

# Design Principles

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## Design Principles - a guide



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Steve has spent the last 8 years at cxpartners trying to write the perfect biography for the website. Here's what he got.

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### What are they?

Design principles are a set of loose rules that I design to, specific to the project I'm working on. For example:

- Show don't tell
- Don't break the main experience to cater for edge cases
- Enhance conversations, don't replace them

There were also some principles published on the [Government Digital Service](#) a few years back.

### Why use them?

They help make design decisions. Often two solutions to a problem will present themselves. You can use the design principles to determine which solution is the most appropriate. Most importantly they help explain and defend design rationale.

Getting a solid set of principles agreed and signed-off by the client gives them a great framework to critique the design against. Critique becomes less about what the client likes and more about what's appropriate to the principles you've set out.

You'll never completely get rid of feedback based on opinions, but design principles definitely help.

### How to make them

Writing good design principles is actually quite hard, but worth it. It takes a bit of discussion and a bit of re-writing to get those few statements right.

Design principles should be created once you've got all your research and before you start designing, wireframing or even sketching.

A good place to start is look at any user research that you have and answer the questions: What should we do for the user? What should we not do for the user? Once you've listed the answers out your design principles tend to present themselves.

If you were not the person who conducted any research it's always a good idea to run your principles past whoever did conduct user research to see if the principles you wrote are inline with what they experienced first hand talking to users.

Get the principles signed-off by the client so that they are agreed

# Short form creative brief

[articles.uie.com/short\\_form\\_creative\\_brief](https://articles.uie.com/short_form_creative_brief)

## The Magical Short-Form Creative Brief



by James W. Speed

Something this simple shouldn't have such wide-spread, long-term effects on the quality of a team's work. Yet surprisingly, it does.

We first saw it with one of our clients. It was this weird ritual at the start of every meeting that discussed one of their designs.

One of the team members, always a different person, would read the exact same document out loud, word for word. The document, about three-quarters of a printed page, contained a tiny creative brief about the design they were working on. Reading it out loud was how they started every design meeting, whether it was a brainstorming meeting or a design review.

Typically, this little pledge-of-allegiance-like ritual took about two minutes to complete. Not much really. However, it completely changed the tenor of the meeting.

### Making Sure Everyone Is Working on the Same Project

Like many teams, this team had several projects happening simultaneously. They created a different creative brief for each one. By reading a project's specific brief at the beginning of the meeting, they made it clear to everyone in the room what they were about to discuss.

What happened after the reading was really interesting, too. The project's leader would turn to the group and ask the same question, "Does everyone agree that this is what we're working on today?" Most of the time, everyone nodded in agreement. Occasionally, someone would ask what was meant by one of the phrases in the brief and there'd be a quick discussion clarifying some important detail.

In a couple of meetings, a discussion broke out about whether the details in the