

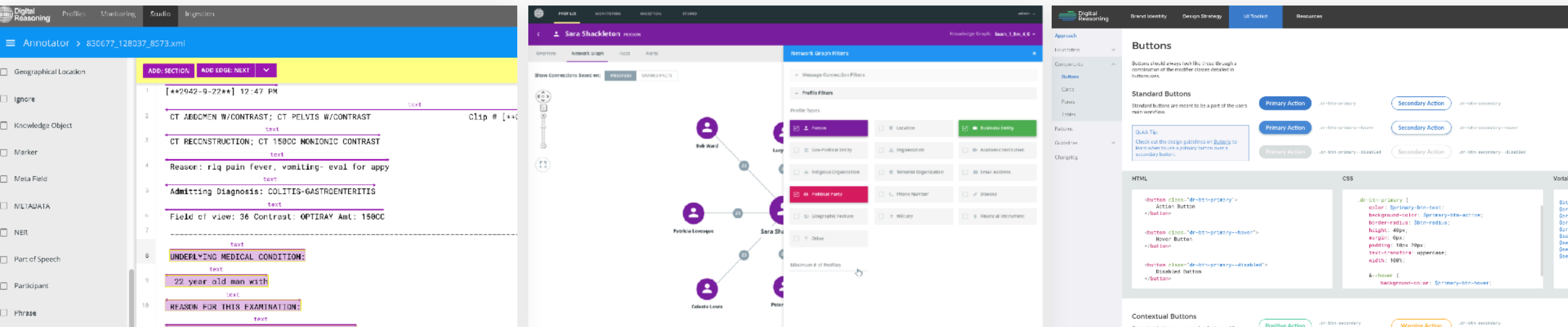
LEARNING FROM PRACTICE

# Moving beyond Material.

The first release of the Annotator (now Cognition) product shipped in mid-2016. The product is now in extensive use by data scientists at organizations including Morgan Stanley, Hospital Corporation of America, and the Bank of England.

Following this project, my team adapted Material Design to new components specific to our needs, such as network graphs and advanced filters. We also **noted some challenges with applying Material to information-dense, desktop-oriented enterprise software UIs**, such as overly large margins and padding, form input styling that hampers discovery, and a lack of support for controls such as date range pickers. (Google has since addressed some of these with the “high density” variant of Material.)

By the time I left Digital Reasoning at the end of 2017, **we had started moving away from Material Design towards a custom design system that fit the specific needs of our team's design practice.**



## OUTCOMES

# My impact at Digital Reasoning.



### Business Impact

Helped Digital Reasoning gain recognition for design excellence by industry analysts like Forrester - who described the company's products as "sophisticated, flexible, and easy-to-use".



### Process Impact

Built a customer design partnership program with organizations like Morgan Stanley and the Hospital Corporation of America (HCA) to incorporate customer and user feedback into roadmap.



### Team Impact

Grew the team from 1 to 4 members; led development of two iterations of the company's design system; helped junior team members develop into confident and impactful contributors.

