

Goals

UI Audits

- What are they?
- What problems can they highlight?
- How can an audit be performed?
- What happens after an audit?

Experience •

- How did we conduct our audits?
- What problems did we discover?
- What did we do with the results?

Defining A Design System With UI Audits @DanielYuschick

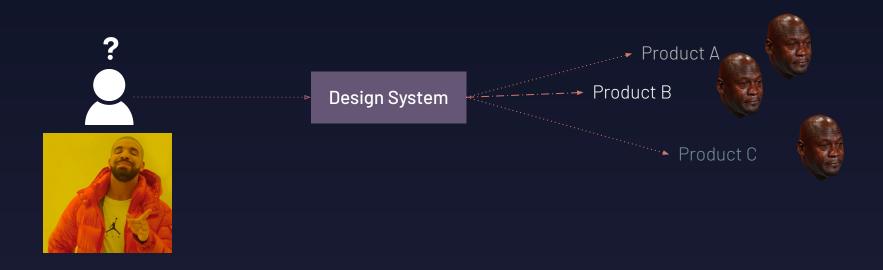
Camp One: Exploring UI Audits

Camp Two: Unearthing the Answers

High Camp: Discovering the Value

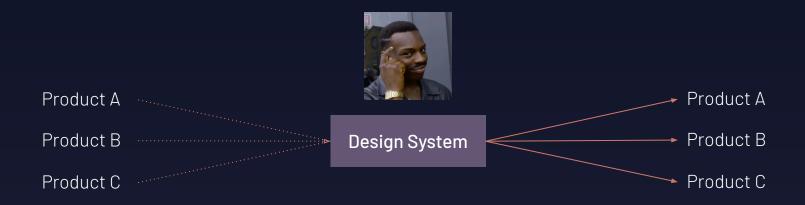
Summit: Conquering the System

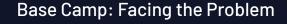
- Current state of our design system
 - Built in isolation without design and development collaboration
 - Used to meet a tight deadline for a single product
 - Did not align with company values
 - No planning or roadmapping



Defining A Design System With UI Audits @DanielYuschia

- Design systems are products
 - Who is the target audience?
 - What are the key problems to solve?
 - How does it align with company values?
 - What is the scope and projection?





Camp Two: Unearthing the Answers

High Camp: Discovering the Value

Summit: Conquering the System

What is a UI audit?

A UI audit is the process of understanding existing products by reviewing their interactions, experiences and content.

What can a UI audit include?

- Component styles and variations
- General UI inconsistencies
- User experience flows and patterns
- Design language and conventions
- Content and tone of voice
- Use of motion and animation

How to conduct a UI audit?

- Arrange meetings with product stakeholders
- Walk through the entire product and its user flows
- Take screenshots of UI states, record the screen share
- Ask questions and take notes
- Collect all the screenshots and notes into a single place

Defining A Design System With UI Audits @DanielYuschick







Defining A Design System With UI Audits @DanielYuschick

Sample questions asked per product

- What is the current tech stack being used?
- Are there any anticipated changes to that in the roadmap?
- Any legacy tech that must be considered?
- How is styling handled?
- Are there any defined browser requirements?
- What is working well? What are the pain points?

Camp One: Exploring UI Audits

Camp Two: Unearthing the Answers

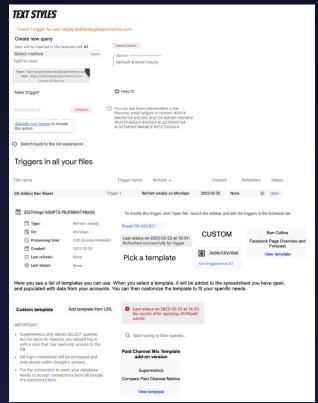
High Camp: Discovering the Value

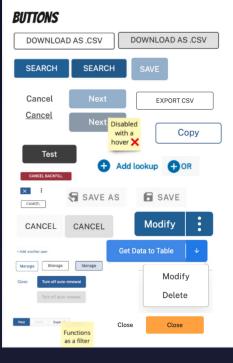
Summit: Conquering the System

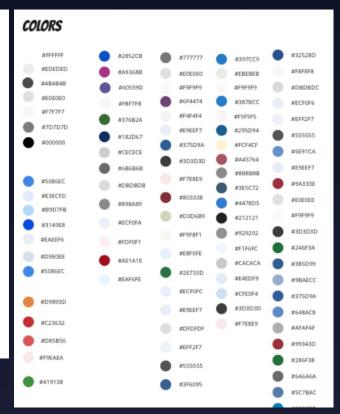


Reviewing the results

- Organized the screenshots into their user flow sequences
- Grouped similar components
- Compiled developer experience notes to identify high-priority items
- Defined other unique values like colors and text styles
- Identified inconsistent UX flows







Project Wallace CSS Analyzer

- Used to collect exact values that are difficult to extract from a screenshot
- Defined our baseline metric to measure the success of the design system against





Defining A Design System With UI Audits @DanielYuschick

- Developer experience feedback
 - Working with icons was inconsistent and inconvenient
 - The existing layout component were heavy and unintuitive
 - Documentation is scattered and unreliable
 - Current components do not support responsive or modern layouts

@DanielYusch

Review findings with the team

Defining A Design System With UI Audits @DanielYuschick

Camp One: Exploring UI Audits

Camp Two: Unearthing the Answers

High Camp: Discovering the Value

Summit: Conquering the System

High Camp: Discovering the Value

Reviewing the findings

- Focus on one area at a time (border radius, font sizes, colors)
- Plan for more time than you may initially think
- What values should be kept? Replaced? Added?

High Camp: Discovering the Value

· What we learned during our reviews

- Test font size and spacing scales on existing designs
- There are a lot of stakeholders when it comes to colors
- We preferred in-person workshops to remote sessions
- This process doesn't mean things need to change, nor stay the same
- It would be worthwhile to audit our products regularly

High Camp: Discovering the Value

Outcomes

- We had defined our atomic-level values and structure
- Determined how to align some inconsistent UX patterns
- A team-wide understanding of and visibility into the design system
- Baseline metrics to measure the success of the design system against

Camp One: Exploring UI Audits

Camp Two: Unearthing the Answers

High Camp: Discovering the Value

Summit: Conquering the System

The design system foundation

- Defined our core design token naming conventions
- Established patterns and guidelines to align UX across products
- Indirectly created a rough component roadmap
- Created the project foundation with the baseline technical requirements
- Defined our baseline metrics for measuring design system success

Core Tokens

Core tokens are for internal design use.

font-size-4x

Semantic Tokens

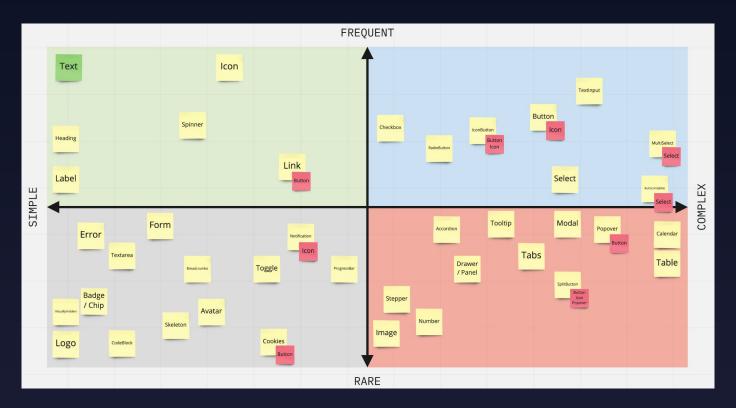
Semantic tokens are for development use.

font-size-heading-1

Component Tokens

Component tokens are for UI library development.

heading-h1-font-size



ColorsFont FamiliesFont Sizes $116 \rightarrow 67$ $13 \rightarrow 3$ $28 \rightarrow 8$ ShadowsPx-to-Rel Units!important $30 \rightarrow 5$ $2551/533 \rightarrow 100/2000$ $72 \rightarrow <10$



Resources

CSS Analyzer

Scan a site to collect and visualize all of its used styles

Figma Tokens Plugin

Sync Design Tokens from Figma to Github

Style Dictionary

Transform Design Tokens into various predefined or custom formats

<u>Utopia Fluid Font & Space Calculator</u>

Generate fluid scales for font sizes and spacing systems

Defining A Design System With UI Audits @DanielYuschick