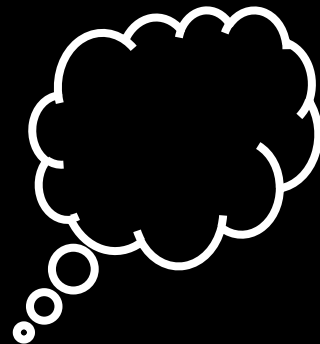


THINKFUL

UX/UI Design: Creating a Design System



Information and practical exercises to add to your current toolkit or take the first step in launching a new career.

Welcome to Thinkful!

We teach tech skills that lead to fulfilling, high-paying careers.

Our students learn **in-demand** industry tools through **100% online programs** as they work toward a **job-ready portfolio** with the help of an **expert mentor**.

Let's get started.



Workshop Rundown

- ❑ What is a Design System?
- ❑ Notable Real-World Design Systems
- ❑ Figma Tips and Best Practices
- ❑ Creating Our Own System
- ❑ FAQs and Next Steps

What is a Design System?

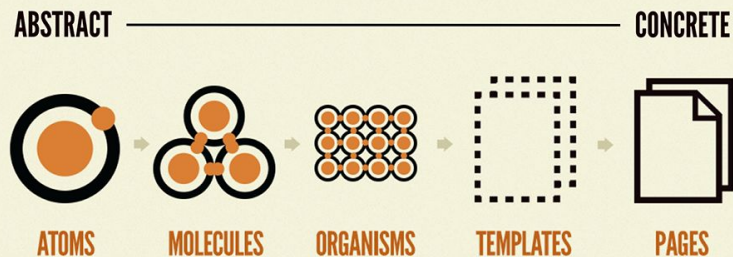
A **design system** is a collection of repeatable, reusable components and guidelines that explains how to use each of those components.

A single source of truth.

Atomic Design

Brad Frost is known for one of the more famous descriptions of how a design system works, **Atomic Design**.

He uses **science as an analogy** to understand a design system.



Design Systems from Scratch

Ed Chao - Product Designer at Dropbox.

In this fantastic talk from 2018, he explains how to face Imposter Syndrome while creating a system, faking it till you make it, and gaining an authority of your creations.

Ed Chao

Human Interface Designer, Apple

brought to you by:
 RETHINK



Examples Across the Web



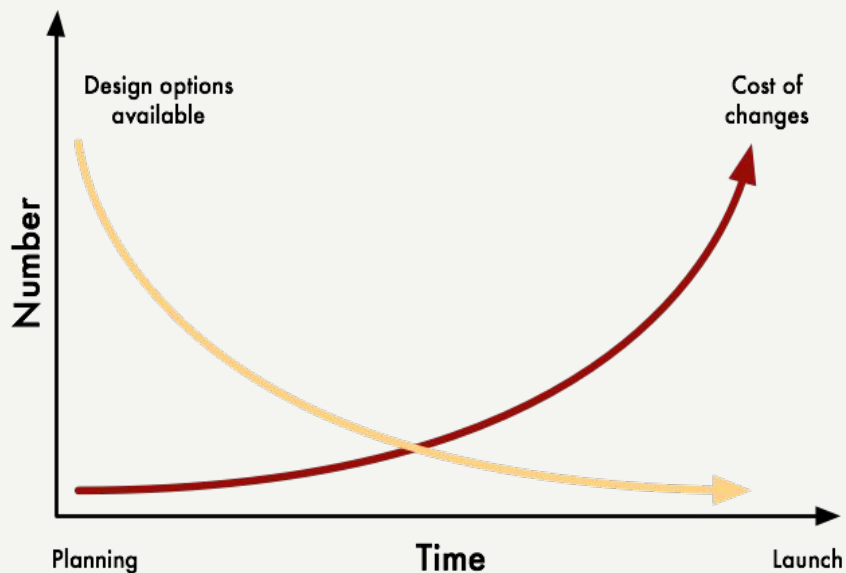
Design System Repo

Why Create a Design System

Design systems represent a **single source of truth** that teams can always refer back to. This is especially helpful as teams grow in size.

If parts of the design need to be changed, they only need to be changed in the system, since **all instances are taken from the system**.

Design Systems Highlight Importance of UX



Early investments in UX save companies money.

Early attention to designing a system saves time for design teams later on.

Responsive Design

Having a system makes it easier to design for different sized screens.

Responsive web design is an approach that creates dynamic changes to the appearance of a website, depending on the screen size and orientation of the device being used to view it.



What Are We Making?

A working design system

colors



5D02A4

F5C849



F5C849

2E2E2E

typography

Large Title – 34

Title 1 – 28

Title 2 – 22

Title 3 – 20

Headline – 17

HEADLINE CAP – 17

Body – 17

Callout – 16

Subhead – 15

Footnote – 13

Caption 1 – 10

buttons

PRIMARY

SECONDARY

logo



Icons



modal

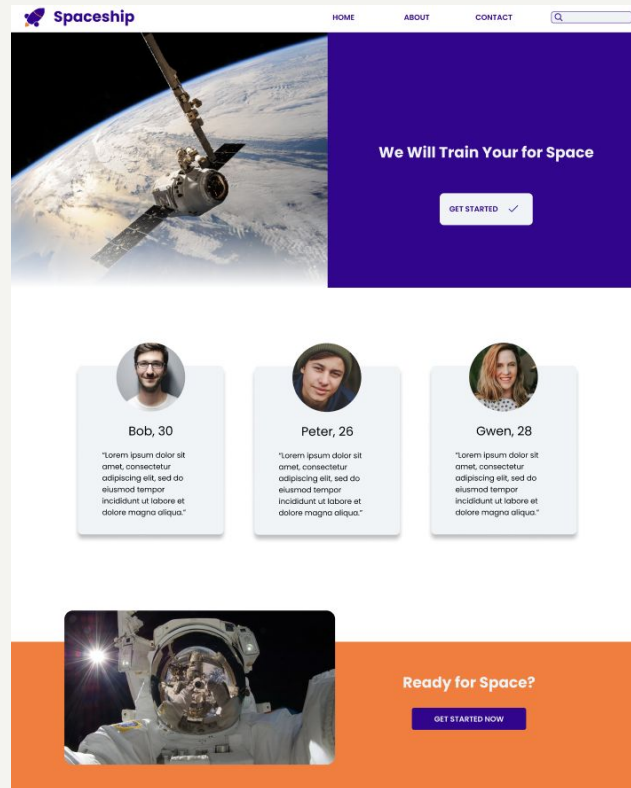
card



modal overlay



An example webpage



What Will Go Into Our System?

- ❑ Colors
- ❑ Typography
- ❑ Buttons
- ❑ Logo
- ❑ Icons
- ❑ Modal
- ❑ Forms

colors



5D02A4



F5C849



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logo



Icons

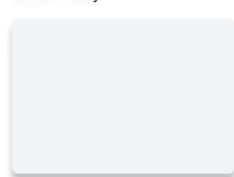


modal

card

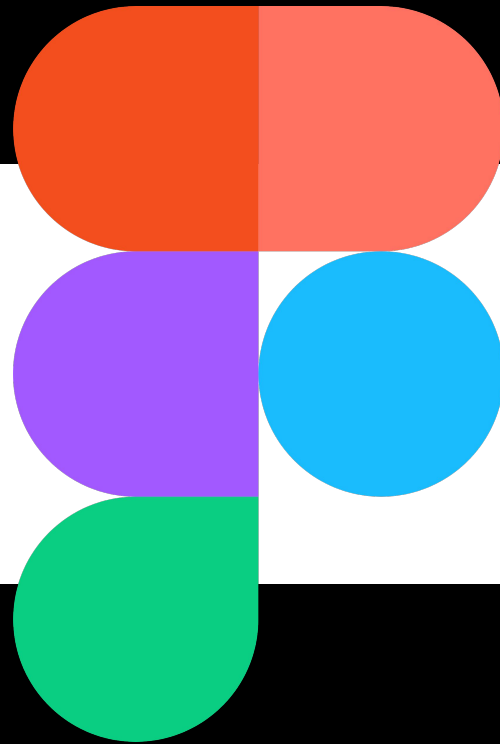


modal overlay



What else?

Let's Begin



Figma, a Prototyping Tool

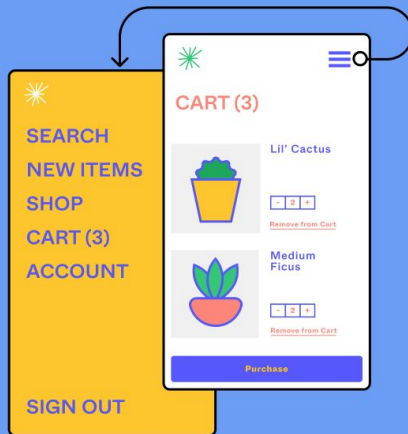


Figma is a browser-based UX/UI design application, with design, prototyping, and code-generation tools. It's arguably the industry leading interface design tool, with features that support every phase of the design process.

Figma

**Prototype while
designing, and
vice versa**

Prototyping



Color

Colors are usually the first thing to add to a design system.

Coolors is a site for generating suitable colors for your brand.

In Figma, colors can be saved into the right toolbar.



Typography

Base Size
 px (1em)

Scale

1250 — Major Third

Google Font ☐ Weight

Dekko

400

Preview Text

Here is my text

☐ Reset All ☐ Save for Later

+

3.052em (48.83px)

Here is my text

2.441em (39.06px)

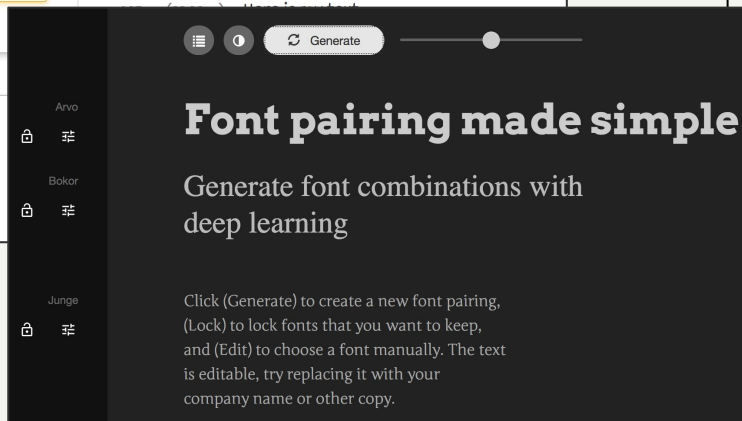
Here is my text

1.953em (31.25px)

Here is my text

1.563em (25.00px)

Here is my text



This is How Your Text Looks.

Type Scale and Fontjoy can help you experiment with texts until you find something great.

Like colors, fonts can be saved into the right toolbar.

Buttons

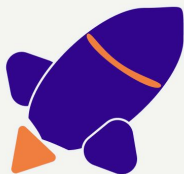
Buttons should stand out, but still like they belong in your application.

They should resemble a combination of a system's **colors** and **typography**.



Logos

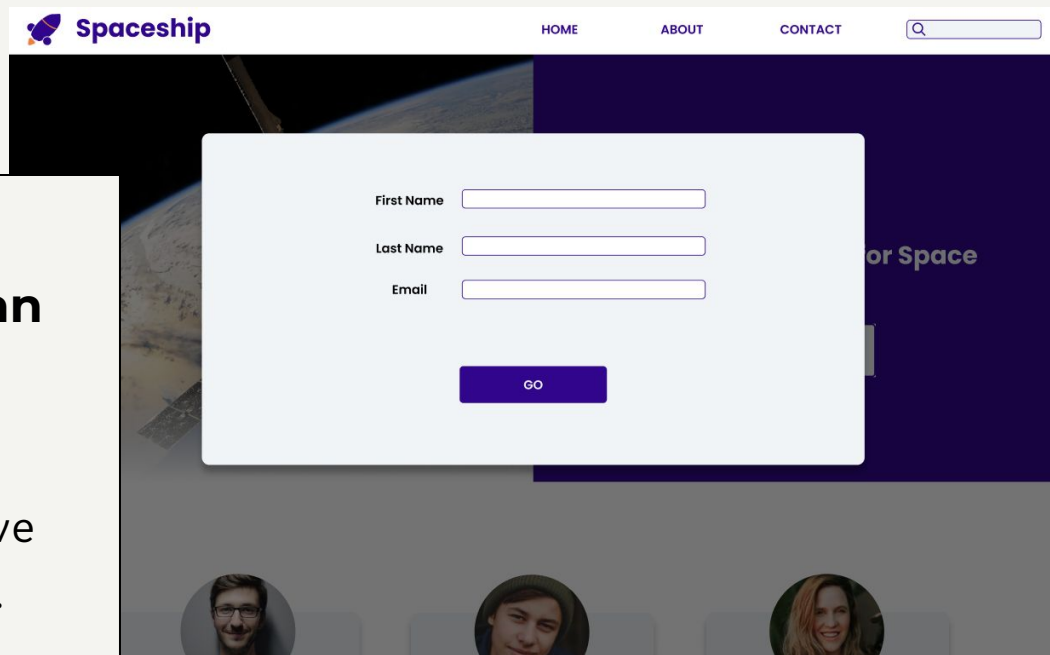
A **logo** is a way to make your brand memorable. They belong in your design system, as well as any variations on them.



Modals

Large UI elements on top of an application's main window

Often with a layer of transparency behind them to give users a peek into the main app.



Forms

Forms are used to gather information about a user, sometimes by way of a modal.

Sign In

Email address

Password

☐ Remember me

[Forgot password?](#)

Submit

Name

First Name

Please enter your name

Gender

Gender

Username

Username

Please enter a username

Password

☐ I agree to the terms and conditions

You must agree to the terms and conditions

Submit **Reset** **Clear**

Plug-ins

The screenshot shows the UI Faces website with a navigation bar containing links: Faces, Names, Plugins, API, Downloader, License, About, and Contact. Below the navigation bar, there are three prominent plugin cards:

- UI Faces Plugin for Sketch**: The best avatar plugin with 900+ copies sold. [Download](#)
- UI Faces Plugin for Adobe XD**: Supported by Adobe Fund for Design. [Download](#)
- UI Faces Plugin for Figma**: *NEW* Works like a charm and it's free. [Download](#)

Below these cards is a filter interface for generating faces. It includes a 'Source' section with checkboxes for Unsplash, Pexels, RandomUser, IMDB, and TPDNE. There is also a 'Generated.photos' checkbox and a 'Donated' checkbox. The 'Age' section has a range from 18 to 40. The 'Gender' section has checkboxes for male and female. The 'Hair Color' section has checkboxes for various colors. The 'Emotion' section has checkboxes for various emotions. An 'Apply Filters' button is at the bottom.

UI Faces is one of many plug-ins offered by Figma.

For our design, it will save time when adding faces to our site.

Icons

Like plug-ins, we can look at a selection of pre-existing **icons** to save us time from creating our own.

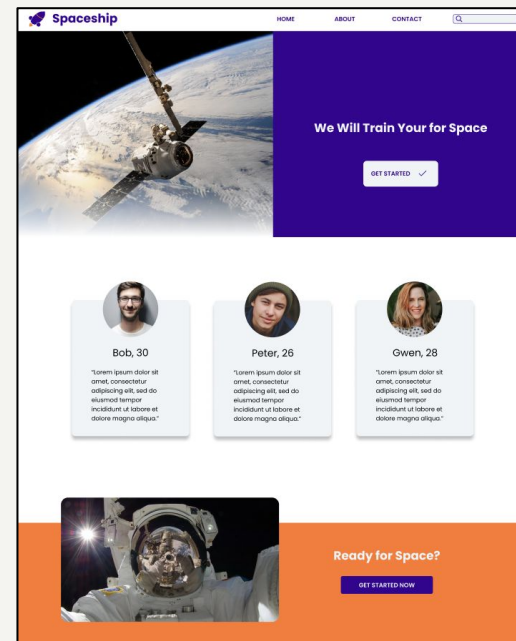
Evericons & Material Icons are both great choices.

Choosing to create your own icons is fine too!



Creating a Webpage from the System

After working on our design system, creating a website basically becomes using **atoms** and **molecules** to create an entire website.



Prototyping

Figma is a **Prototyping tool**, making it relatively easy to show how applications would work from interaction.

Let's see how this is done with our modal.

Common Questions



You might also be wondering

- ☐ What are the outcomes of your students for this field?
- ☐ How do I show my work to a potential employer?
- ☐ Is this course entirely online?
- ☐ What should I do from here?

Take the First Step to A New Career

Anyone who's driven to change their future and achieve a high-earning career is able to enter the world's next workforce. We'll be by your side as you build the skills you need, with personal mentorship and an active, online community of students and educators.

Expand your career opportunities by breaking into tech. Chat with an admissions rep and we'll help you find the perfect fit.

Schedule a Call