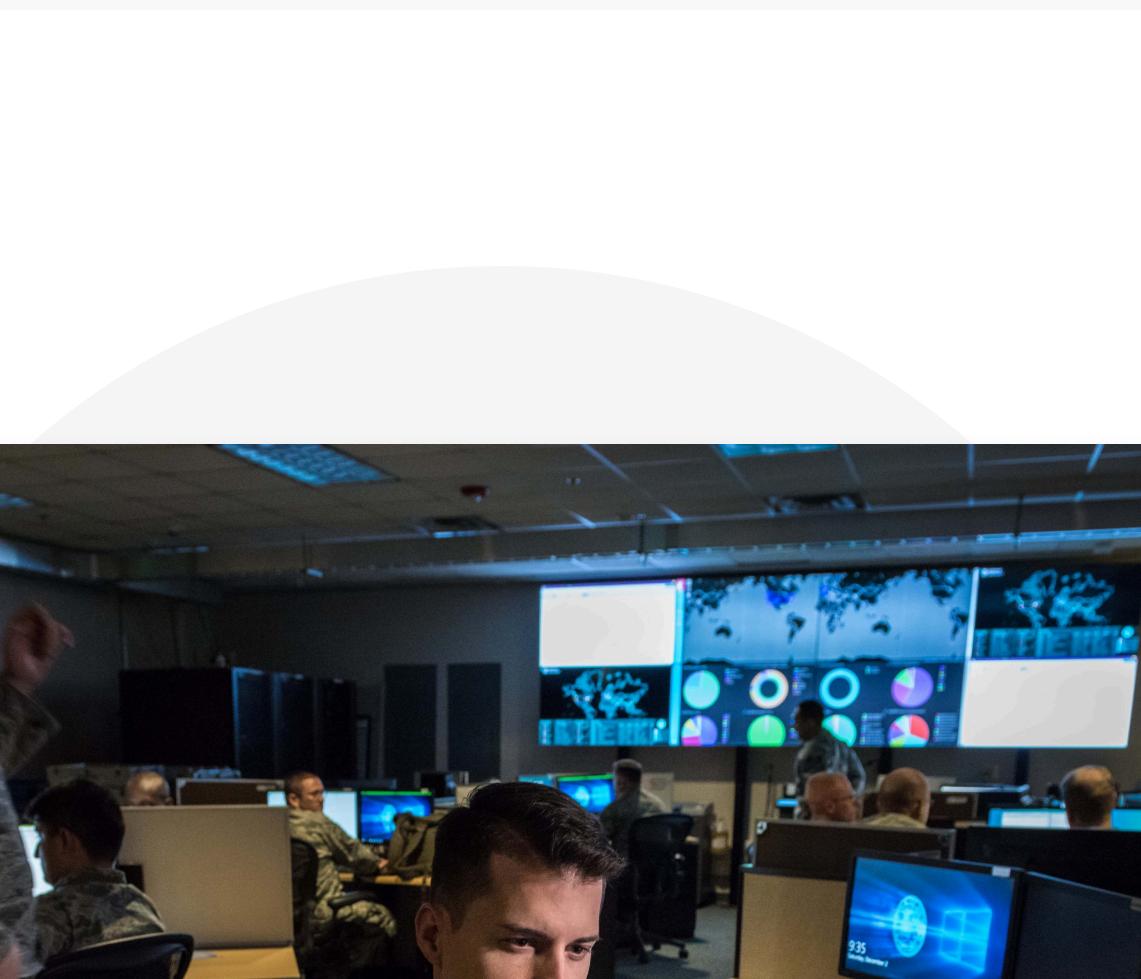
Further, our customers and users demand a well-designed, quality product from top to bottom.

These products may be responsible for a life saved (or lost). Usability cannot be an afterthought.

OUR SOLUTION

A military-grade design system that will cut costs and shorten timelines.

- Compliant with MIL-STD 1472-G & -H. Standards that focus on human engineering criteria for military systems
- Accommodated for accessibility. With that of Level AAA of the Americans with Disabilities Act (ADA's) guidelines
- Offered in both light and dark modes. To support the varied needs of deployment sites and environments
- Complete with a custom icon library. Including the specific, tactical icons useful in military & defense products

UI Kit
Designer building blocksDocumentation
Usage guidelinesCode Repository
Pre-built components

We are developing these common and domain-specific UI elements.

A team of 3 engineers are developing each element and deploying to the entire enterprise as they move ahead.

Button

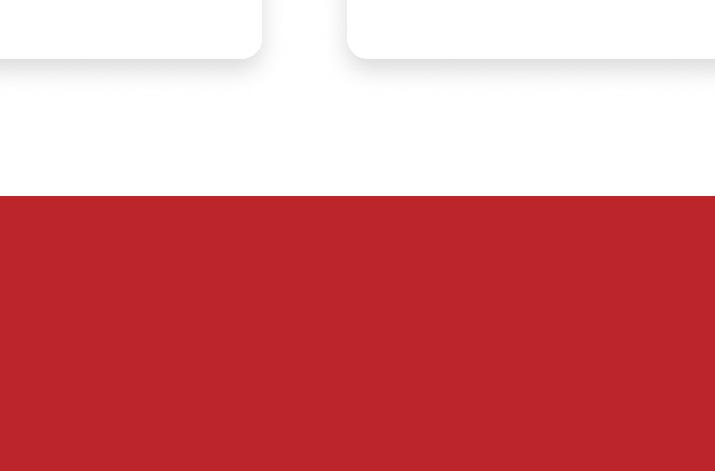
UNCLASSIFIED

Notification Title.

The subtitle/body text for the notification sits below.

We researched and wrote 300+ pages of usage guidelines.

- Foundations. Instructional guidance on using the design system, color, typography, grid, accessibility
- Components. Anatomical breakdown, various states, interaction behaviors, related components
- Patterns. When to use, various types, best practices

**THE DESIGN SYSTEM****RESULTS****IMPACT****OUTCOMES****LESSONS LEARNED****CHALLENGES****LESSONS LEARNED**