GIXD 503 Reading Responses
Lulu Zhu

Programming Design Systems

1. "Variations of a design can be tested much faster during the prototyping phase, and randomization can be used to reveal designs that the designer would never have created with a pencil"
    a. This quote was interesting to me because as a developer one strength that code has to me is being able to automate/achieve things that humans can't do. If they can, it takes a huge amount of time. It's cool to see that designers can take advantage of this property too.
2. "The system is both simple and flexible, and it has room for an almost infinite number of designs"
    a. This way of explaining what design systems are really helped it click for me. I knew that it was important for companies to have consistent designs but emphasizing the power of having a strong yet flexible design system helped me understand design systems' potential.
3. "Rather than mixing colors by focusing on the amount of paint used, he based his selections solely on what perceptually appeared to be the correct mixture"
    a. I thought it was really cool how he used human perception through after-images to map complementary colors. Design is already so connected to perception and science and it's even more fascinating to see practices like these.

What do Prototypes Prototype?

1. "In some organizations, only prototypes which act as proof that an artifact can be produced are respected. In others, only highly detailed representations of look and feel are well understood"
    a. I've realized this recently actually through our ArtCenter classes. I think I had a very specific image of a good prototype that was more visual-centric, but I've come to understand there's so many factors that make up a good prototype and every person has slightly different thoughts on that as well.
2. "Ironically, while the design team understood the meaning of the hand-drawn graphics, other members of the organization became enamored with the sketchy style to the extent that they considered using it in the final artifact"
    a. This quote made me think about how even in other fields of art, like illustration, artists/designers are surprised by how people from unrelated fields enjoy their work. I feel like it's super common to have pieces that you dislike that are actually other people's favorites.

3. “This was a quick way to try out different visual options, in temporary isolation from other aspects of the artifact. It was far easier to do this in a visual design tool than by programming in C”
    a. I definitely agree with this decision and while not fully related, it reminds me of how some established structures have a very specific idea of the best way to do things. For example, object oriented programming is heavily emphasized in computer science and for good reason. But there’s plenty of times where it’s not needed to accomplish your goal and I think that parallels with the takeaway from this paper.