

BREAKING UP TO MAKE UP: The UI Component Library Journey

Melissa Smith | THAT Conference 2018 Repo on Github: melismae/that-conference-starter

1. What are they?

Background | Design Systems | Examples

2. How can I build my own?

Storybook | React Cosmos | React Styleguidist

CHALLENGE THE WAY YOU DEVELOP



WHO ARE YOU

A funny thing happened on the way to the conference.

Things that keep me up at night

Componentization and reusability

Separating out concerns

- How to move quickly while maintaining a consistent user experience
- How to communicate and document components
- My dog snoring



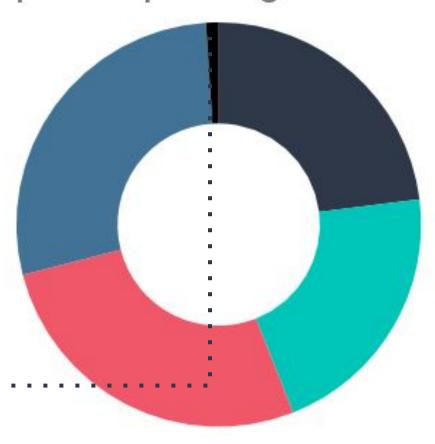




Image: https://www.voodoodoughnut.com/

Email changed my life.

This sounds hyperbolic, but it's kind of not.



Image: from *Pages to Patterns: An Exercise for Everyone* by Charlotte Jackson in A List Apart.

https://alistapart.com/article/from-pages-to-patterns-an-exercise-for-everyone



[This exercise] creates the same starting point for everyone, and encourages a shared language and pattern thinking across the team—all of which help lay the foundations of an effective pattern library.

From Pages to Patterns: An Exercise for Everyone by Charlotte Jackson in A List Apart.

https://alistapart.com/article/from-pages-to-patterns-an-exercise-for-everyone

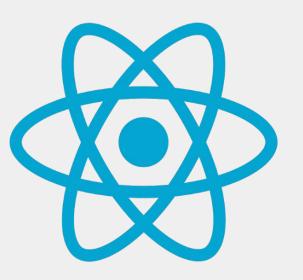
Hero 1

product product

button





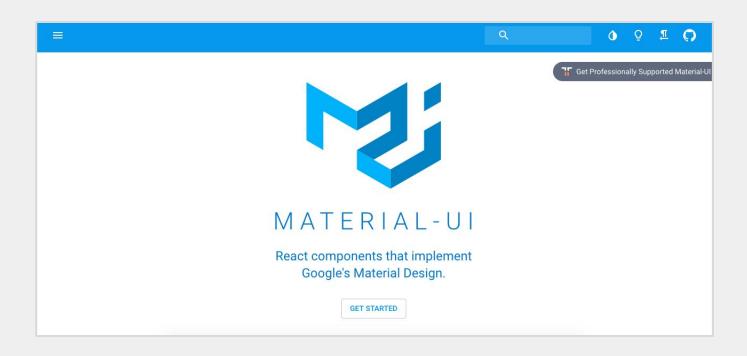


UI Component Library

What is a UI component library?

A development playground and a way to visually demonstrate your reusable components and provide developers—your primary audience—with documentation on the components' implementation.

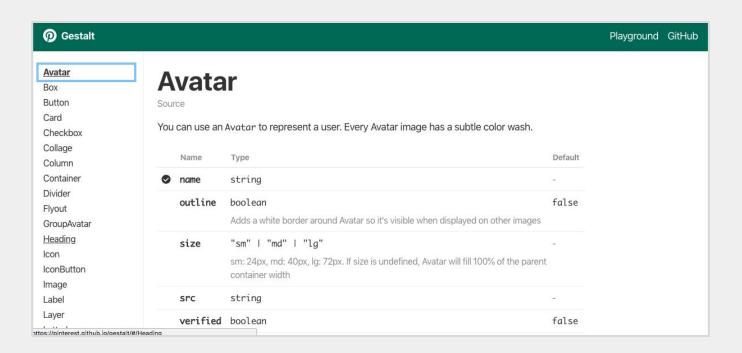
- Visualization
- Code snippet
- API



Material UI

Uses Google's Material Design.

https://material-ui.com | https://material.angular.io



Pinterest's Gestalt

https://pinterest.github.io/gestalt/#/



Hack Oregon

https://hackoregon.github.io/component-library/http://civicplatform.org/



The New York Times

Tuesday, September 2, 2014 ■ Today's Paper m« Video

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ISIS Says It Killed Reporter After Strikes in Northern Iraq

By MARK LANDLER and ERIC SCHMITT 9:26 PM ET

Relatives of Steven J. Sotloff, a freelance journalist who was captured in Syria a year ago, said they believed he had been killed. despite a plea from his mother. Word of Mr. Sotloff's beheading came two weeks after James Foley, another American journalist, was beheaded by ISIS.

RELATED COVERAGE

- · Graphic: The Iraq-ISIS Conflict in Maps, Photos and Video
- · B Graphic: A Roque State Along Two Rivers



Residents of Amerli, a town of Shiite Turkmens, celebrated this week after a nearly three-month siege by Sunni militants ended. Andrea Bruce for The New York Times

In Desperate Campaign, Town Held Off ISIS

By AZAM AHMED 7:05 PM ET

The siege of Amerli, a northern Shiite Turkmen community, is thought to be the first instance in which a town has kept ISIS at bay since the group began its march through Iraq. #34 Comments

The Opinion Pages

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OP-ED CONTRIBUTOR

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By CLARE HUNTINGTON Universal pre-K is a huge step forward. Now let's start earlier.

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At 10:25 PM ET

MARKETS 10

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Japan		China
Nildsel	Hong5eng	Shanghai
15,798,10	25,017.78	2,281.16
+129.50	+268.76	+15.12
+0.83%	-1.09%	+0.67%



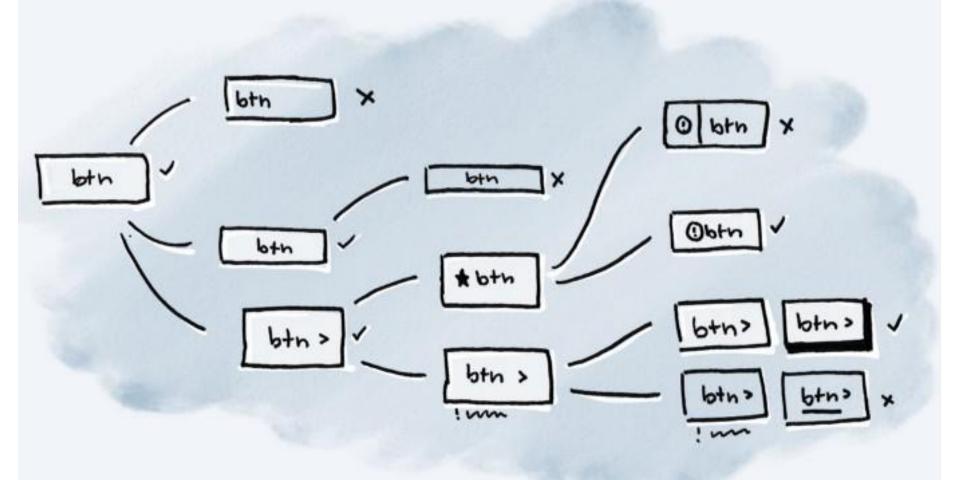


Image: https://uxdesign.cc/design-systems-in-the-wild-cbc863f41c2



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mily Larson

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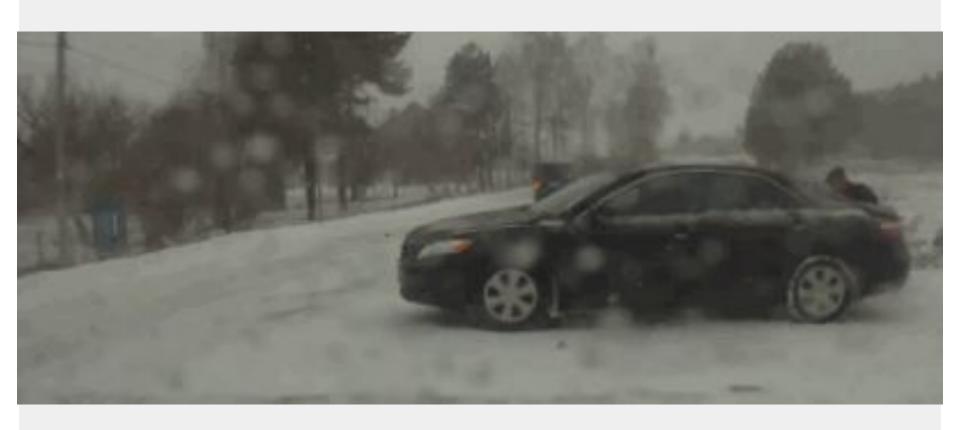
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Design Systems.



Design has always been largely about systems, and how to create products in a scalable and repeatable way. ... A unified design system is essential to building better and faster; better because a cohesive experience is more easily understood by our users, and faster because it gives us a common language to work with.

Karri Saarinen, Airbnb https://airbnb.design/building-a-visual-language/

66

"A design system's value is realized when products ship features using parts from the system."

Nathan Curtis, Eight Shapes https://medium.com/eightshapes-llc/a-design-system-isn-t-a-proje ct-it-s-a-product-serving-products-74dcfffef935 66

"...part of the job of a design system is to take care of the boring stuff to free you up to tackle the more exciting and challenging bits, so some amount of convention is expected and encouraged. That genericness is what allows designers and developers to create quickly, not to overthink our interfaces and unnecessarily reinvent the wheel."

Dan Mall, designer for the Unity Design System for Exxon Mobile http://danmall.me/articles/distinct-design-systems/

What does it all mean?

A design system as a product in service of other products.

66

"The generally-accepted definition of a design system is that it's the outer circle—it encompasses pattern libraries, style guides, and any other artefacts.

But there's something more. Just because you have a collection of design patterns doesn't mean you have a design system. A system is a framework. It's a rulebook. It's what tells you how those patterns work together."

Jeremy Keith (Clearleft) https://adactio.com/journal/13844 "I tend to define a design system as the official story of how your organization designs and builds digital products. There are a lot of ingredients involved in telling that story.

A kit of UI components without accompanying philosophy, principles, guidelines, processes, and documentation is like dumping a bunch of IKEA components on the floor and saying "Here, build a dresser!" The guidelines and documentation accompanying the UI components serve as the instruction manual that come with the IKEA components to help the user properly and successfully build furniture."

Brad Frost, author of *Atomic Design* http://bradfrost.com/blog/link/design-systems/

Diana Mounter on creating a design system at Github

1. improve design and documentation workflow

2. reduce CSS bloat

3. improve consistency



"Where can I find the icons?" "What color is the button border?" "Where can I find the icons?"

Jina Anne, Amazon (Former Apple & Salesforce) https://www.youtube.com/watch?v=7hYOLLO2gc4

A UI Component library is part of a design system.

It is not the design system.









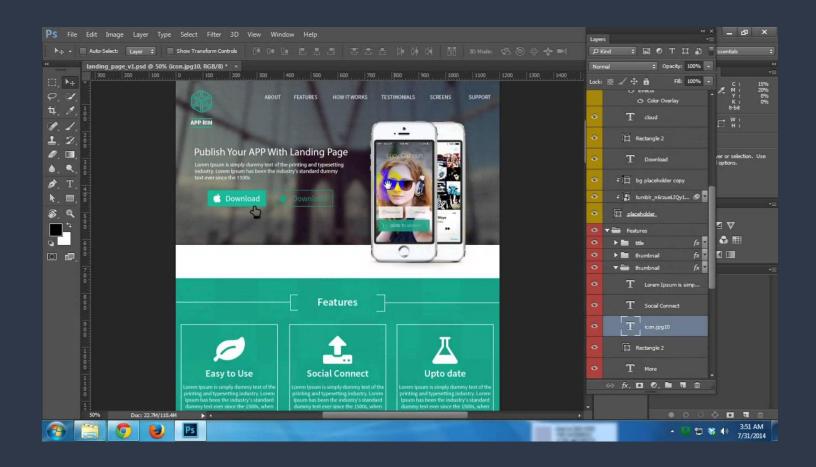


Image source https://www.youtube.com/watch?v=_ZG9WALskYc



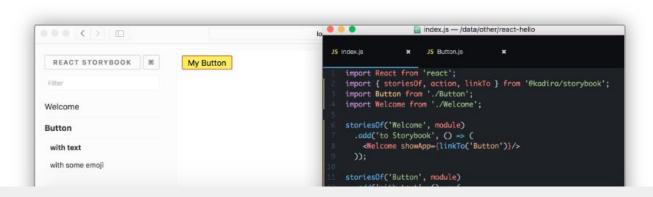
What do we get out of the box?

- Visualization?
- Code snippet?
- API?

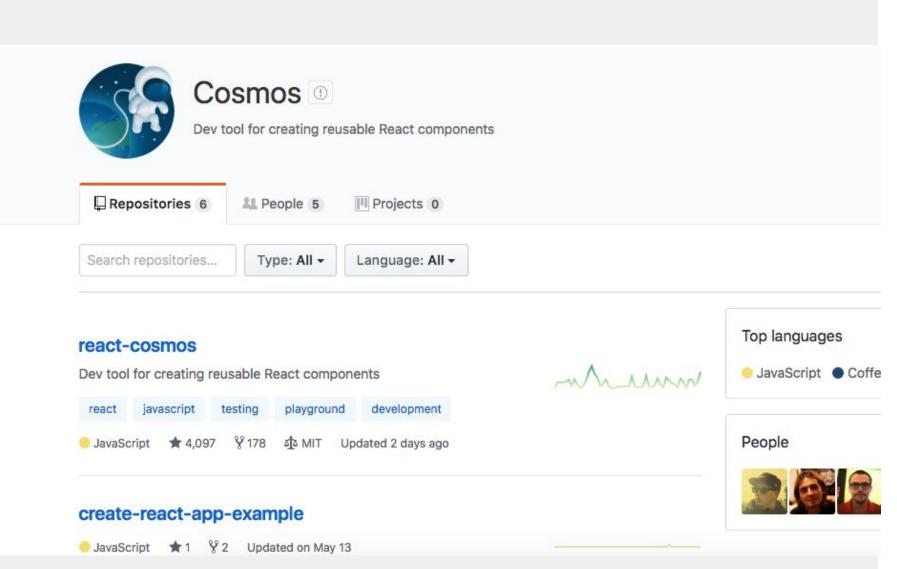




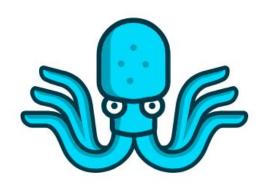
The UI Development Environment You'll ♥ to use



https://storybook.js.org/



React Styleguidist Search docs Q Docs GitHub Twitter Gitter



React Styleguidist

Isolated React component development environment with a living style guide

Get started

In Comparison

	Storybook	Cosmos	Styleguidist
Visualization	Yes	Yes	Yes
Code snippet	Yes, but requires add'l config	No	Yes
API (props)	Yes, but requires add'l config	Sort of	Yes* * if you don't use styled-components or functional components

In closing...things to keep in mind



Keep iterating.

Don't worry if you don't get it right the first time.



Share.

Who will be using your components now and in the future?



Think beyond your team.

A component library is a piece of a larger design system, especially if you're working at a larger organization.



Don't go overboard.

You shouldn't put every component in the component library.



Does it make sense?

Make sure your documentation is usable.



Publish!

And make all the moneys. Get all the jobs.

More Resources

Design Systems

Atomic Design: Create Design Systems, Not Pages

<u>Design Systems</u> by Alla Kholmatova

<u>A Comprehensive Guide To Design</u> <u>Systems</u>

Component Libraries

Other component libraries

Other

Atomize Design System

Presentation repo https://github.com/melismae/that-conference-starter

Presentation slides

Credits

Special thanks to all the people who made and released these awesome resources for free:

- Minicons by Webalys
- Presentation template by <u>SlidesCarnival</u>



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Thank you!

Any questions?

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