



Design Systems

Sep 16th 2021

Reading Discussion

UX Audit Assignment

Don't feel constrained to squeeze everything together

Several submissions missing comments all together

Feel free to be more critical of these apps

Design Principles

Purpose

Brand Language

Rules

What's a design system?

Components

Scope

Best Practices

Guidelines

Patterns

Design System:

A tool to help you and your team align and focus on the critical parts of your experiences through rules and components

Landscape



Starting from Scratch



Map Existing
Products

Rules



Tech-stack agnostic
Platform agnostic
Foundational
Scaleable

Handling hover actions from desktop to mobile

All actions concealed by a hover should be revealed inline

Handling system notification

All user actionable messaging should present as a persistent toast, informational messaging can be presented in context

Hiding or Disabling a **Button**

Hide when the action is unavailable?

Hide based on user permissions?

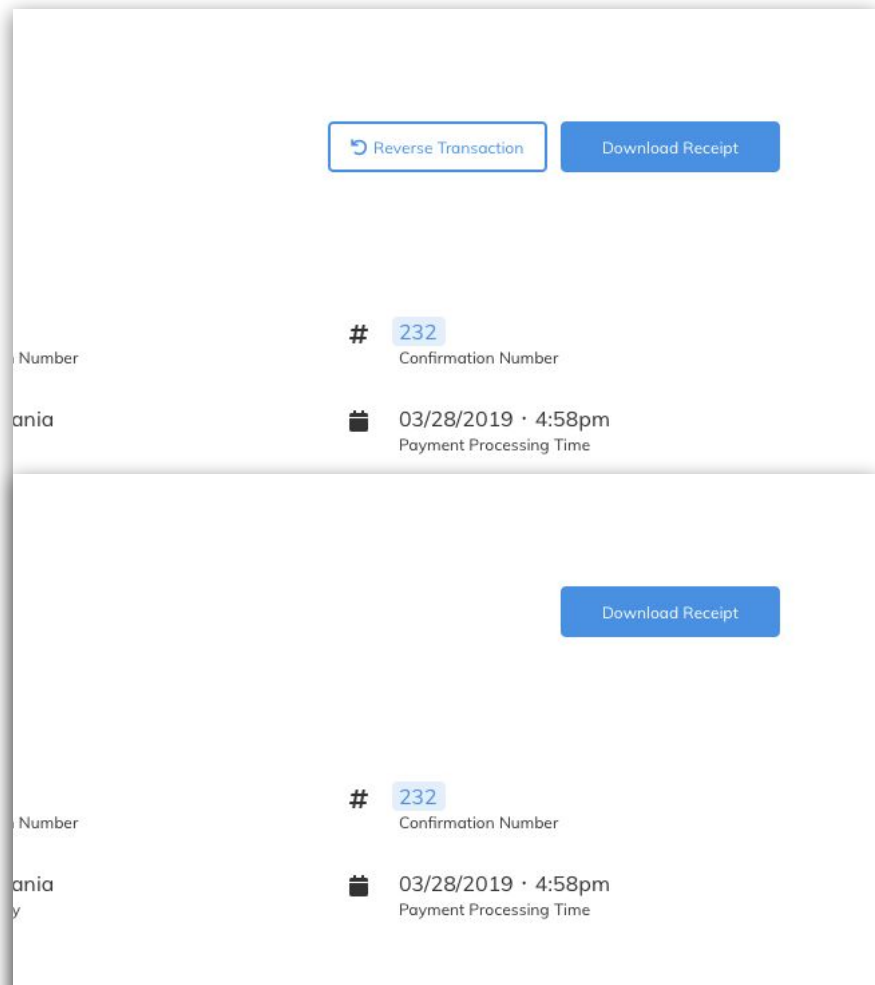
Disable when the action is unavailable?

Disable based on user permissions?

Scenario: Reversing a transaction, but it's timeboxed and some users don't have the privilege to reverse

Users were contacting support asking where the reverse option was

This was one of only a few actions that were time sensitive, which made this even more jarring to the overall experience

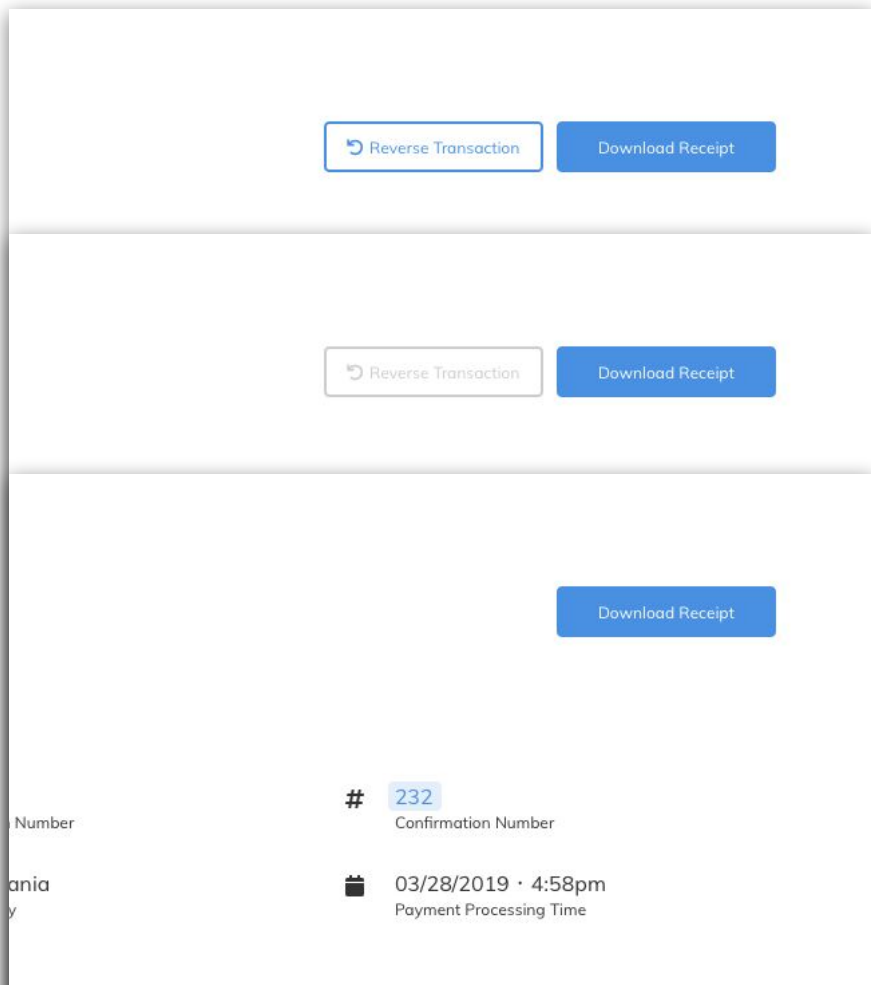


What We Did

- If I have the permissions to the action during my experience then disable (*won't read as broken*)

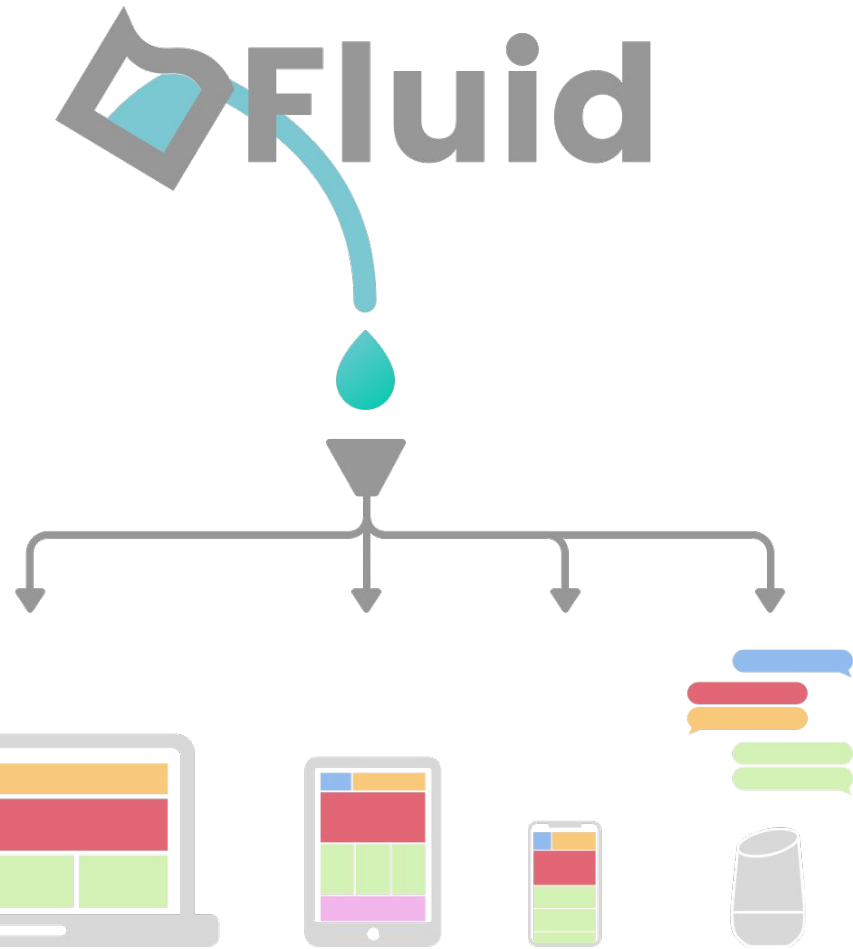
- If no access hide it away (*don't want to tease the user with actions they can't perform*)

We reduced user confusion, consistency reduced the amount of support calls



"When you pour water in a cup, it becomes the cup. When you pour water in a bottle, it becomes the bottle. When you pour water in a teapot, it becomes the teapot. Water can drip and it can crash. Become like water my friend."

- *Bruce Lee*



Bento



**Components are like a bento box, they
come together to create the experience**

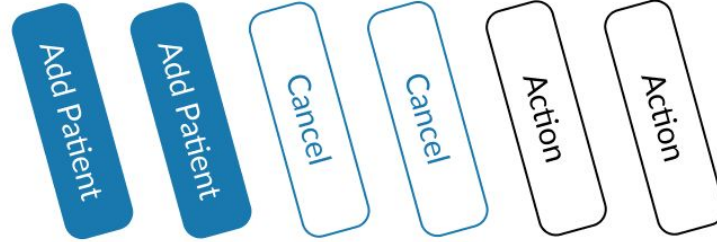
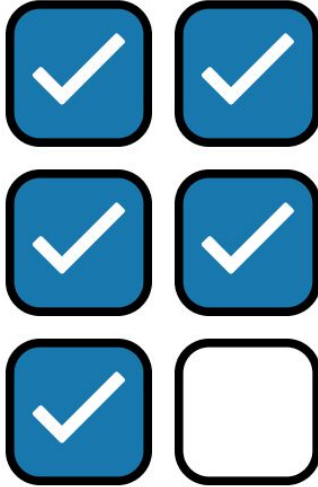
Bento



You don't have to start with the smallest pieces

Checkboxes and radio buttons are probably not the central experience of your product





Base
Routine
Urgent
Critical

Name ↑

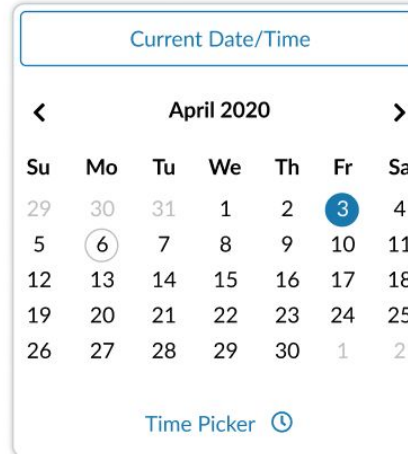
Provider Type

Paola Gobble

Admin

Paola Gobble

MD



**Combination of
flavors
is magical**





Don't worry about growing your own **rice**
and farming your own **fish**, at least not yet



Instead look to prep **existing components**
from **existing design systems** or **browser**
defaults

dd/mm/yyyy

April 2017

Mon	Tue	Wed	Thu	Fri	Sat	Sun
27	28	29	30	31	1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30

mm/dd/yyyy

November	7	^
December	8	2013
January	9	2014
February	10	2015
March	11	2016
April	12	2017
May	13	2018
June	14	2019
July	15	2020
August	16	2021
September	17	v
✓		
✗		

dd/mm/yyyy

November 2017

Mon	Tue	Wed	Thu	Fri	Sat	Sun
30	31	1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	1	2	3
4	5	6	7	8	9	10



☒

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Add Patient

Add Patient

Cancel

Cancel

Action

Action

Base

Routine

Urgent

Critical

Name ↑

Paola Gobble

Paola Gobble

Provider Type

Admin

MD

Current Date/Time

< April 2020 >

Su	Mo	Tu	We	Th	Fr	Sa
29	30	31	1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30	1	2

Time Picker ⌚

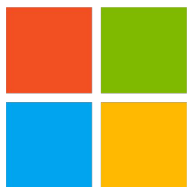
The UX maturity of your organization will influence how deep your design system is



Starting **small** is ok. Don't feel like you have to sort it all out yourself there is **lots of solutions** out there in the world more **formal** than browser defaults.



Material



Fluent UI



Polaris

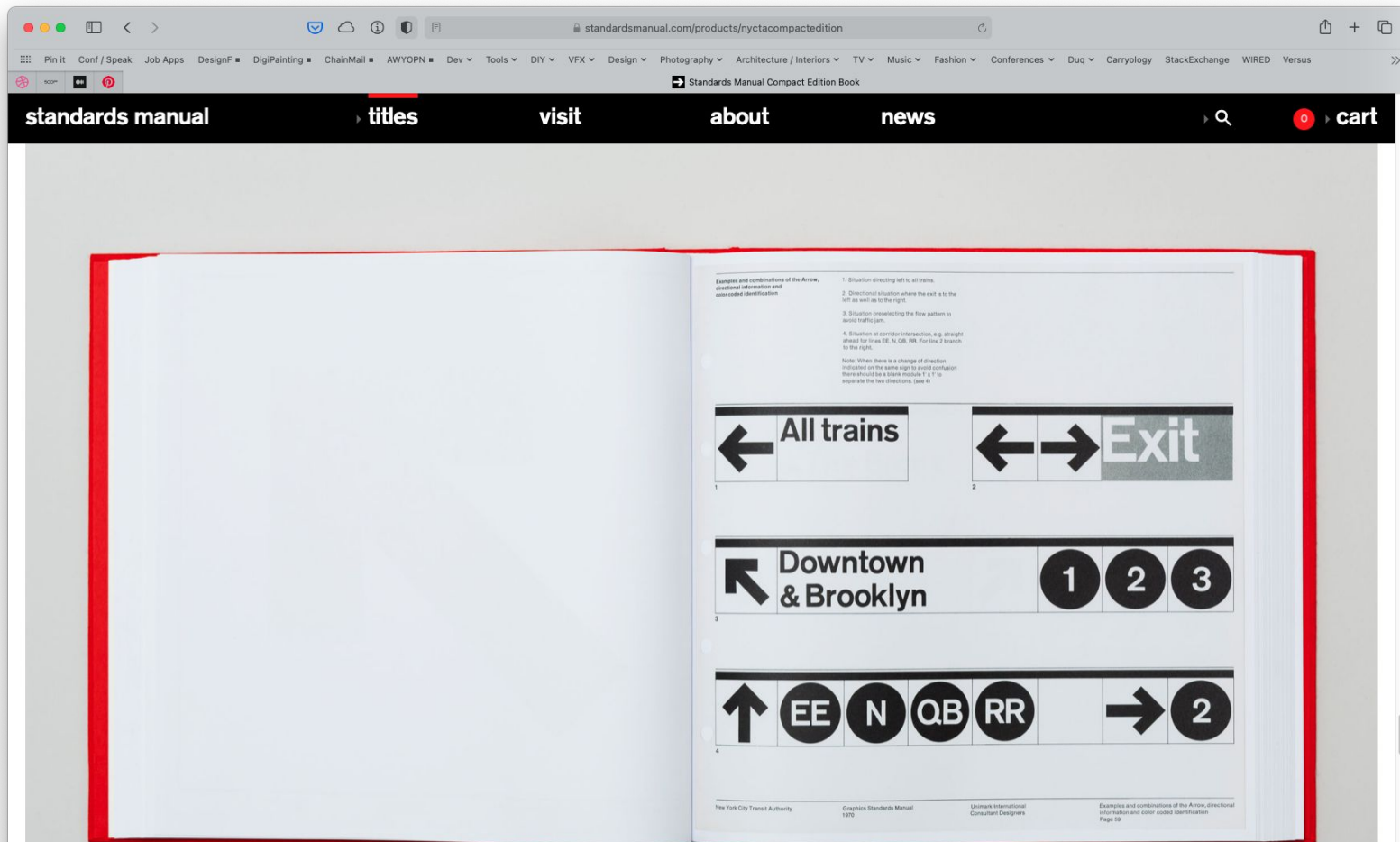


Carbon

Existing Systems

Design System Repository: adele.uxpin.com

Non-Software Design Systems



Pentagram

WORK ABOUT NEWS CONTACT

MIT Media Lab

Brand Identity, Signage & Environmental Graphics

Visual identity and wayfinding for the innovative, interdisciplinary research laboratory at the Massachusetts Institute of Technology.



News



Tourism Queensland: Gretel Bueta

Today, 3:10am



Fagan: Plenty of room to improve

Aug 23, 8:48 PM



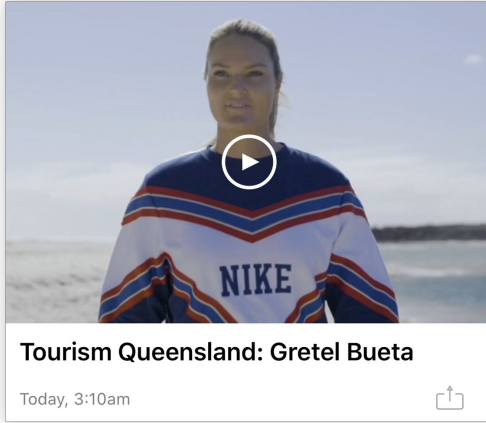
Feiler on the new look o-line for 2020

Aug 21, 1:45 PM

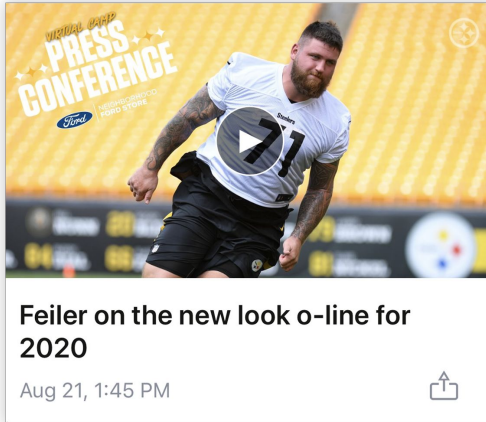


Ballin' in the Bubble with Troy Brown Jr., Finale/Episode 7

Aug 17, 12:53 PM



These are representing 4 unique brands but feels like they would belong to 1



1:1 responsive asset

{rubric}

**Lorem ipsum dolor sit amet
consectetur**

{contributor byline}

{Published date}

BASE COMPONENT



NEWS

**Rihanna Celebrates Her
Visual Autobiography In
The Most Rihanna Way**

BY ALICE NEWBOLD
25 OCTOBER 2019

VOGUE



FASHION

**Egyptian-Italian musician,
Mahmood, stars in the
AW19 issue of GQ Style**

By [GQ Style magazine](#) 15 October 2019






GQ

Our System was Too Rigid

We had **50+** applications that were using the same system but the **rules and implementation** was too rigid for each brand to make it their own

Branding wasn't considered critical to the system at the outset, and native device tech was a bit more limiting

Benefits of a System

-  Reduces startup time
-  Consistency & Clarity
-  Reduces decision fatigue
-  Ease of scale
-  Focuses on the main experiences

Systems in Play

4 new products in **6** months with **1** designer

And this was an informal system. Working design file & conversation

Summary

Rules

Logic and principles can guide the experience agnostic of tech & platform

Fluid

Expect your experiences context to adapt and change

Bento

Combination of the pieces is important, start small, details will be handled

UX Maturity & Scope

An organization's UX maturity will help guide your process

Leverage Existing

Systems Explores existing system formal & informal, many basics are covered

**Great
Experiences
Are Smooth**



Responsify!

Assignment Review

Weather.gov

Re-design Process Demo