

# **A tentative list of specificities of enterprise design**

Whatever it is, “enterprise design” is different from consumer, e-commerce, product, social, community, blogging, news, etc design. Here’s a tentative list of practice/outcomes/considerations which are important in “enterprise design”, compared to other fields of UX design:

- Accessibility
- Brand
- Compliance (whether to internal guidelines, or external ones like legal or industry standards)
- Frameworks
- Internationalization
- Interplay
- Platforms
- Scalability
- White-labeling
- 3rd party integration
- 3rd party support

This can be achieved through:

- Business processes
- Composability
- Configurability (wide and deep, from component props to full-on admin areas)
- Interfacing
- Modularity
- Multi-channeling
- Orchestration
- Platforms
- Portability
- Themability