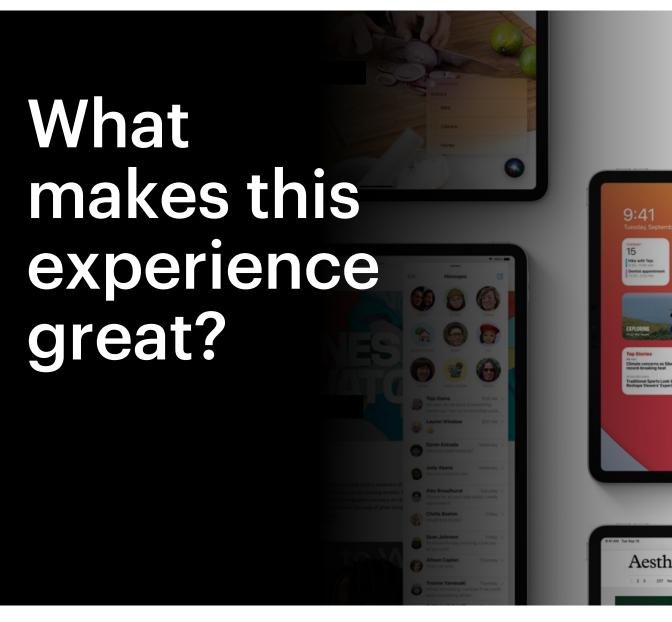
Design Systems: Do you need one & how to get started?

Introductions

What makes this experience great?

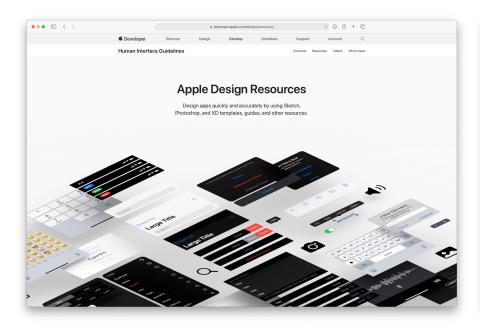


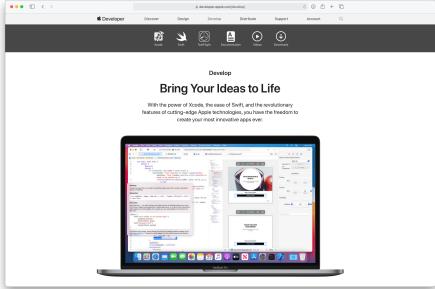












Agenda

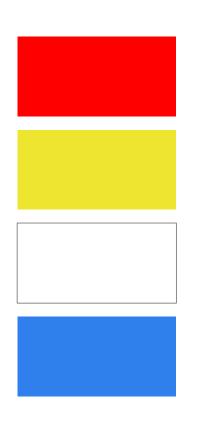
- 1. Design system basics
- 2. Benefits of having a design system
- 3. How to get started with a design system

What is a design system?

The story of how your organization designs and builds digital products.

The intersection of design and code built into an end-to-end system that power products.

Designed and developed components that are in-sync.













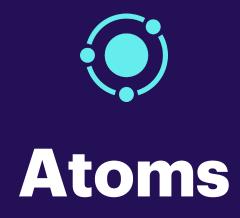








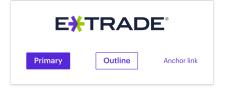


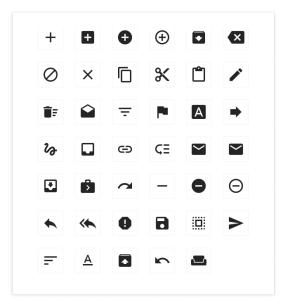


"The basics"





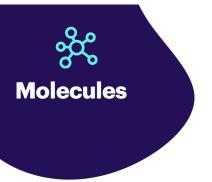






Molecules

"A simple group of UI elements"





+

Anchor link







Banking



Organisms

"Relatively complex components"





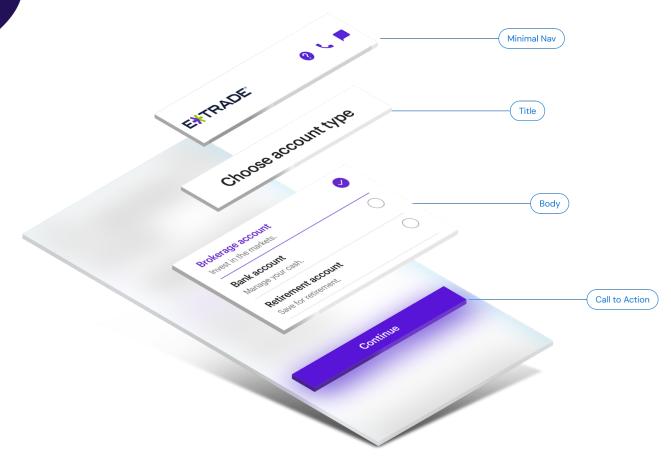






"Promoting consistency"



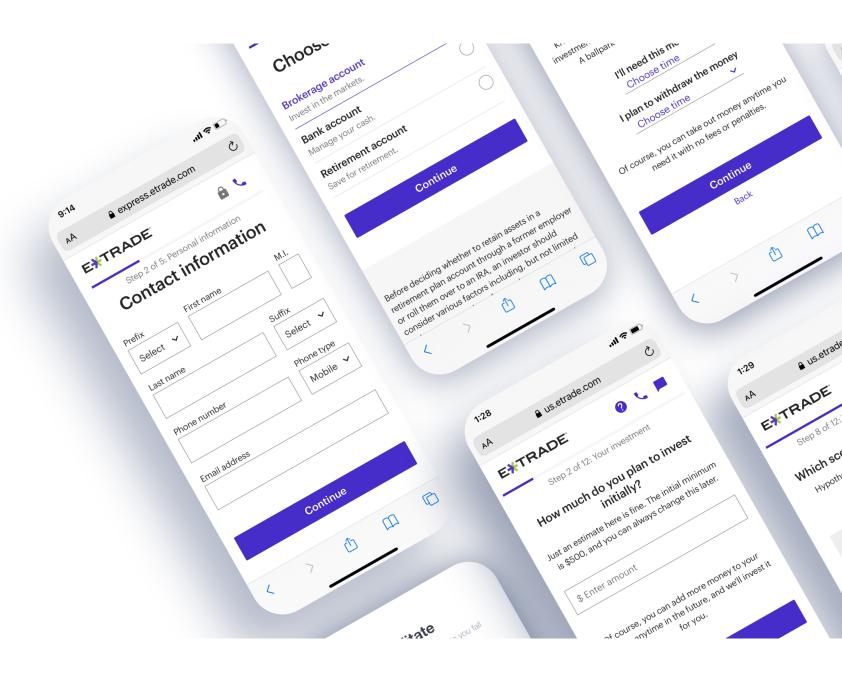




Pages

"Speed to purpose"





Benefits of a design system





Quickly develop new content without re-inventing the wheel every time.

₁ Scale

A common language to work from, and a single source of truth that defines interactions.

Consistency

A recipe for extending solutions. It means we don't have to create a design for every screen.

& Cost effective

Investment in assets and components that will assist in a clean and fast way to implement.

† i Culture

More dependencies on the system mean more people caring about the system, which incentivizes cross-functional collaboration.

Source of truth

A clearly defined design language promotes transparency, consistency and speed to purpose.

How to get started building a design system



- 1. Inventory your products
- 2. Build your roadmap
- 3. Create your design assets and standardize components
- 4. Name your components
- 5. Build in code
- 6. Document your system
- 7. Socialize your system
- 8. Apply your system
- 9. Grow and evolve your system

Resources

<u>Brad Frost – Atomic Design Systems</u>

Design Systems Book

EightShapes

