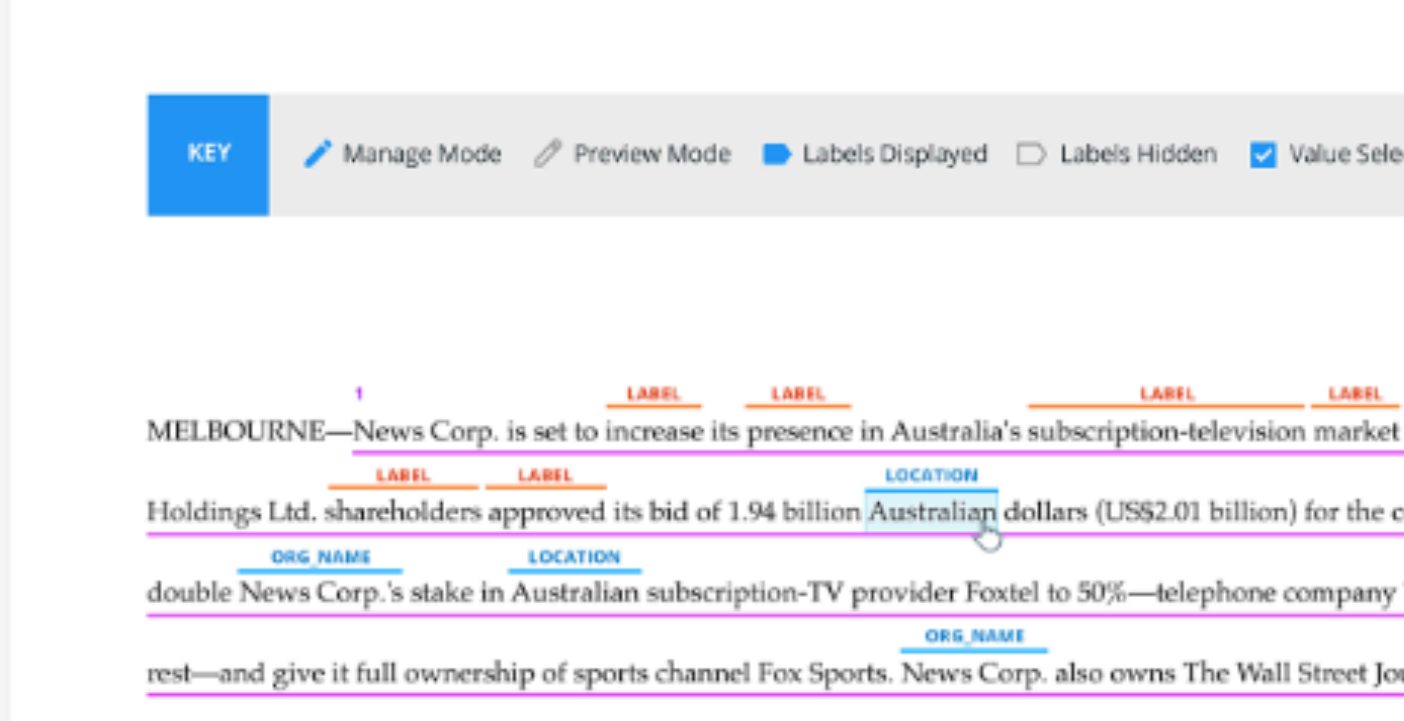
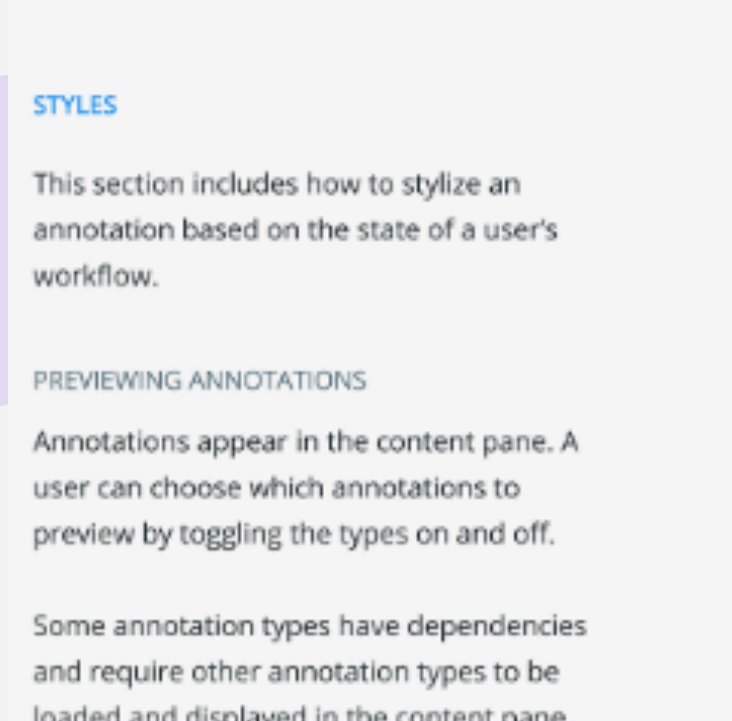
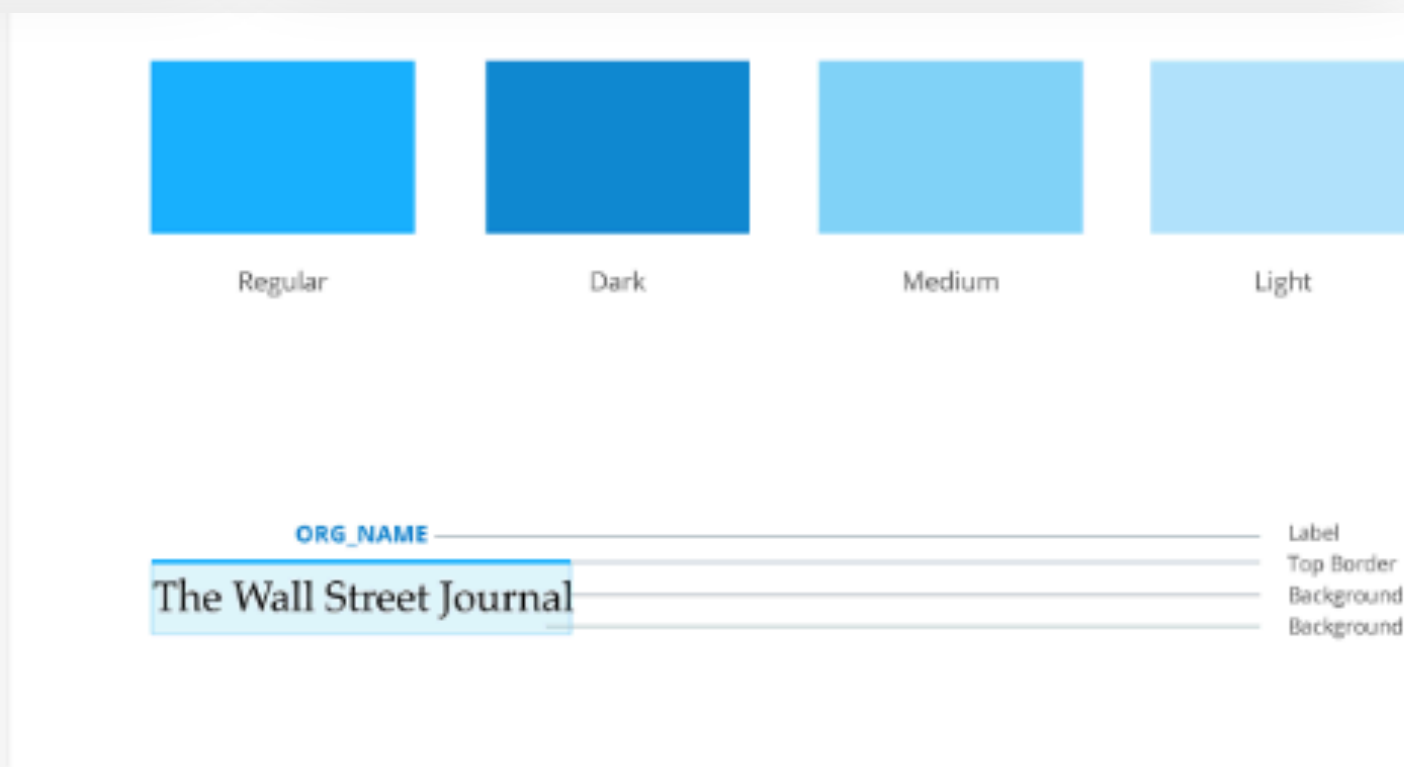
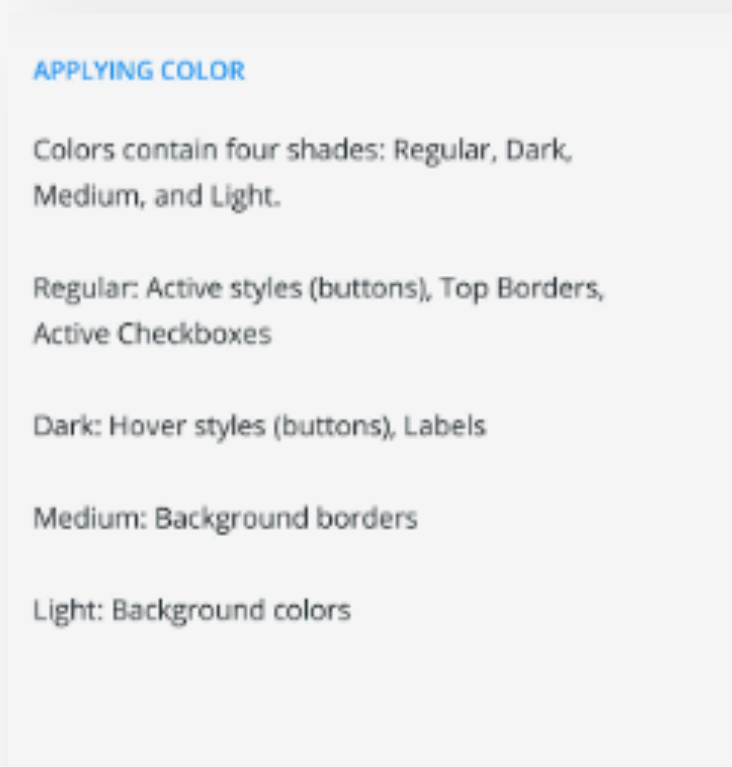
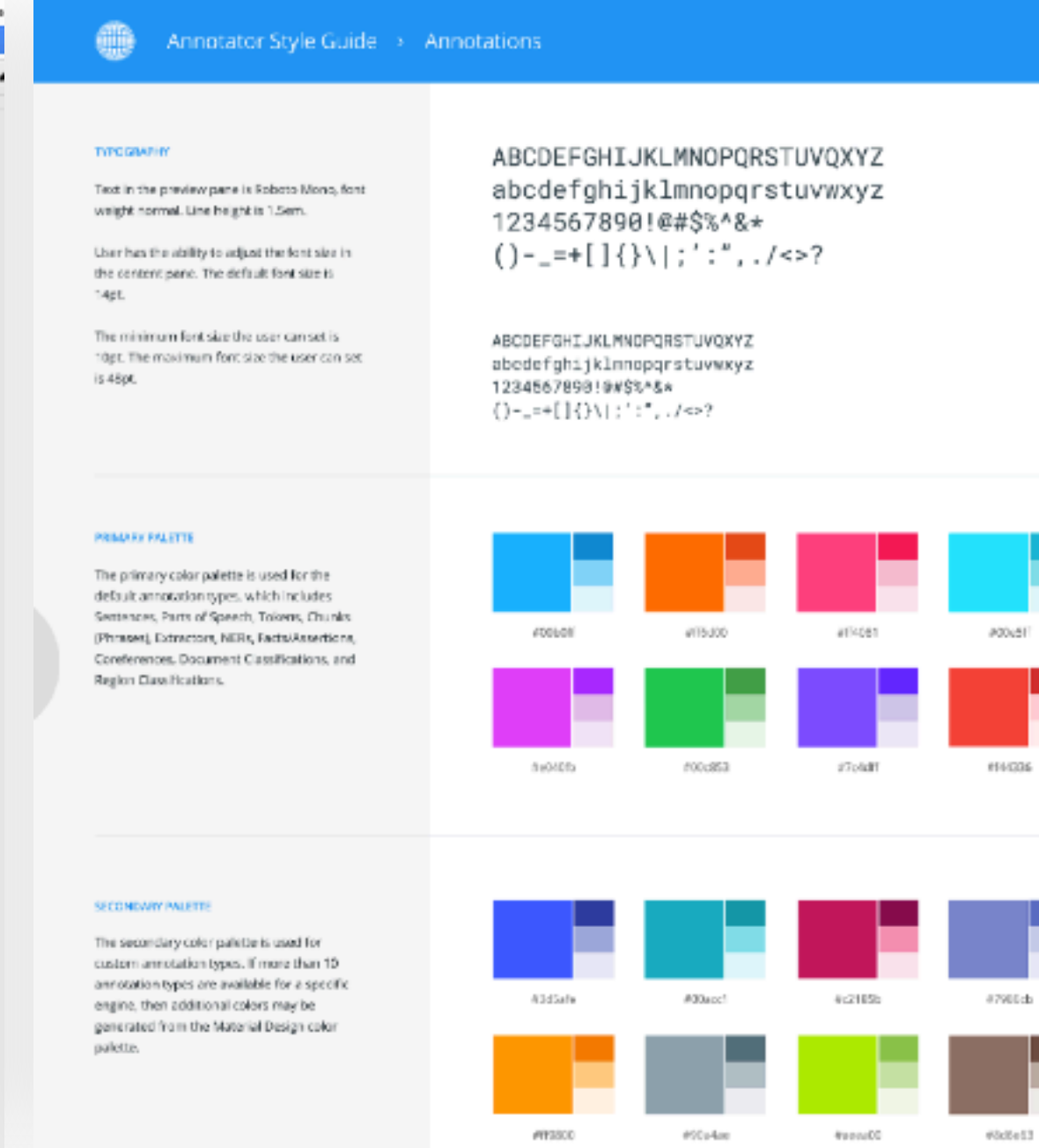
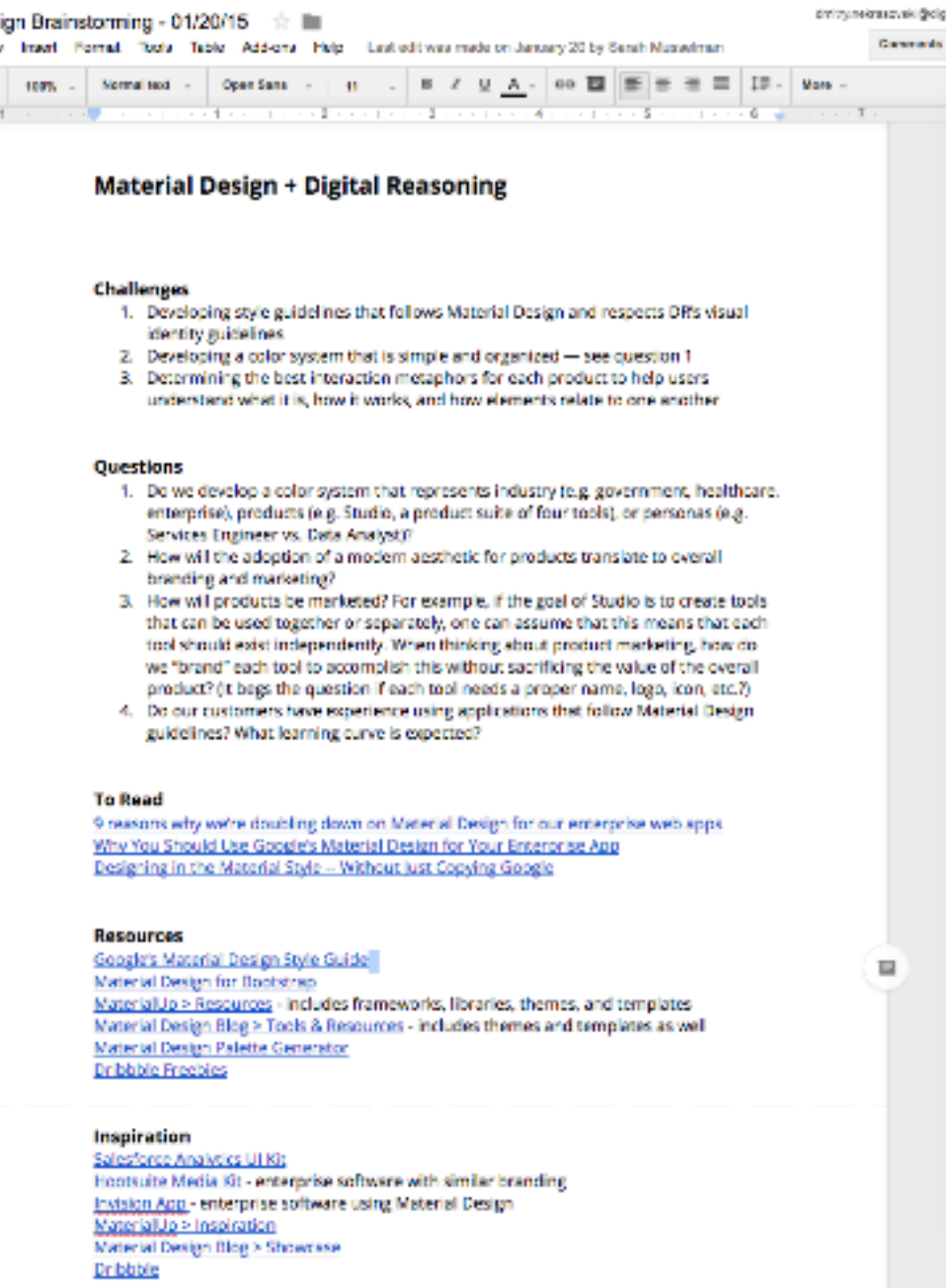


Ramping up and teaming up.

Figure 1 illustrates the 'Add Chunk' process in a software interface. The figure is organized into two rows of three screenshots each, showing the progression of adding chunks. The top row shows 'Add Chunk > 1', 'Add Chunk > 2', and 'Add Chunk > 3'. The bottom row shows 'Add Chunk > 5', 'Add Chunk > 6', and 'Add Chunk > 7'. Each screenshot displays a list of items with checkboxes and a 'Add' button. The interface is in German.



DESIGN SYSTEM

Making Material progress.

While Sarah was ramping up, I asked her to research various publicly available design systems that our team could use as a basis for developing one for Digital Reasoning products.

We settled on Material Design for several reasons, including extensive documentation, momentum in the design community, and support for Angular, a framework that our Engineering team felt comfortable with.

The breadth of the Material Design colour palette came in immediately handy on the Annotator project, since we needed to **create design specs for over 30 combinations of annotation types and states** out of the box, plus additional custom annotation types for specific usage scenarios such as medical lab report annotation.

We then created our own style guide to **document the appearance and behaviour of various annotation types and states** in the context of different interaction modes within the product.

