Hello!



Sorry, who?

- NSW Design System Product Manager
- IxD/UXer
- Like pairing design and code

Getting into DesignOps

Some battle stories from an old man 👴

Never found the right fit between:

- UI dev
- UX design
- Service Design
- Mastering scrums
- Managing design teams

Found my helping others fill the gaps between those things.

Nice origin story, friend, but...

What are we talking about today?

DesignOps helping teams design the whole experience

What is DesignOps?

Giving people in design the tools, processes, artefacts, and support they need to make better things.

People in design might include people not called 'designer'

So we need to define design...

Let's get existential!

What even is Design?

A process of decisions that make the finished thing good.

Within digital, the definition of good is a good experience and outcome.

A good experience is about more than how something looks.

Levels that can impact users' experiences

- Whether they can reach their goal
- Visual Design
- UI Design
- Content Design
- Usability
- Accessibility

- Frontend code
- Backend code
- APIs
- Hosting
- Privacy
- Security
- Trust

Everyone is responsible for users' experiences

No designer should/could know all of these practices

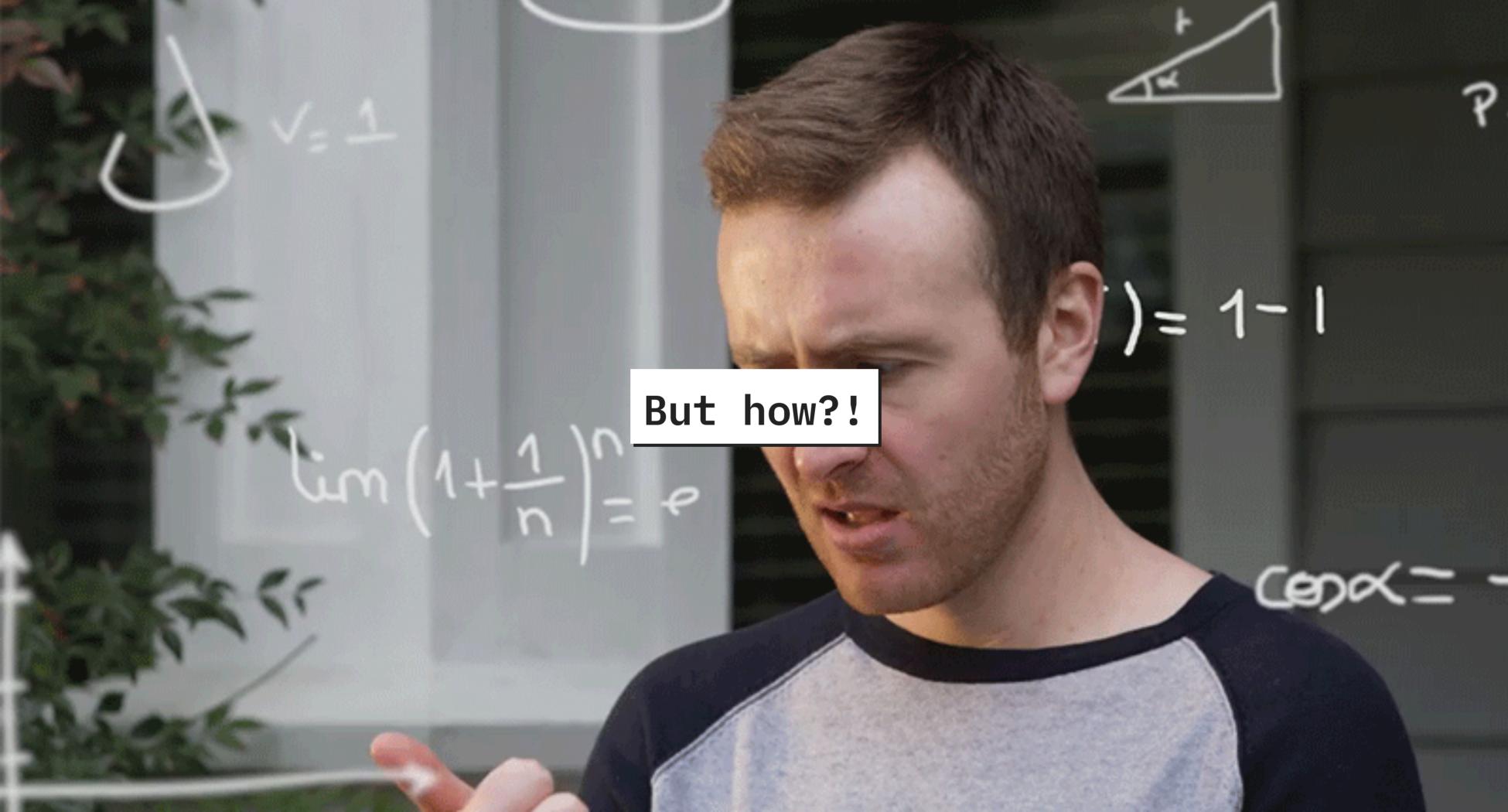
Design's input isn't in all the right places

Full-stack UX

Design which focuses on user experience at every level of a product.

To make a good experience, the design approach should be applied to the whole thing

The UX mindset should go beyong the usual UX skillset



2 symbiotic things

A full stack design system

DesignOps 2.0

Full-stack UX can be helped in the same way UI/UX is...

A full-stack design system

Good UX off-the-shelf, across the whole stack

Example: Asking a user for an address

Traditional Design System

UI Design toolkit

- How the UI looks
- The code for a digital UI (HTML & CSS)

UI Dev toolkit

- The code for a view-layer component (Vue/React)
- The type-ahead mechanics (JS)

Full-stack Design System

Full-stack & DevOps toolkit

- API integration (JS)
- App boilerplate
- Reliable data

Design Guidance

- When it's not ok to ask for an address
- What people expect when they can't answer

DesignOps 2.0

If DesignOps is giving Designers the tools, processes, and artefacts to work faster and better...

...and we're now saying there's bits of design in all product roles...

...DesignOps 2.0 is facilitating the bit of design in all of those roles.

DesignOps 2.0

Erica Rider from PayPal will be talking about DesignOps 2.0 in more detail @ 15:10 (next).

DesignOps 2.0 + Full Stack Design System

Developers

Need components with no unanswered questions, where they might have to interpret intent

UX/Content people

Need contextual patterns, and a platform to share and extend them

UI/Product people

Need an accessible tool to communicate what to build, which creates fully usable prototypes

Teams

Need to use the same components, from a single source of truth

Getting there in 4 stages

A visual design system

- Image-based design
- Consistent branding
- Look & Feel

HTML & CSS examples

- Image-based design
- CSS is ready-made
- Development required

Isomorphic image & code

- Image-based design
- Replica library
- Interpretation required

Full-stack UX system

- Design in (no)code
- Avoid design-drift
- UX focus

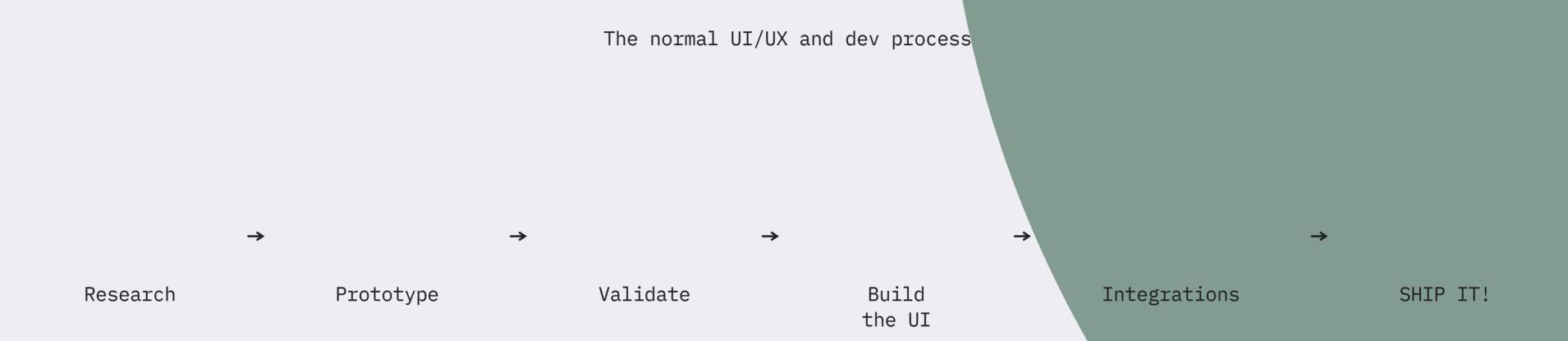
Power up: Creative technologists

Creative technologists are people who have a creative mindset and a technical skillset.

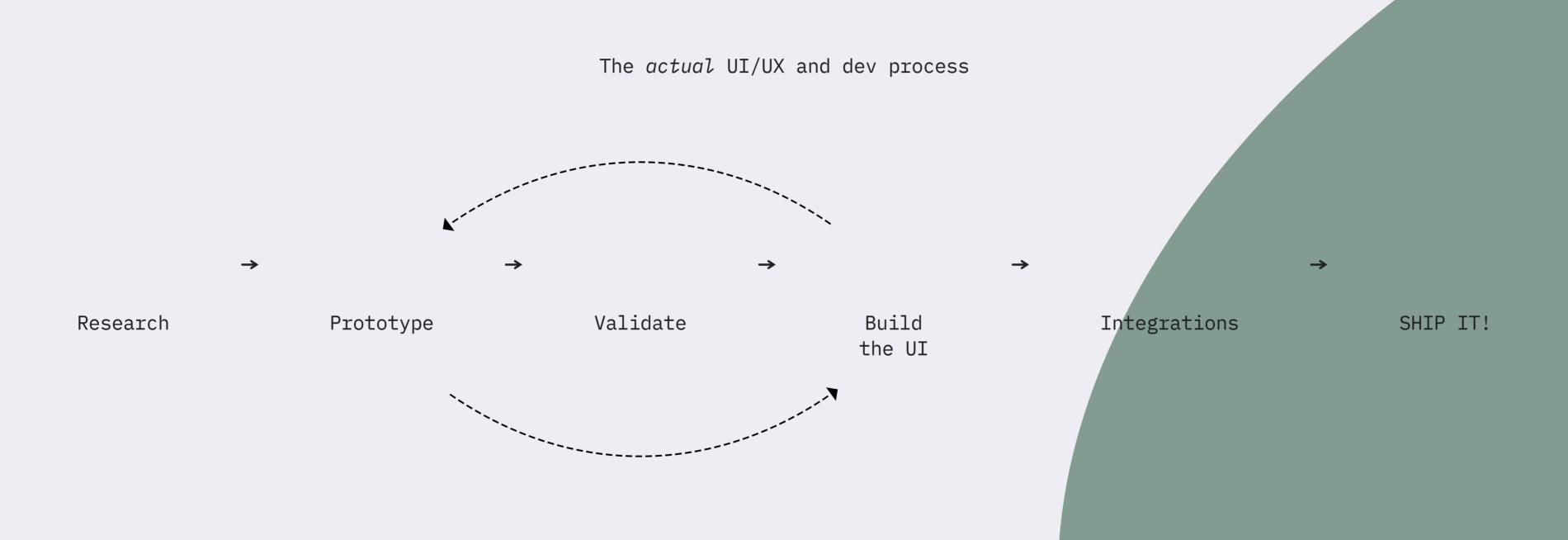
They're most often in development roles, as the marketable skills are so similar.

A creative technologist is a UXer

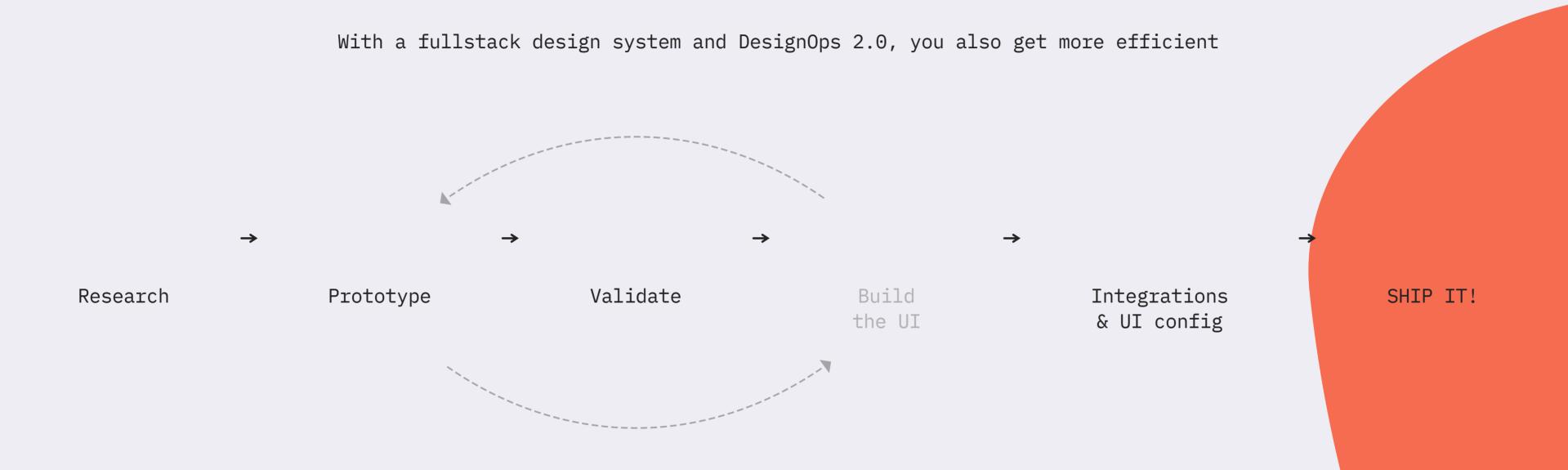
Creative tech & UX process



Creative tech & UX process



Creative tech & UX process

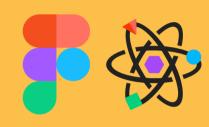


Tools for designers









Zeplin

Framer

UX<mark>Pin Merge</mark>

Figma & React-figma

All of these are no-code most use renders of code

TO DO: Take-home: full stack pattern template

Thank you!

tjharrop.com

in linkedin.com/in/tjharrop

For more like this, don't miss Erica Rider, Zeplin fireside chat, & the UXPin Merge workshop