DESIGNING SYSTEMS

"We're not designing pages, we're designing systems of components."

- Stephen Hay

DESIGN SYSTEMS

Interfaces are built on combinations of smaller components

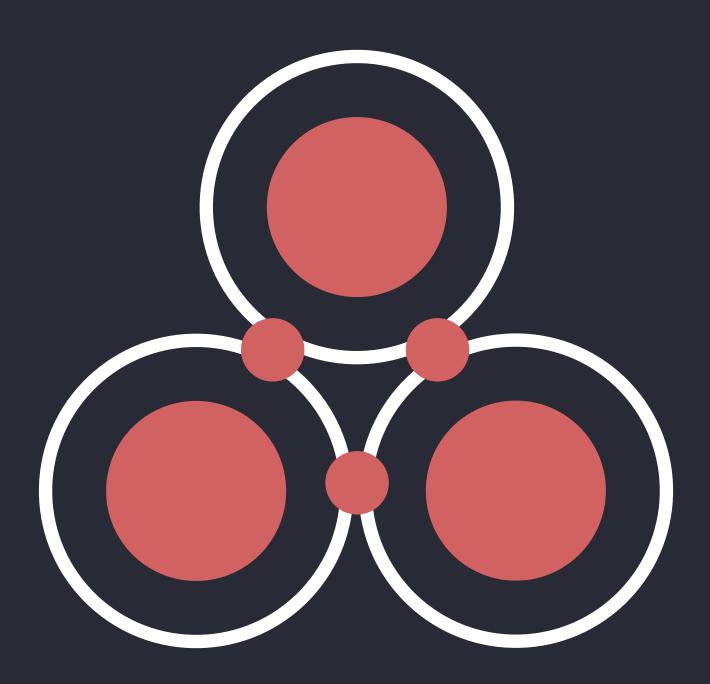
Reduces repetitive tasks

Ensures consistency across project(s)

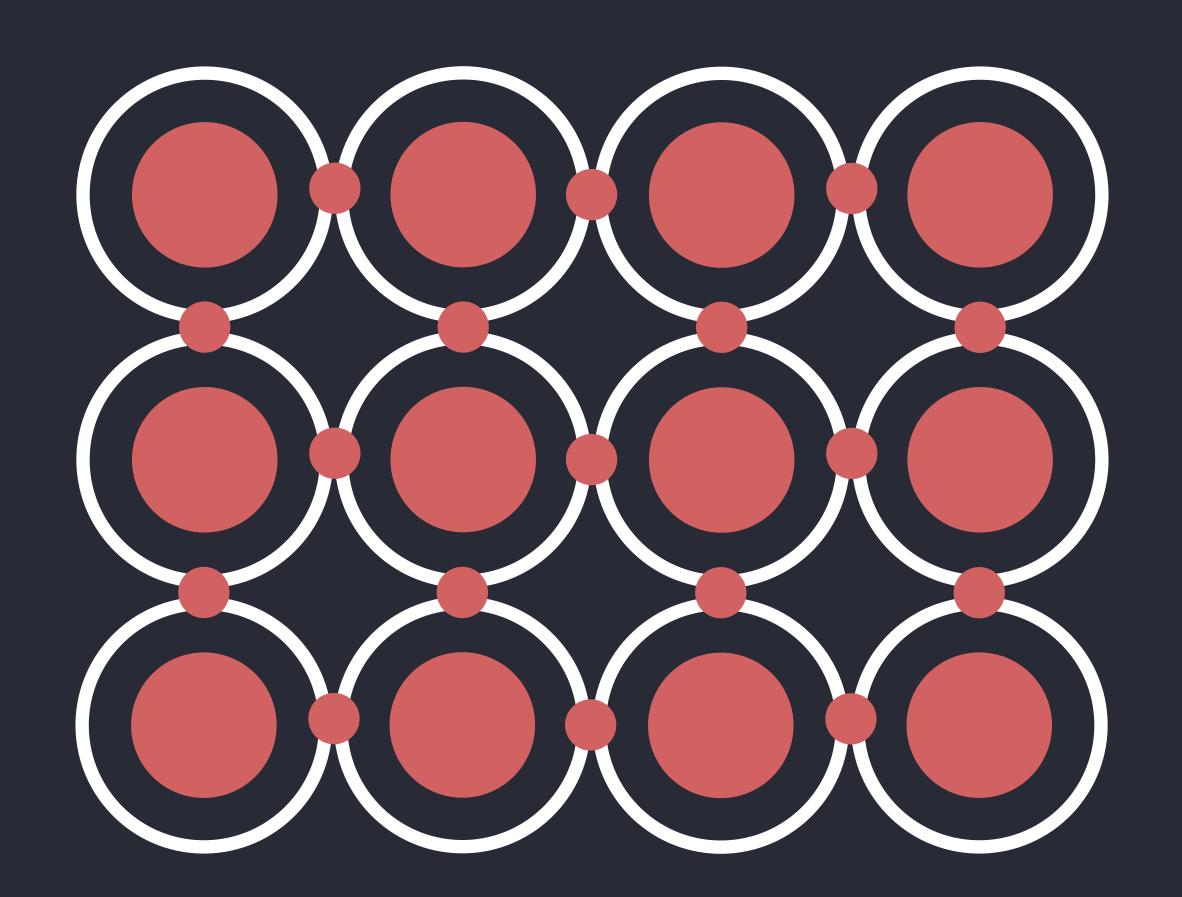
1. Atoms



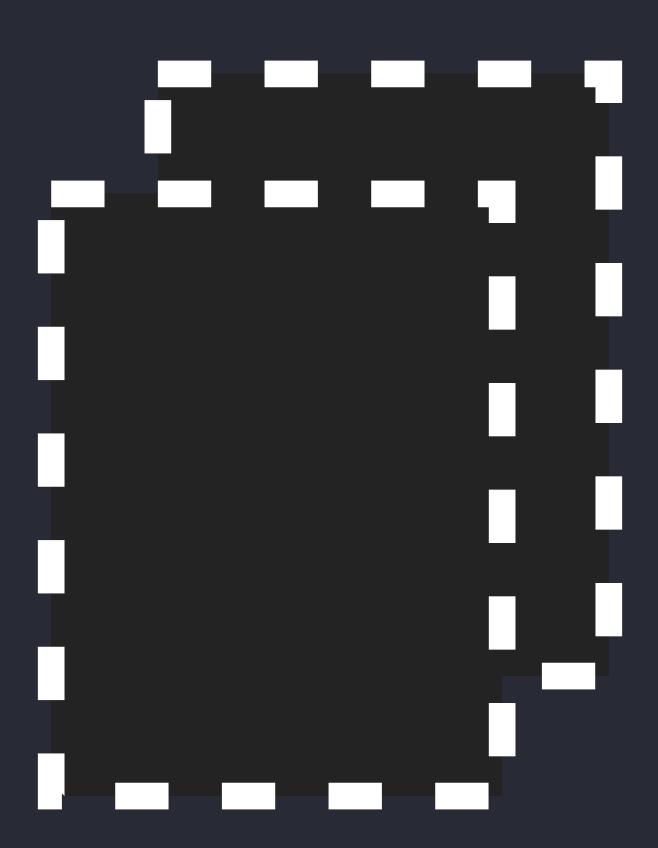
- 1. Atoms
- 2. Molecules



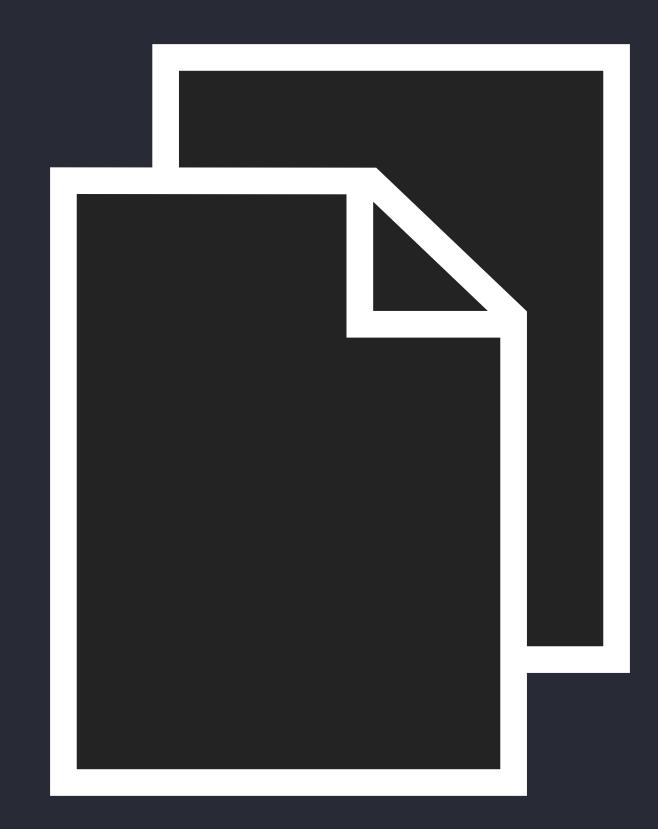
- 1. Atoms
- 2. Molecules
- 3. Organisms



- 1. Atoms
- 2. Molecules
- 3. Organisms
- 4. Templates



- 1. Atoms
- 2. Molecules
- 3. Organisms
- 4. Templates
- 5. Pages



ATOMS

Smallest of the building blocks

Similar to HTML tags

Fundamental elements to which visual styles are applied (color, fonts, animation)

e.g. A form label

MOLECULES

Combinations of atoms

Commonly referred to as components

Backbone of design systems

Built for reuse

"Do one thing and do it well"

e.g. Combining a form label, input and button creates a search component

ORGANISMS

Combinations of molecules

Commonly referred to as patterns

Relatively complex

Create distinct sections of an interface

e.g. Combining a logo, navigation component and search component creates the header for a site

TEMPLATES

Combinations of organisms

Concrete and provide context to abstract molecules and organisms

Begin as grayscale wireframes (HTML)

Over time increase fidelity

Eventually become final deliverable (see pages)

PAGES

Specific instances of templates

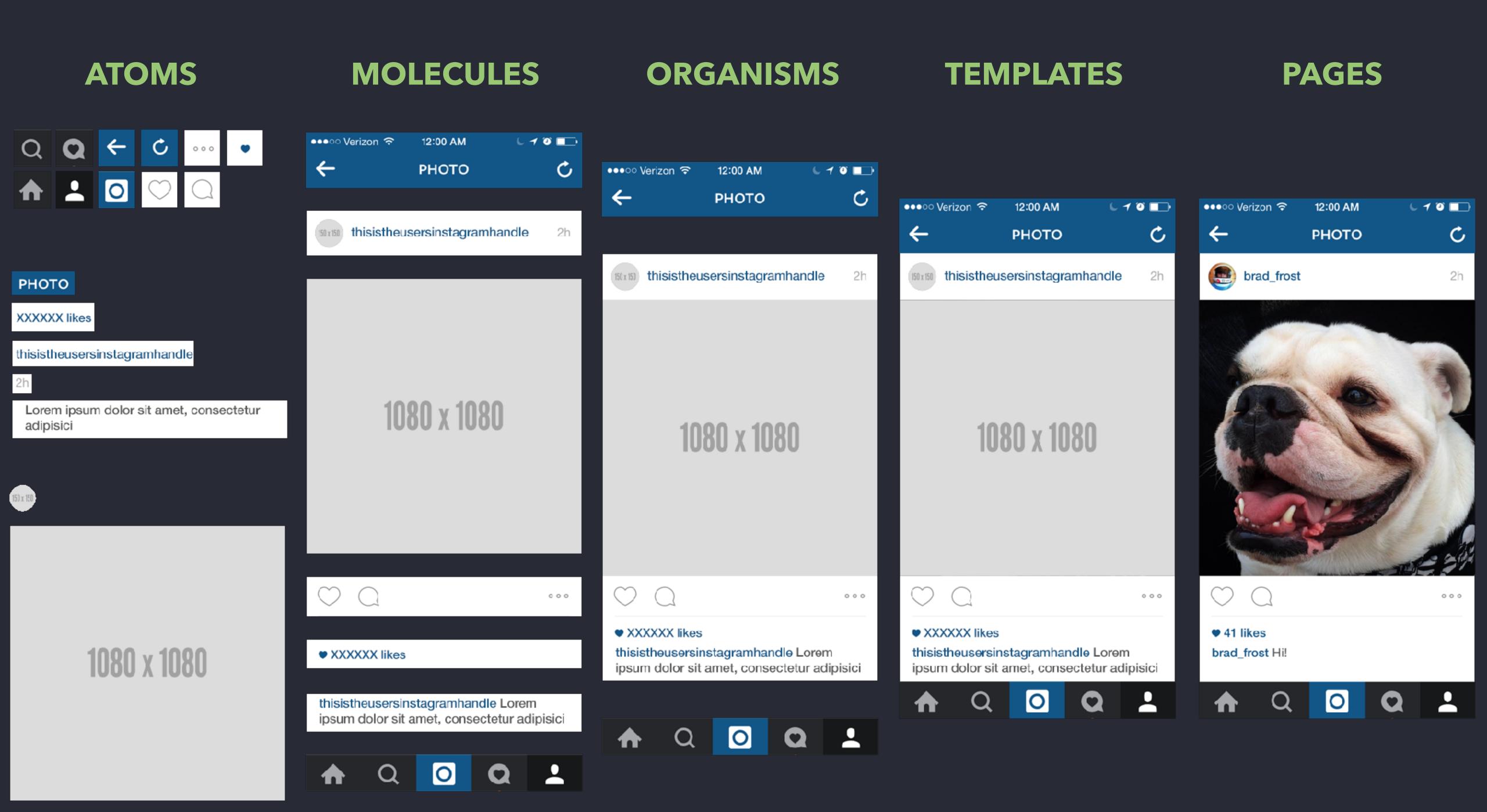
Placeholder content replaced with real content

Accurate representation of final deliverable

Essential to testing the effectiveness of the design system

Test the extremes of the design system

(a headline with 40 characters vs. 340 characters)



EXAMPLES IN THE WILD

Apple's Human Interface Guidelines

developer.apple.com/ios/human-interface-guidelines/

Google's Material Design

design.google.com

MailChimp

ux.mailchimp.com

Salesforce

lightningdesignsystem.com

Shopify Polaris Design System

https://polaris.shopify.com

QUESTIONS?