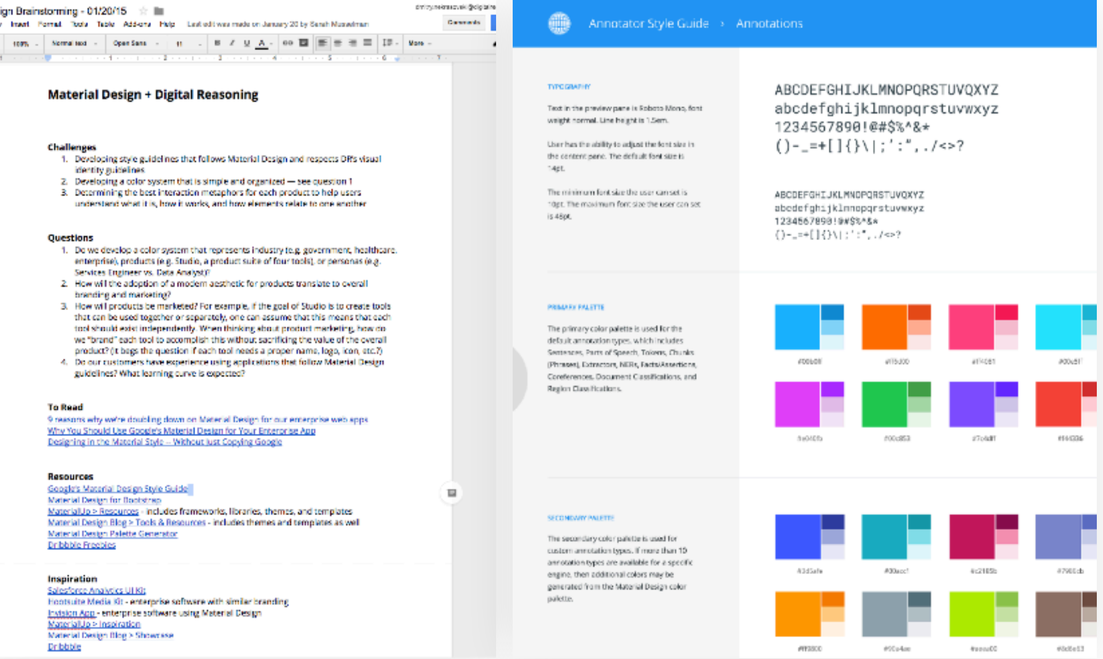

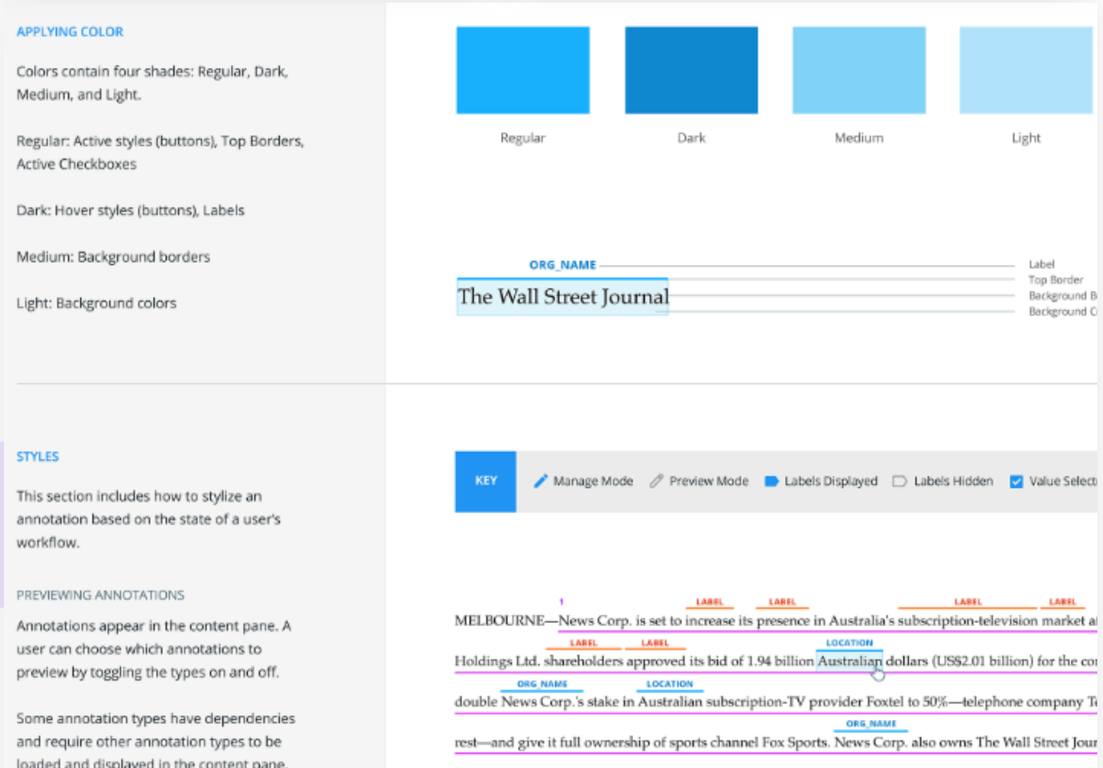

DESIGN SYSTEM

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.

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**.