Pattern Libraries

Pros:

01. Will come in handy for websites that are large, or frequently growing.

02. It will not only focus on the overall design of a website, but it will also focus on the UI/UX of a website.

03. Considers the user’s limited accessibility towards the website.

04. Focuses on common issues for today’s web practices, and reduces the need to reinvent the wheel.

05. Encourages teamwork and communication between designers and developers from different departments, and in most cases our clients.

06. Provides an opportunity to include any sort of documentation(s) in case there is a new designer/developer assigned to a website.

07. Projects can be maintained with ease, and is recommended that we use a versioning system like GitHub or PatternLab.

08. Combines the concepts of consistency and stability for all webpages.

09. Once a Pattern Library has been collected, it can be reused for future websites.

10. With enough experience with building and customizing Pattern Libraries, we can develop our own method(s) which could potentially make us stand out from our competitors.

Cons:

01. Cannot be used as a framework such as Twitter Bootstrap.

02. It can be repetitive at times, but can be customized based on the client needs.

03. Time consuming process, but it will save time in the long run.

04. In terms of accessibility, it will be difficult to meet all the requirements at a global scale.

05. Like all technology, we must be aware of the most recent trends of today’s web standards.

Resources:

<https://boagworld.com/design/pattern-library/>

<http://ux.mailchimp.com/patterns/about>

<https://standards.usa.gov/getting-started/>

<https://standards.usa.gov/visual-style/>

Atomic Web Design

Pros:

01. Can be used as a solid foundation to build a pattern library.

02. Incorporates the essentials of chemistry to develop a website atomically.

03. Only contains five steps, which can be used as building blocks for creating websites. They are atom 🡪 molecule 🡪 organism 🡪 template 🡪 page.

04. In terms of productivity, there is a high probability of accelerating our team’s workflow.

05. Rather than creating a web design that may be considered abstract, we can develop a website that is profoundly concrete.

06. Creates UI/UX elements which makes testing easier, encourages reusability, and promotes consistency throughout the interface.

07. Assists with building a helpful hierarchy for us to construct the components of our website.

08. The use of atomic template placeholders can certainly help the team (as well as the client) understand what the website is going to look like before production.

09. (Re)setting our expectation(s) can definitely help creating a website atomically.

10. Once the website has been built atomically, it can be a reliable reference to keep coming back to. With these elements combined, the developed website can be sustained in the long run.

Cons:

01. Average users (or clients) will not be interested in this process, or notice them for that matter.

02. It can be repetitive at times, but can be customized based on the client needs.

03. Atomic web design is not a linear process, but can be used as a model.

04. This process will not work for those who are not willing to change their web practices.

05. The book has not been published, although they are currently online.

Resources:

<http://atomicdesign.bradfrost.com/table-of-contents/>

<http://bradfrost.com/blog/post/atomic-web-design/>

<https://vimeo.com/67476280>

<http://www.justinmind.com/blog/atomic-design-user-experience/>