

5 things that aren't true about design systems

@yaili

Patterns Day, Brighton, June 2019

Azure DevOps

Plan smarter, collaborate better and ship faster with a set of modern dev services.

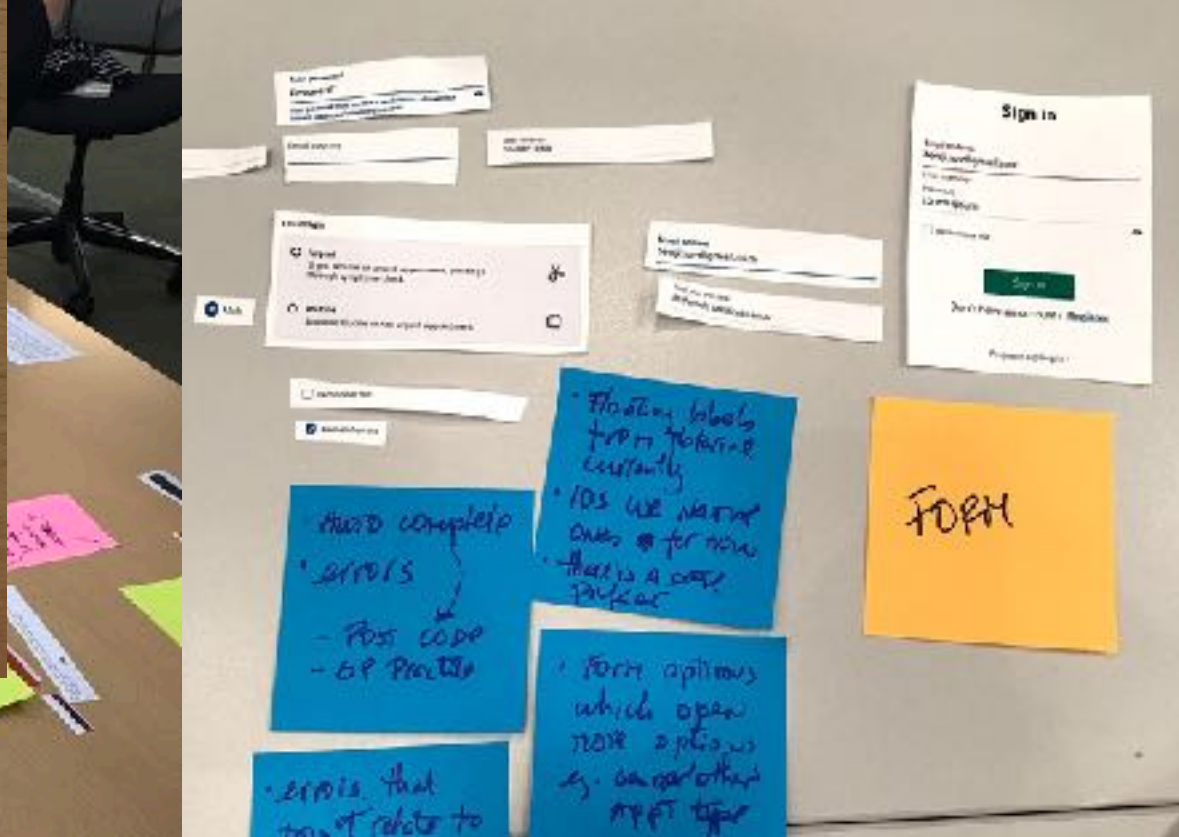
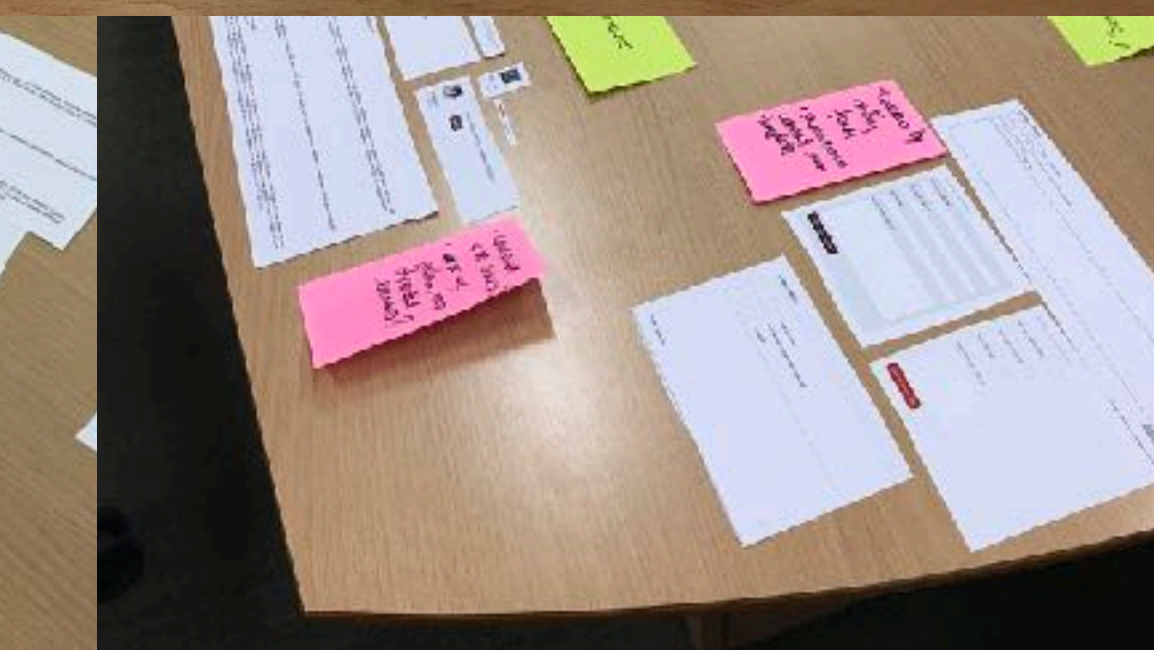
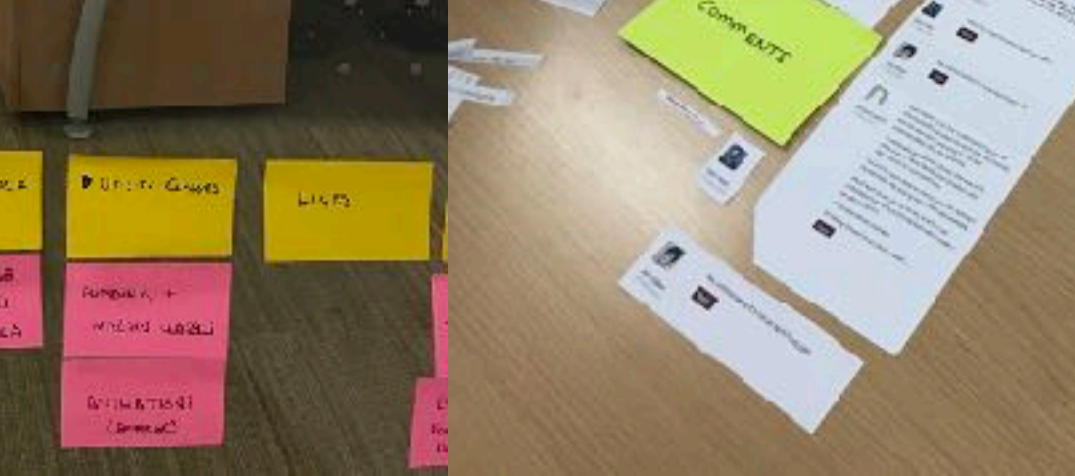
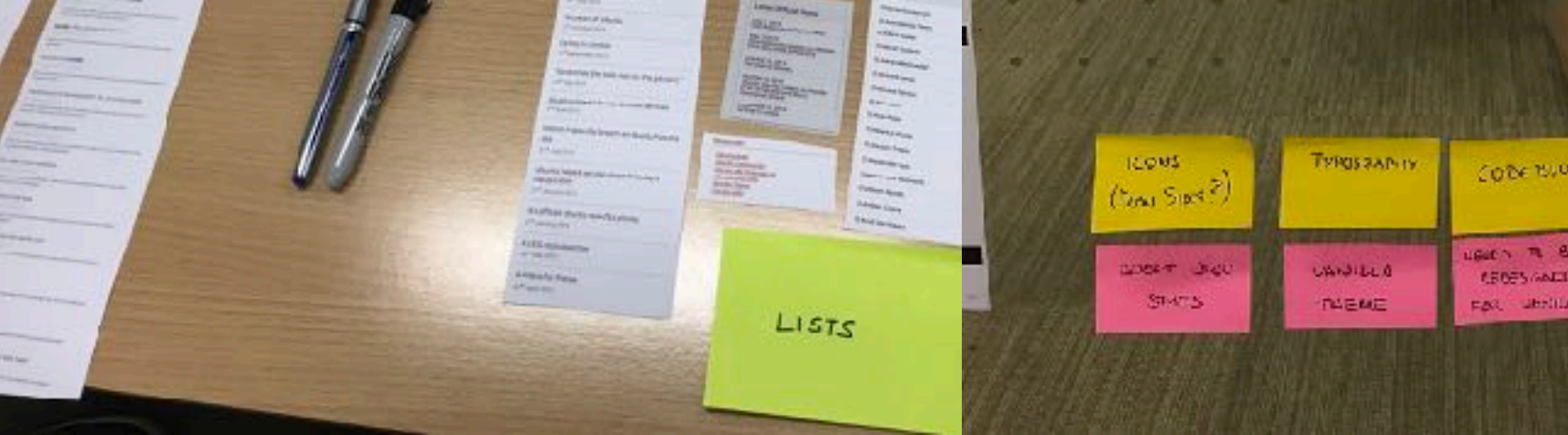
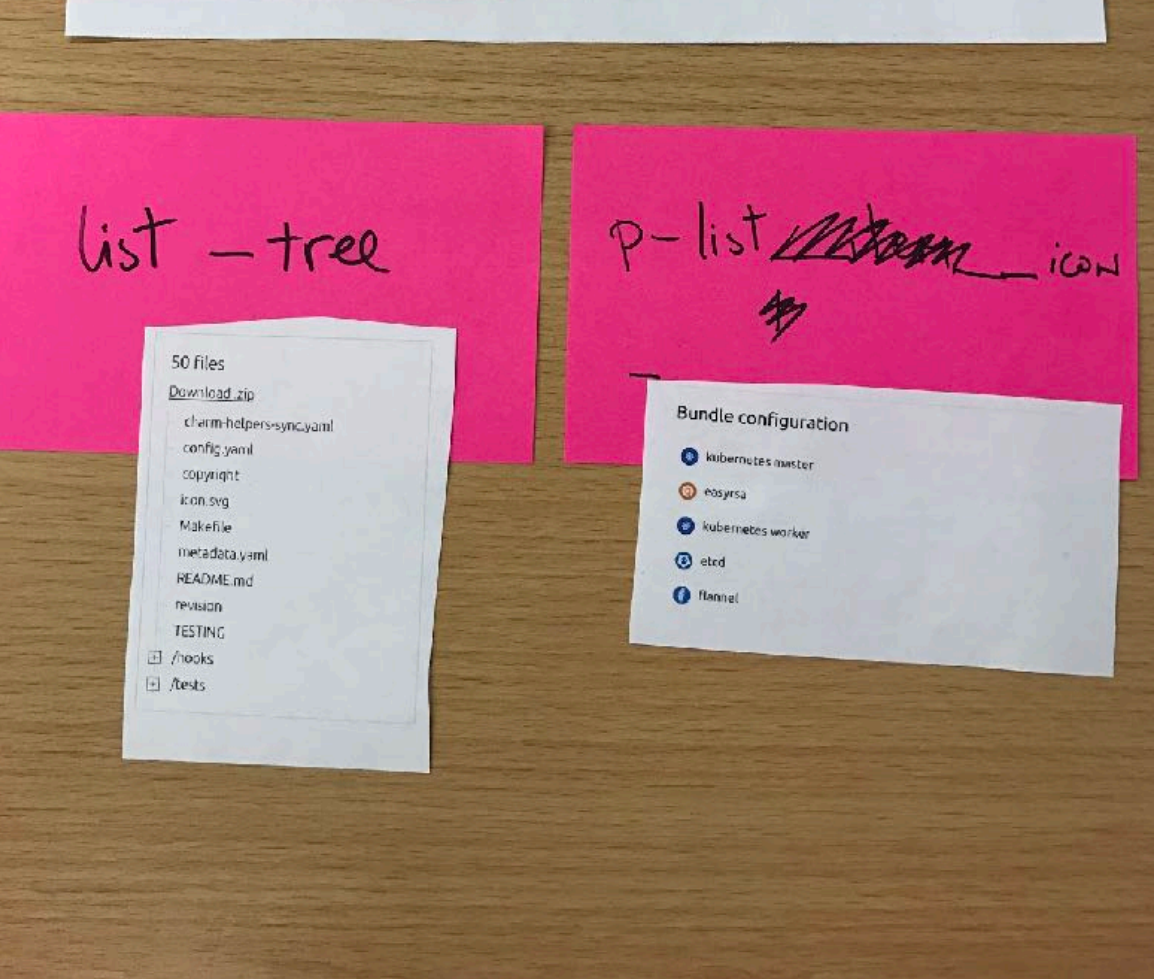
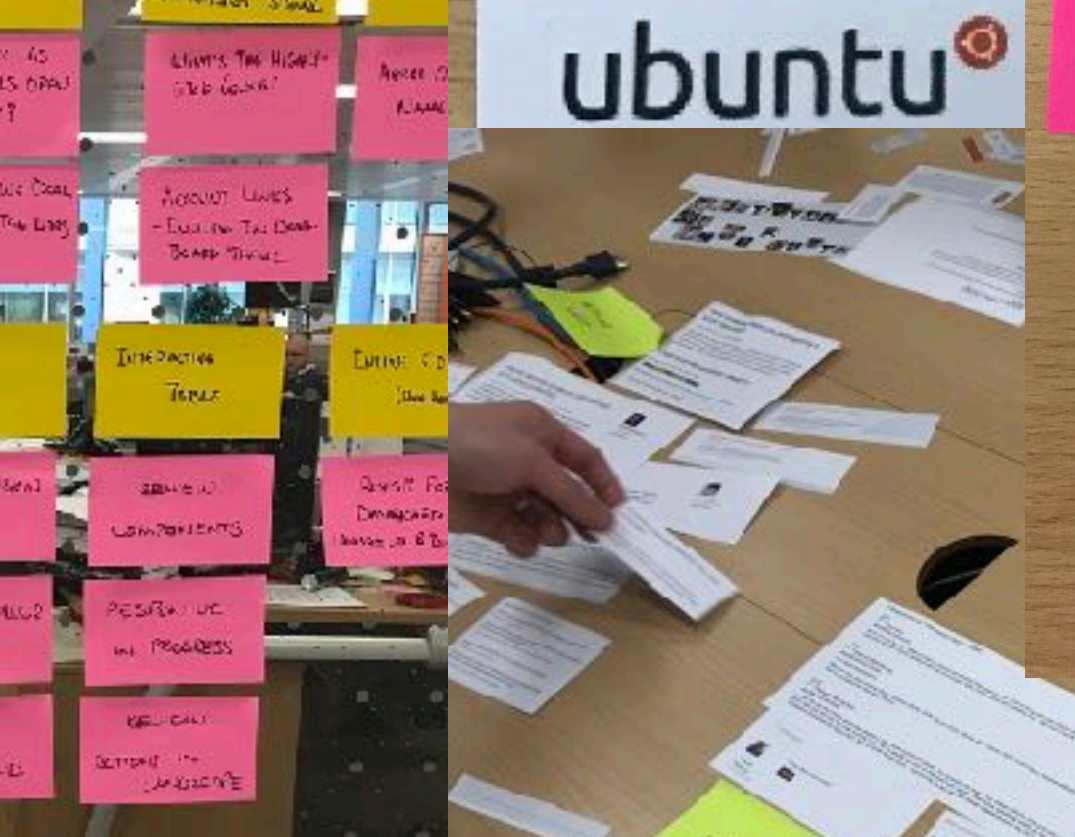
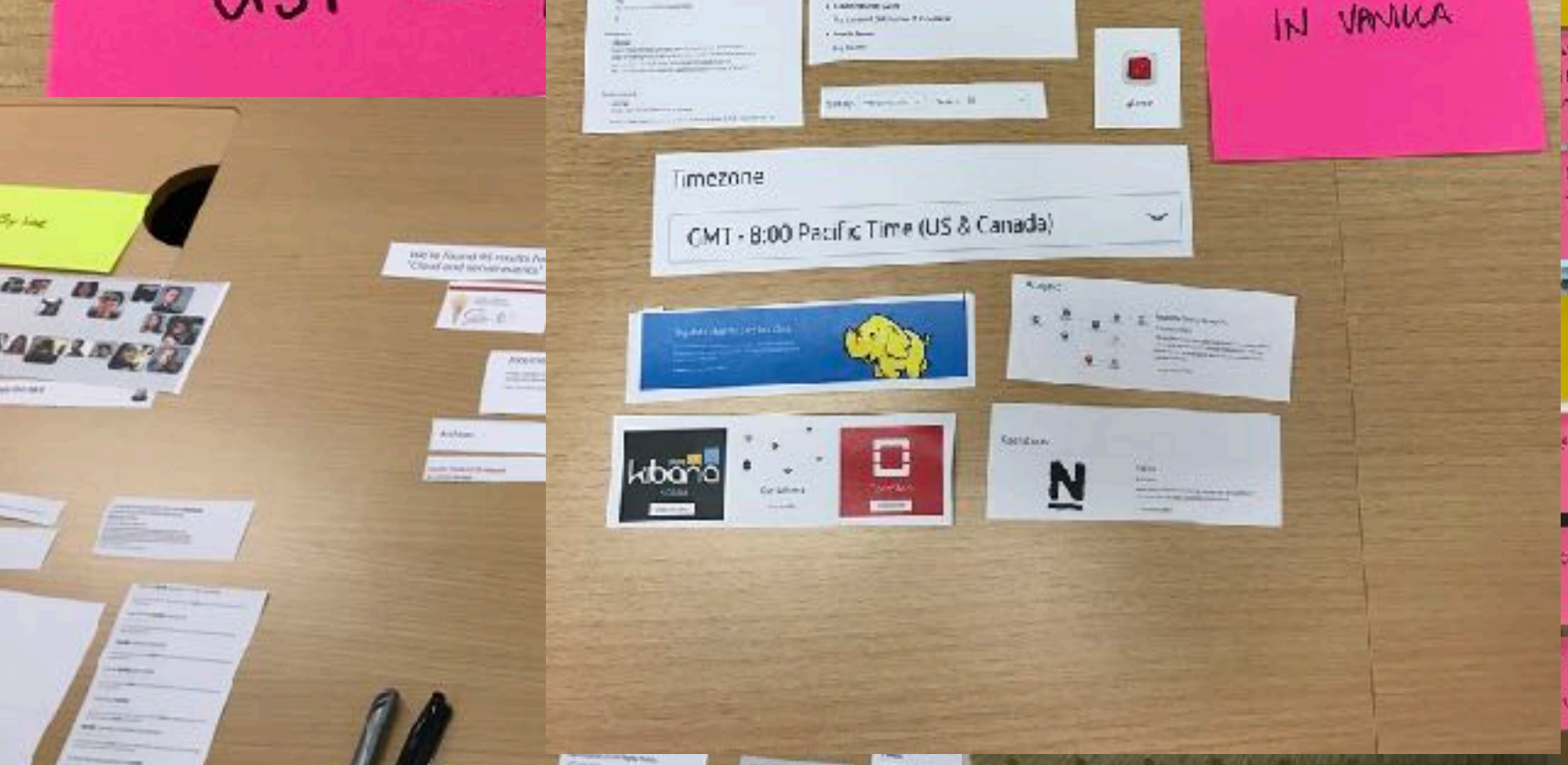
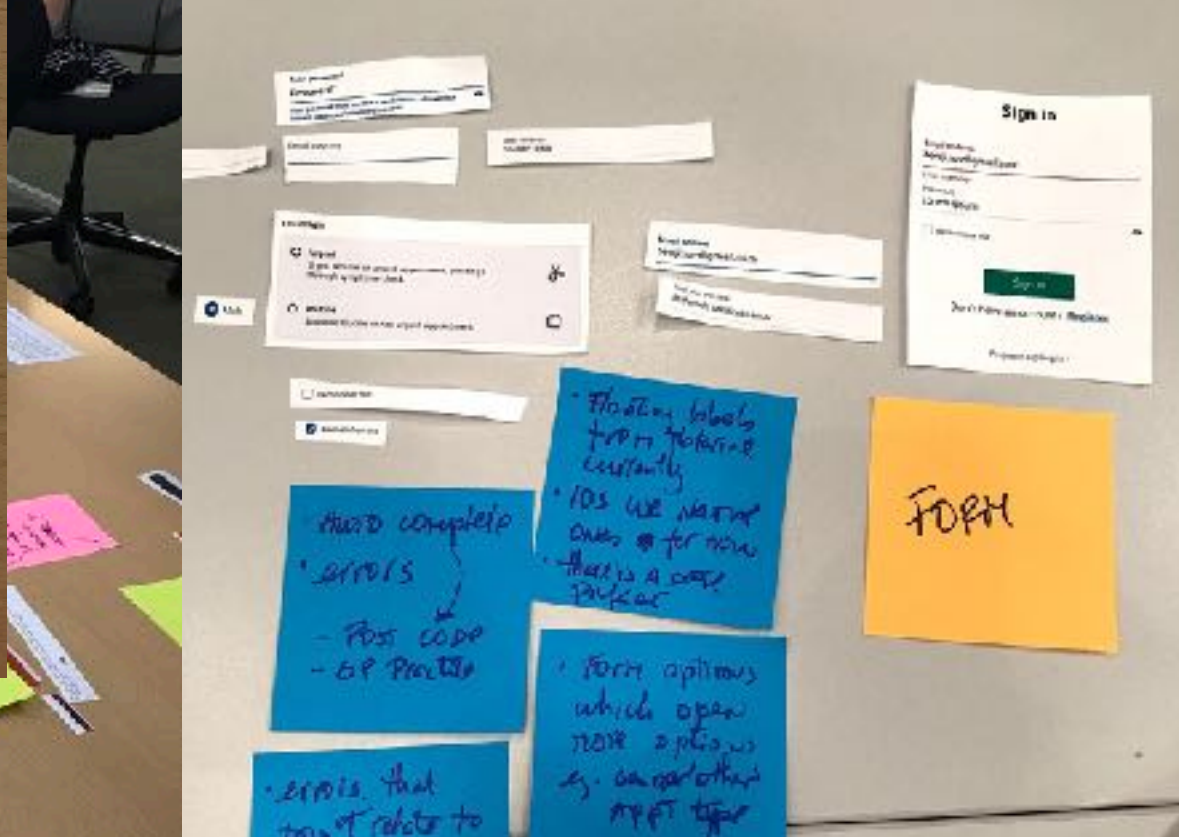
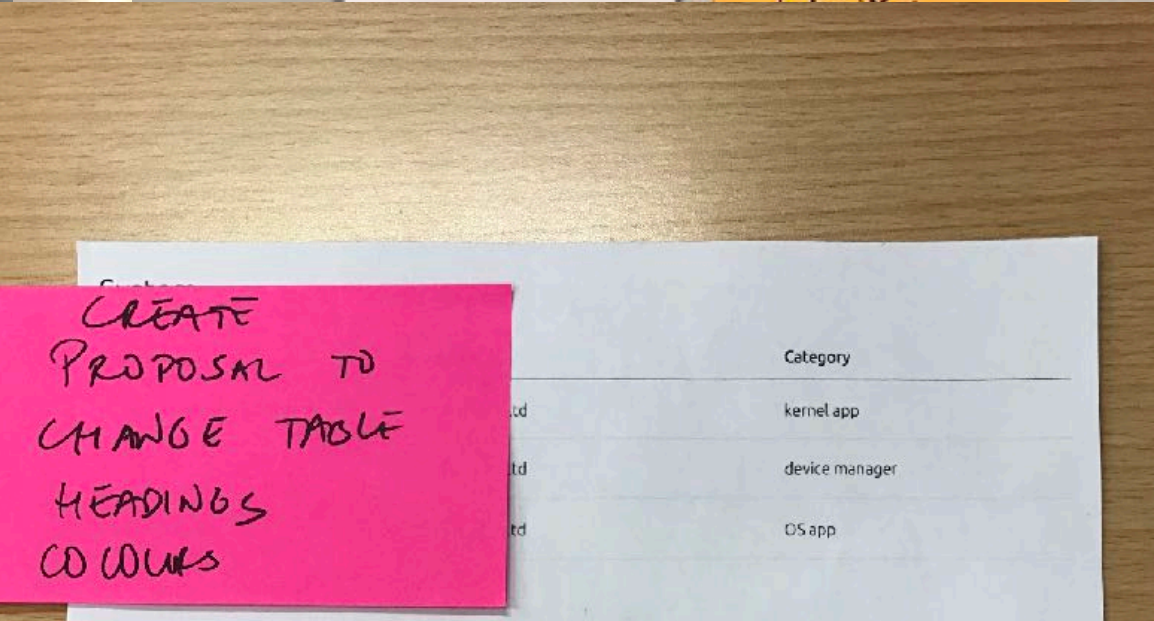
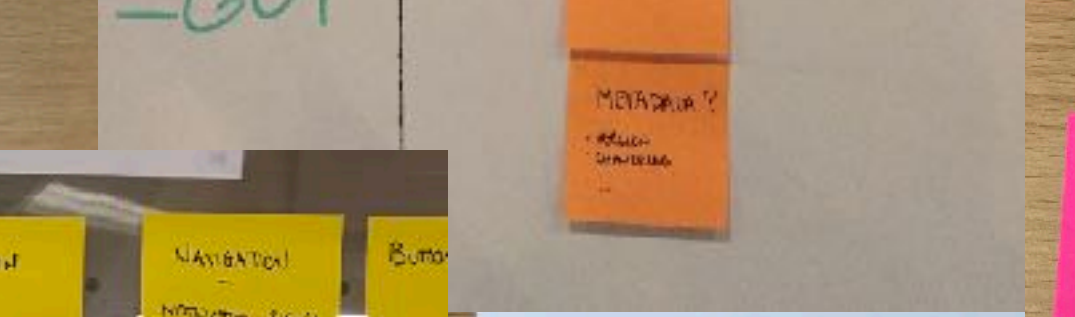
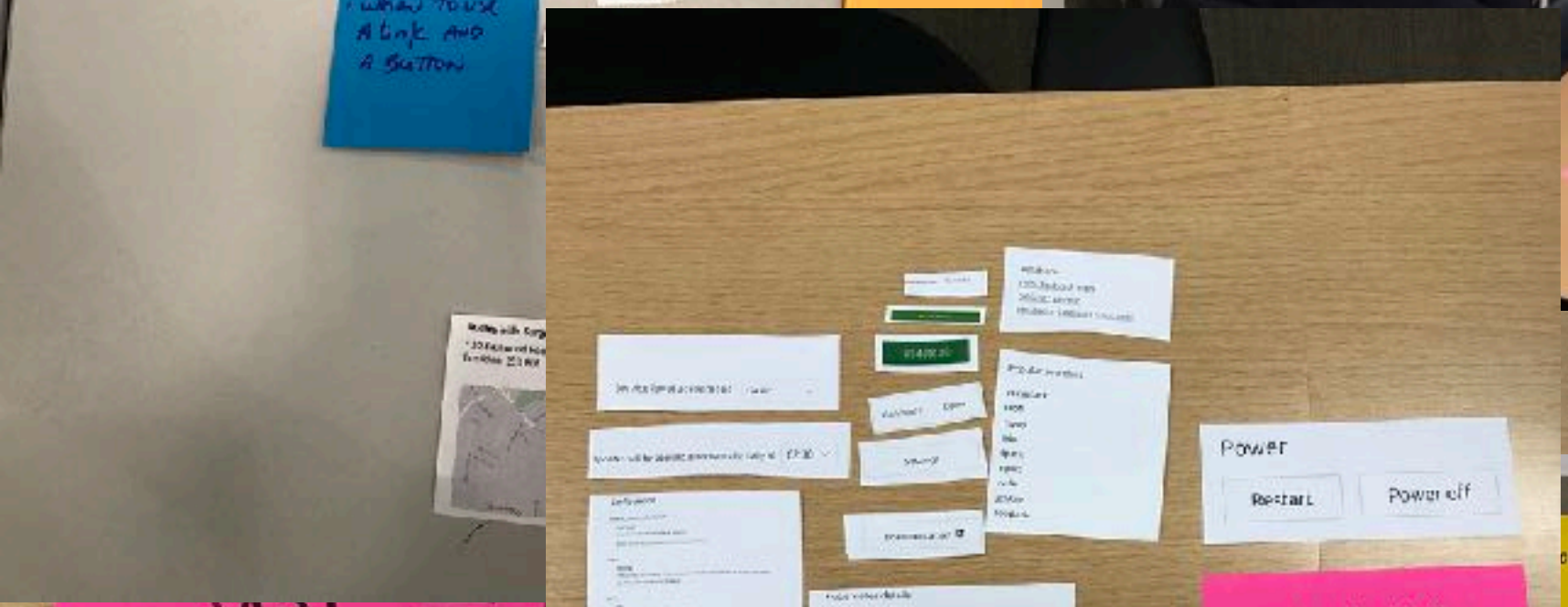
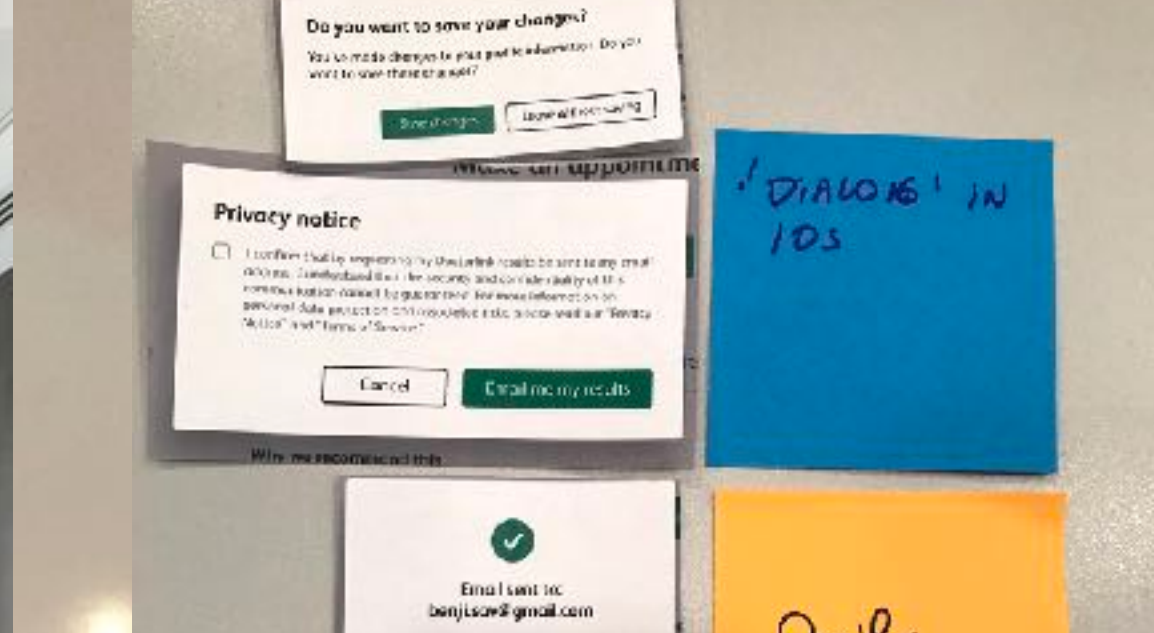
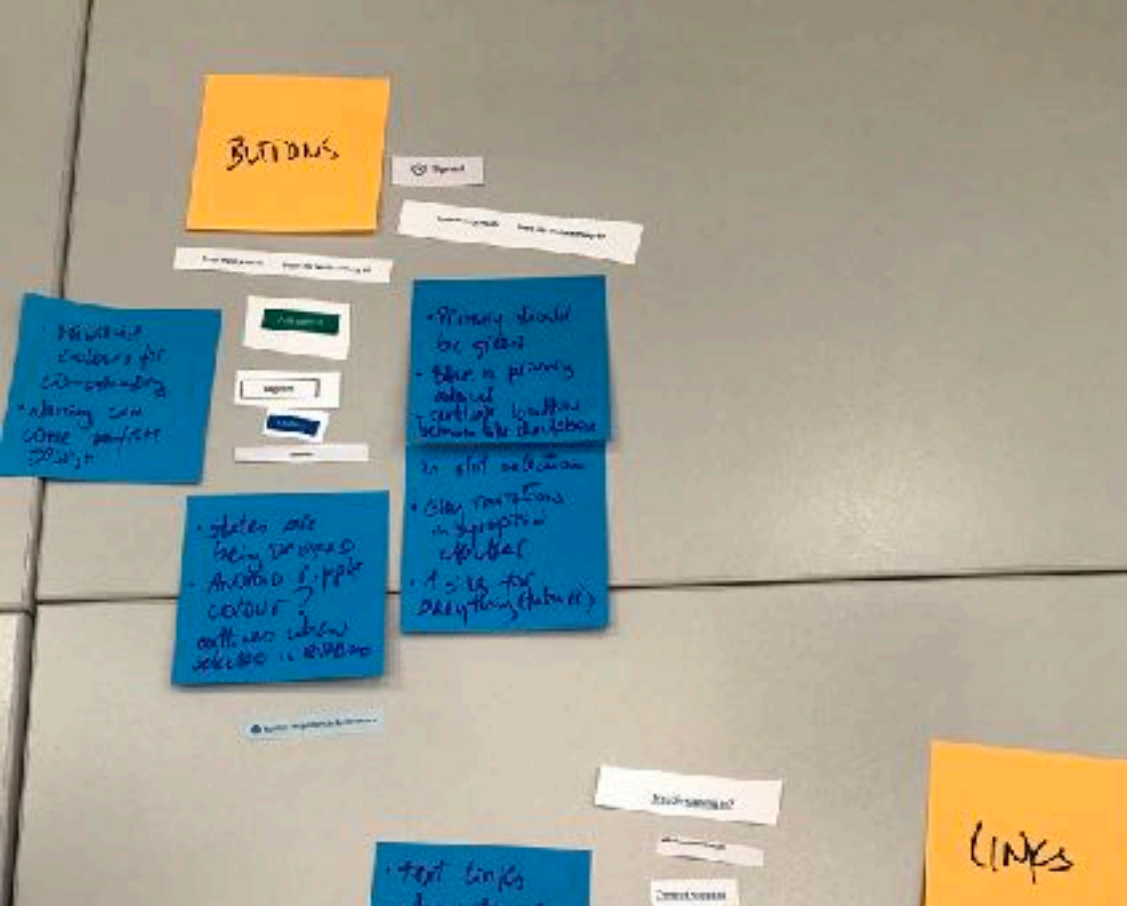
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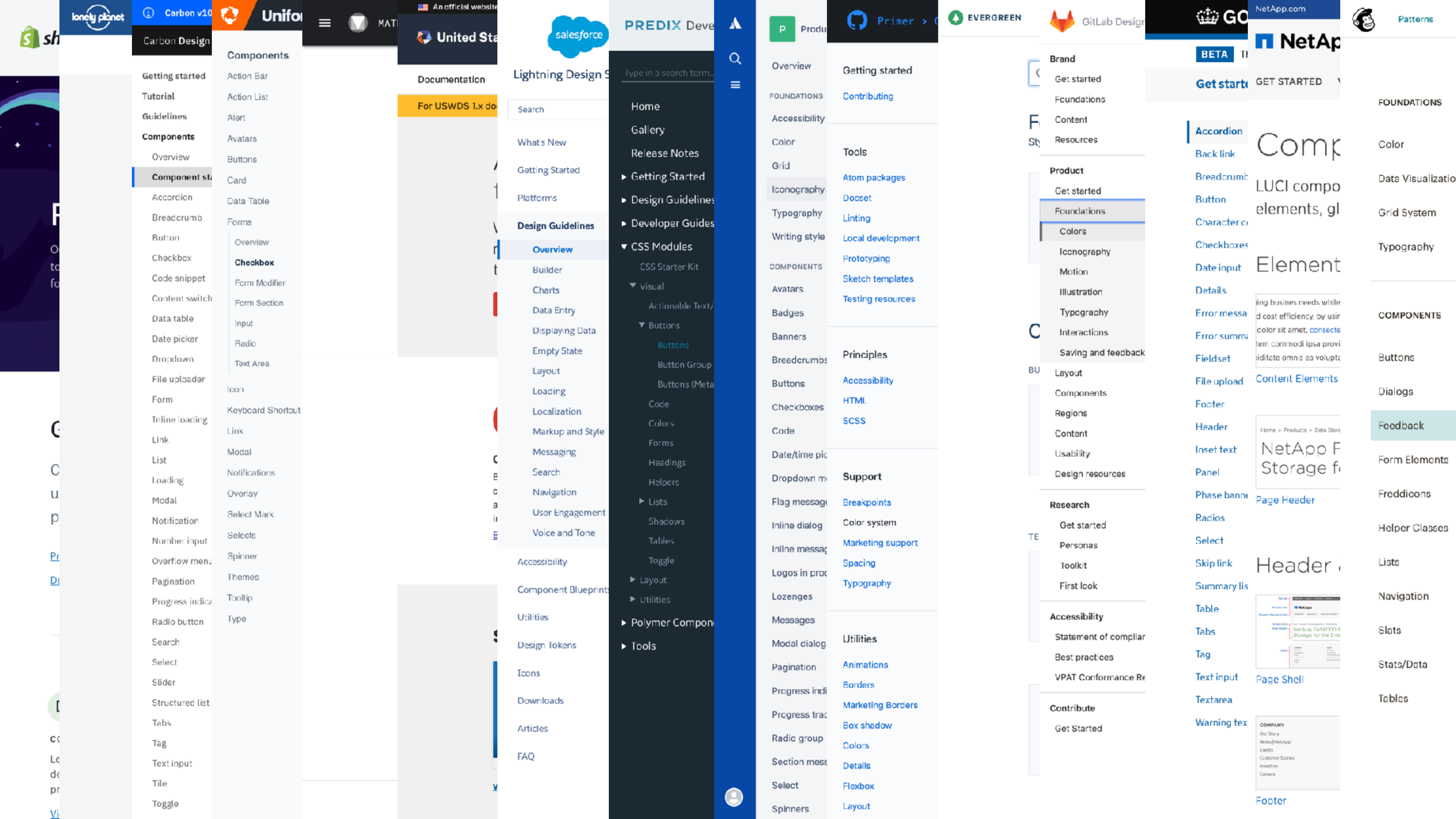






Photo by mlhradio on Flickr



Untruth #1

**“Everyone loves and
understands our work.”**

Untruth #1

“Everyone loves and understands our work.”

“Some people hate us, and many don’t know what we’re trying to do.”

#1 “Everyone loves and understands our work.”

“Material?”

#1 “Everyone loves and understands our work.”



#1 “Everyone loves and understands our work.”



Photo by [You X Ventures](#) on [Unsplash](#)

Untruth #2

**“Our documentation
is always up to date.”**

Untruth #2

“Our documentation
is always up to date.”

“We don’t always have time
to document things.”

Home

Getting started

Design basics

Develop

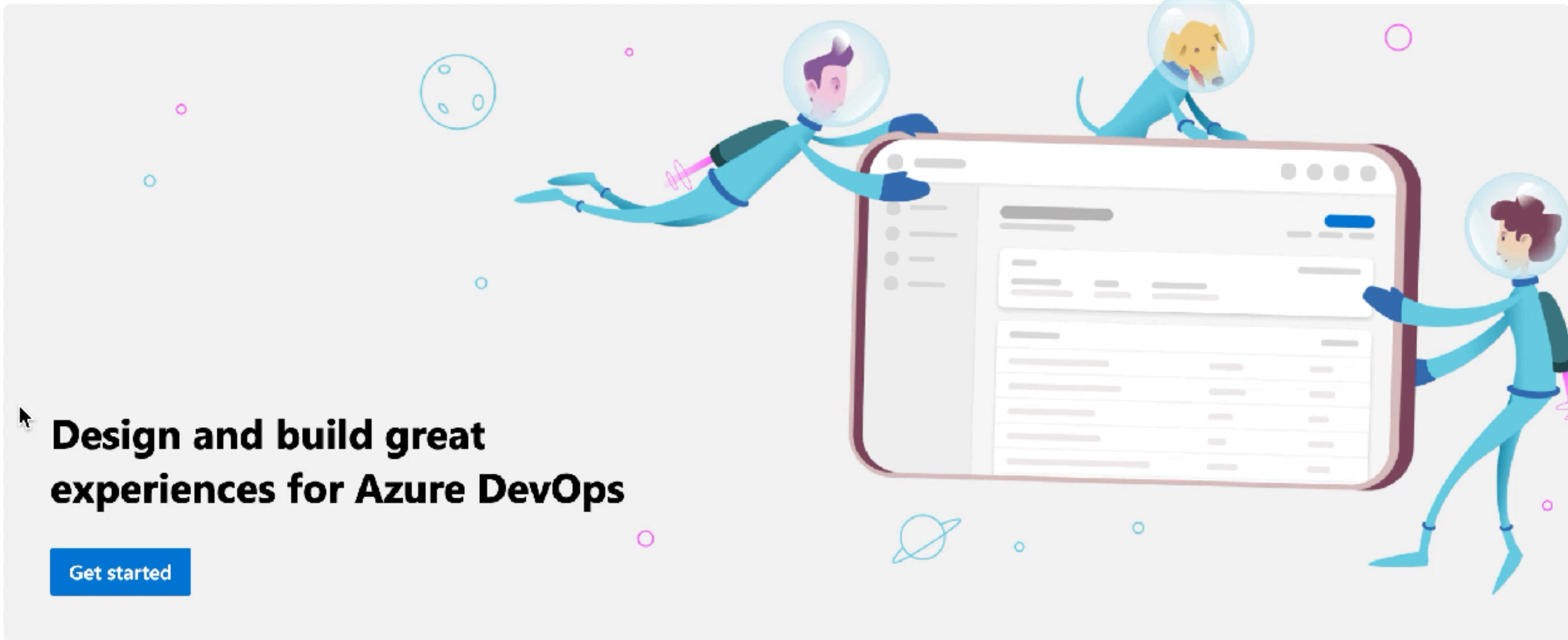
Components

Utilities

Feature packages

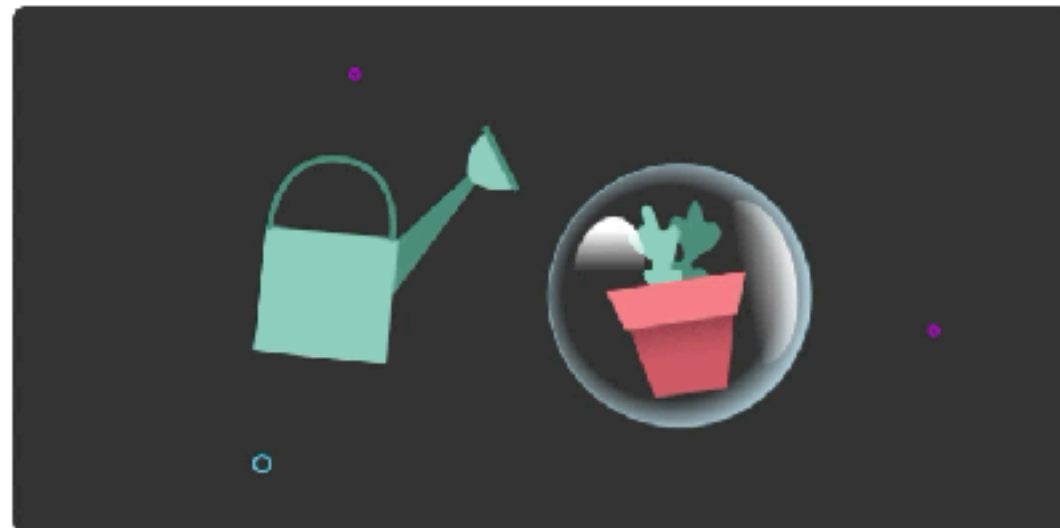
Component status

Release notes



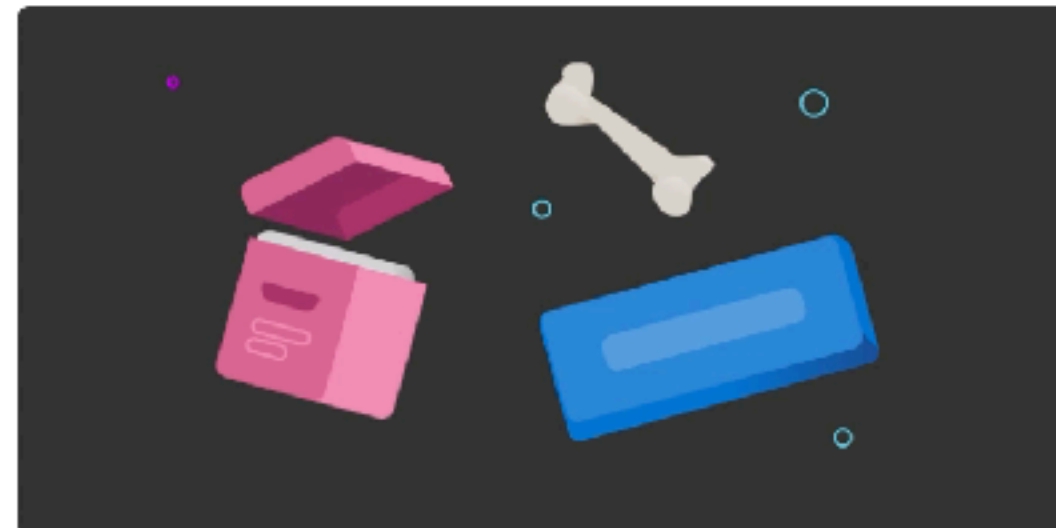
Design and build great experiences for Azure DevOps

[Get started](#)



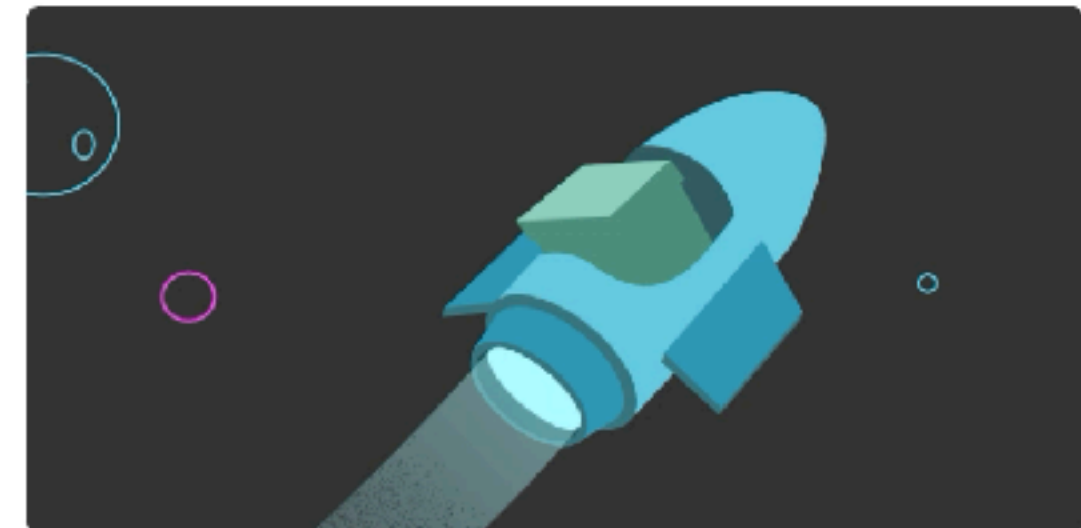
Design basics

The fundamentals of the Azure DevOps design language.



Components

The building blocks, and how to use them to create robust features.



Utilities

Small helpers and utilities that can be integrated with UI components.

#2 "Our documentation is always up to date."



Photo by [Ben G. Hill](#) on Unsplash

#2 “Our documentation is always up to date.”



Buster Keaton in “The General”, 1926. GIF from [r/silentmoviegifs](#)

#2 "Our documentation is always up to date."



Photo by [Filip Bunkens](#) on [Unsplash](#)

#2 “Our documentation is always up to date.”

- **Example**
- **Usage**
- **Anatomy**
- **Developer guidance**
- **API**

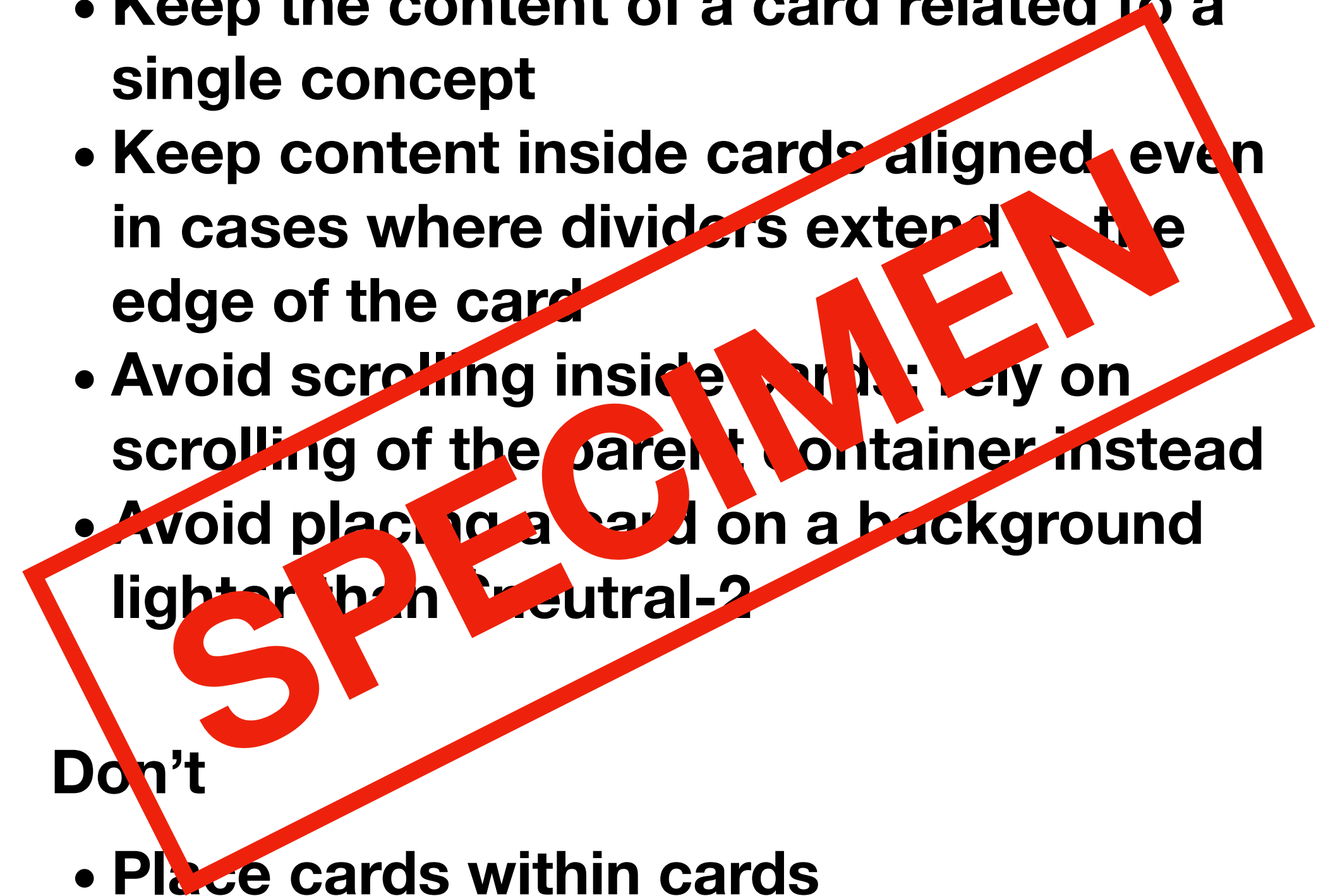
Usage

Do

- Keep the content of a card related to a single concept
- Keep content inside cards aligned, even in cases where dividers extend to the edge of the card
- Avoid scrolling inside cards; rely on scrolling of the parent container instead
- Avoid placing a card on a background lighter than Neutral-2

Don't

- Place cards within cards
- Include many calls to action within a single card
- Use card to replace similar components, such as dialog



Untruth #3

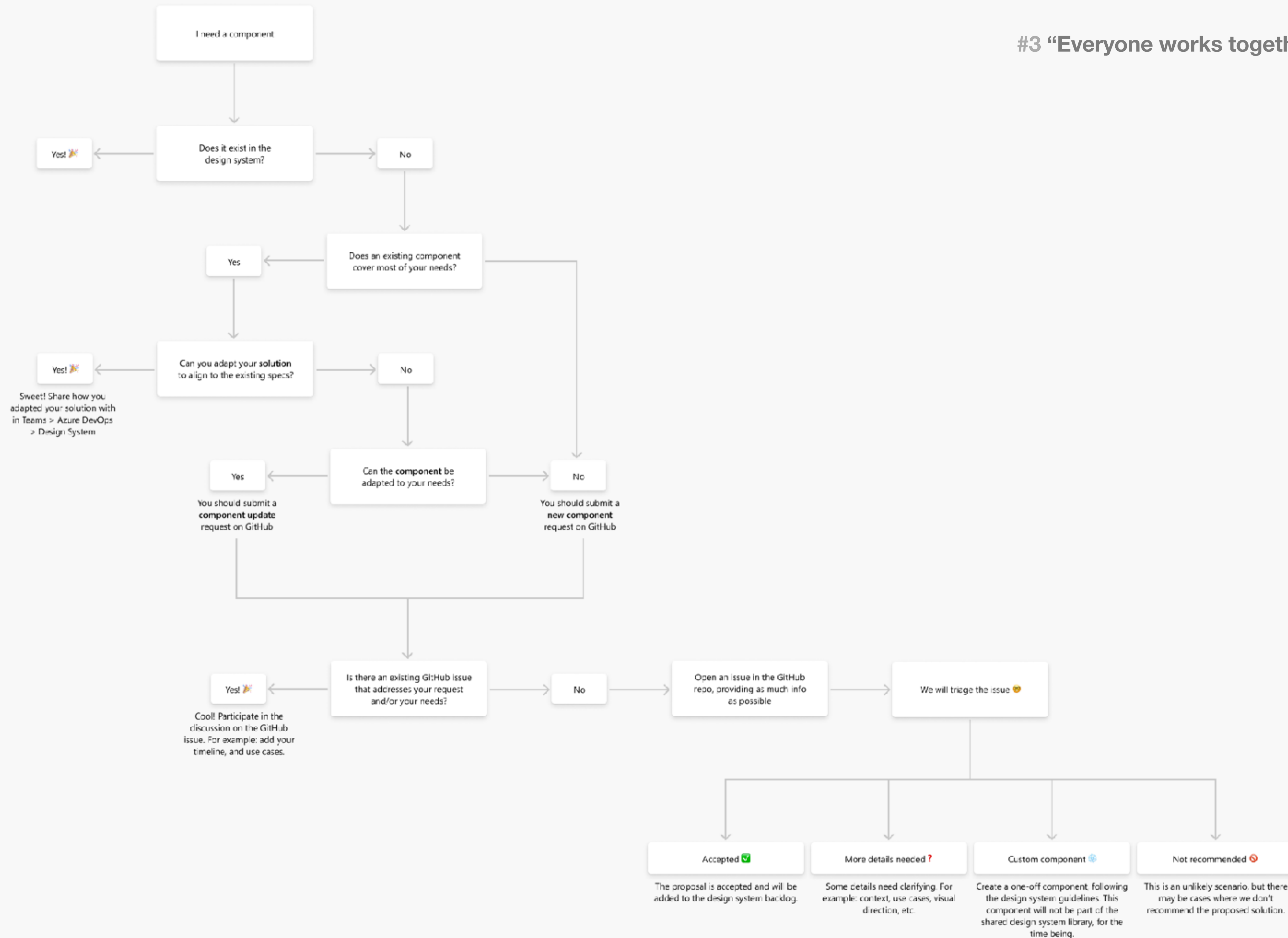
**“Everyone works
together in harmony.”**

Untruth #3

“Everyone works
together in harmony.”

“We block each other
all the time.”

#3 “Everyone works together in harmony.”



#3 "Everyone works together in harmony."



Photo by [Luke Brugger](#) on [Unsplash](#)

Untruth #4

**“No one ever needs
custom components.”**

Untruth #4

“No one ever needs
custom components.”

“Someone needs a
custom component
every day.”

#4 "No one ever needs custom components."



#4 “No one ever needs custom components.”



#4 "No one ever needs custom components."



#4 “No one ever needs custom components.”



Untruth #5

“We validate everything.”

Untruth #5

“We validate everything.”

“Most times we push
to the system
without testing.”

#5 "We validate everything."



Photo by Kai Pilger on Unsplash

#5 "We validate everything."



Photo by [Annie Spratt](#) on [Unsplash](#)

#5 "We validate everything."



Show
and tells

#5 "We validate everything."



Photo by [Mimi Thian](#) on [Unsplash](#)

(I'm nearly done!)

HANG IN THERE,



BABY!

Thank you!

@yaili, references bit.ly/patternsday