**6. Conclusion**

If an app is being built primarily for the Android platform, then using Material Design is an easy choice. Because of Google’s widespread adoption, any app based on Material Design principles is going to feel like a native app.

That said, there are plenty of other use cases outside of the Android platform where Material Design is a solid choice. As the design system matures even further, those situations are bound to increase. Designers  should, at the very least, familiarize themselves with the guidelines so that they can determine for themselves when it’s appropriate to use Material Design, and when other systems might be better suited.