

Design Engineering and SPX

A conversation around process, collaboration and contribution

Jonathan Elbom

Sr Manager, Experience Design Engineering

























XD Engineering Workflows

Design

- Design Ideation: working with design to find solutions to user problems
- Design review: review designs for feasibility in the stack and presenting comparable design solutions, when needed

Design/Engineering

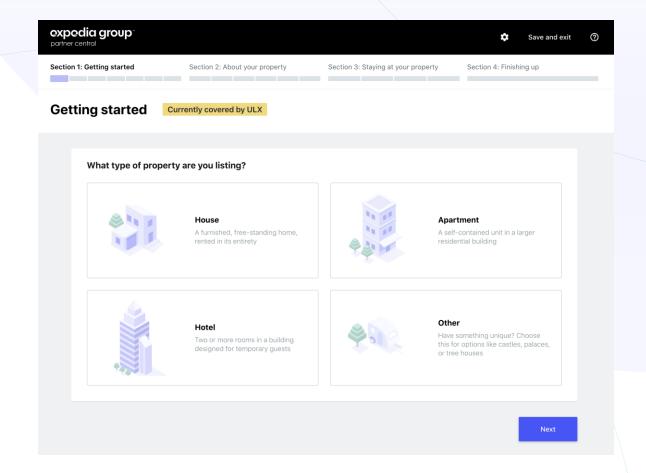
- Design system application
 - Ferris usage and DS compliance
 - Baseline to Ferris
- Design to Dev processes
 - Design review: understanding how to design for what we can build
 - Design hand-off
- Functional prototypes

Engineering

- UX implementation in production apps/stencils
- Shared component creation

Initial remit

Our initial remit was to take ownership over the existing unified onboarding north-star prototype



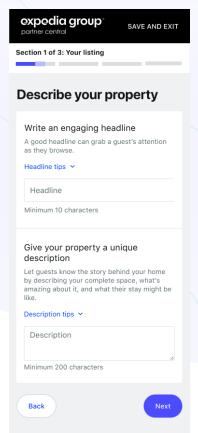
UFO Theme

Mobile-first responsive design enhancements to existing Ferris components

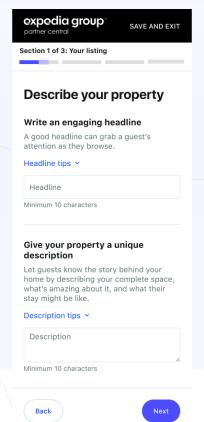
Process

- Worked with UX to stop making custom design per experience
- Help UX understand the systematic approach to implement this theme, and what is controlled by styles and what is controlled by layout templates
- Developed functional prototype with theme
- Worked with engineering to understand the theme and the implementation plan
- Implemented the theme into the UFO lodging app

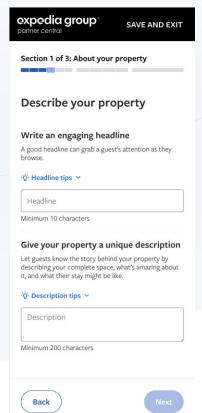
Figma: Before



Figma: After



UFO app



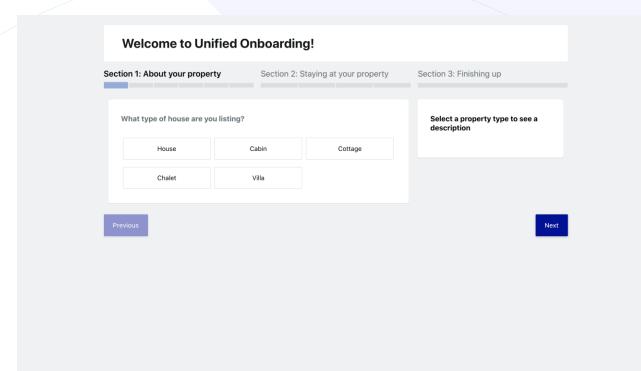
Unified Onboarding App

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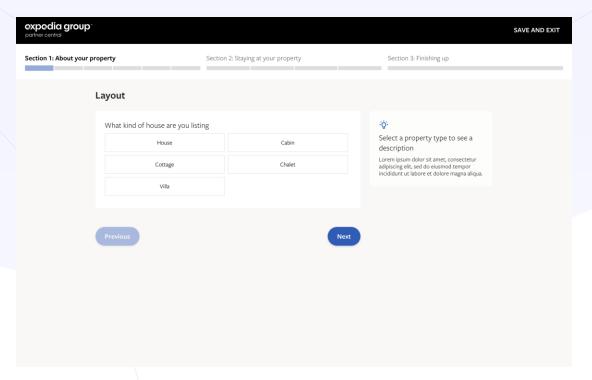
UX polish

- Contribute to production code to implement layout according to the UX designs
- Consult other engineers around UI implementation polish
- Help identify gaps and coordinate processes between design and engineering

Before



After



Navigation Progress Components

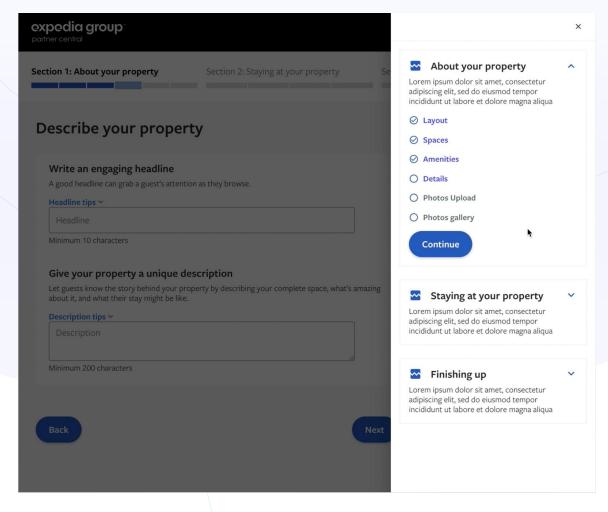
Create shared components for consumption by SPX apps

Navigation Progress Bar

- Developed functional prototype
- Worked with UX for review/UAT
- Created distributable production component
- Implement design UAT feedback for Progress Bar
- Polished implementation in app

Navigation Progress Menu

- Developed functional prototype
- Worked with UX for review/UAT
- Created distributable production component



Stencils

Spaces

Worked with design and engineering on Spaces stencil 2.0.

Processes

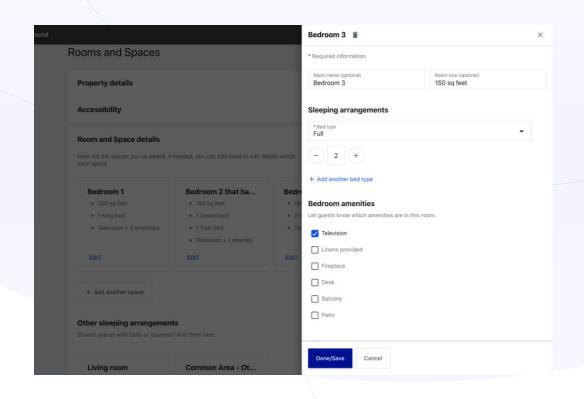
- Helped design understand optimal process
 - Fostered Baseline to Ferris transition
 - Created playground to see Ferris designs in Vrbo theme
- Helped engineers understand Ferris layouts

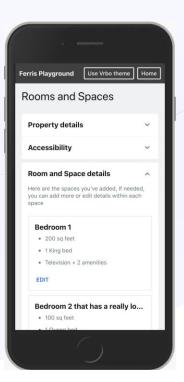
Functional Prototype

- Developed functional prototype
- Code was used by engineering

Production engineering work

- Contributed to production feature work
- Participated in code review
- Created skeleton loader (design/eng)





https://pages.github.expedia.biz/vrbo-ux/ferris-playground/spaces

Stencils

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Photos

Worked with design on an end-to-end functional prototype for Photos

Processes

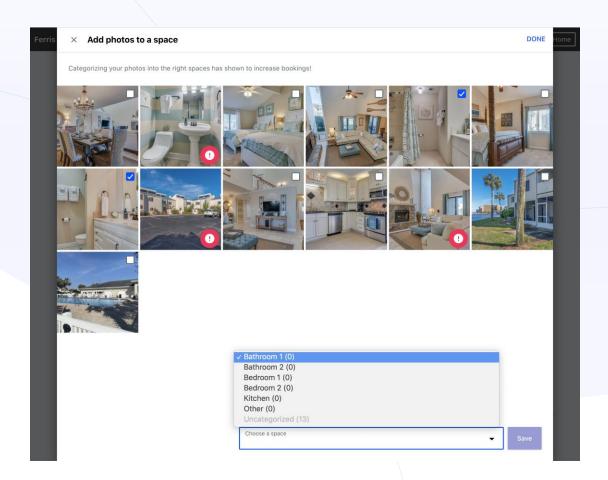
- Helped design understand how to use Ferris
- Helped iterate on design solutions for interaction models

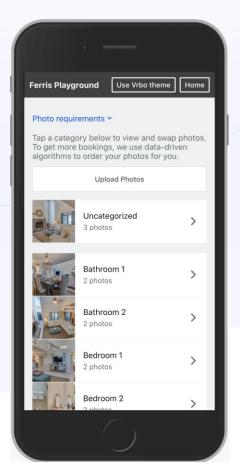
Functional Prototype

- Developed end-to-end functional prototype
- Variant work for informal UX testing
- Code was used by engineering

Production engineering work

 Participated in UX / Product / Engineering bi-weekly syncs





https://pages.github.expedia.biz/vrbo-ux/ferris-playground/photosmodule

Stencils

Headline & Description

Worked with design and engineering on functional prototype and implement of H&D features

Processes

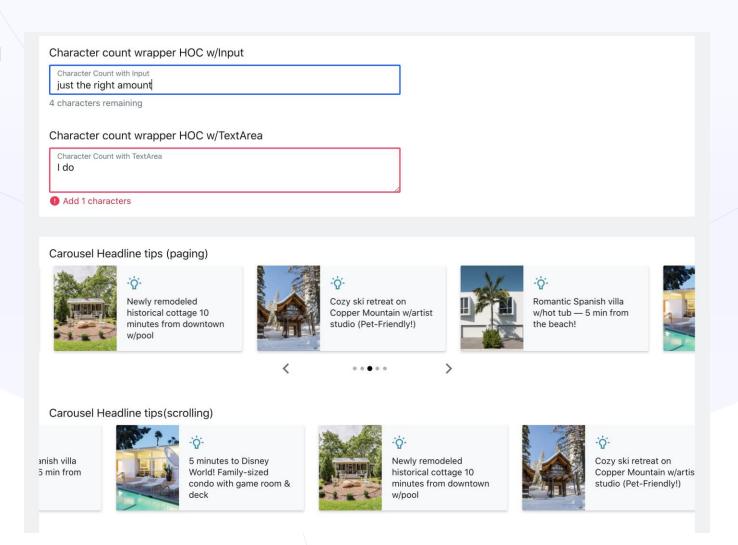
- Consulted design for requirements for Character Count (VR and CL)
- Consulted design for path to tips carousel

Functional Prototype

- Built character count MVP
- Built tips card and carousel MVP

Production engineering work

- Added character count polish in feature stencil
- Add details view layout polish



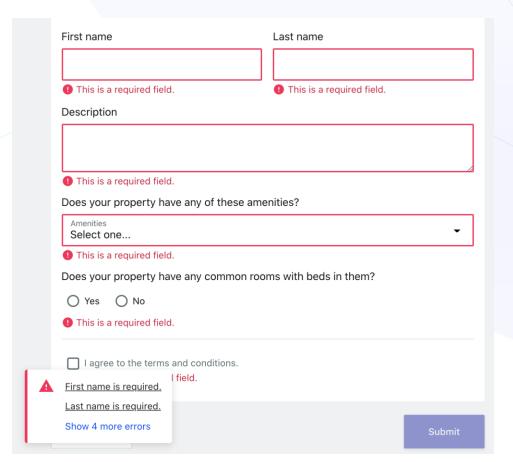
https://pages.github.expedia.biz/vrbo-ux/ferris-playground/component-demos

Additional explorations

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Form Errors

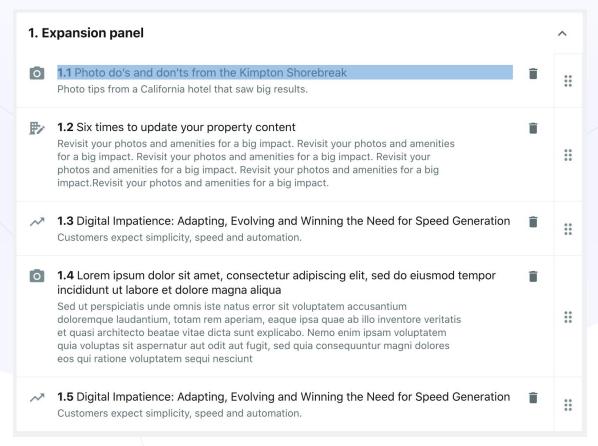
Explorations in Ferris about better form error UX



https://pages.github.expedia.biz/vrbo-ux/ferris-playground/errors2

Drag and Drop: Reorder

Explorations in Ferris about drag and drop re-order



https://pages.github.expedia.biz/vrbo-ux/ferris-playground/draganddrop

