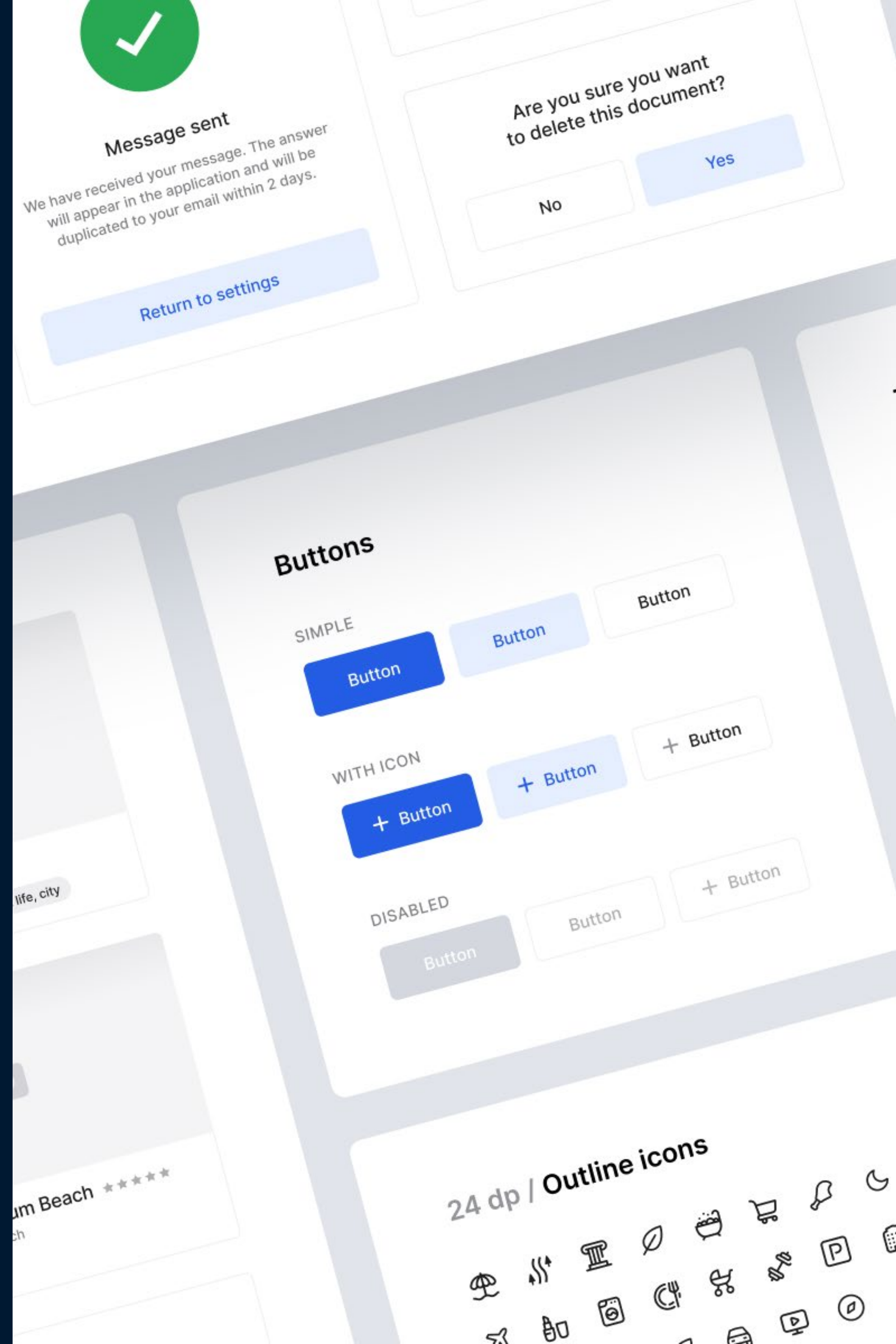


Design systems

Questions & Answers

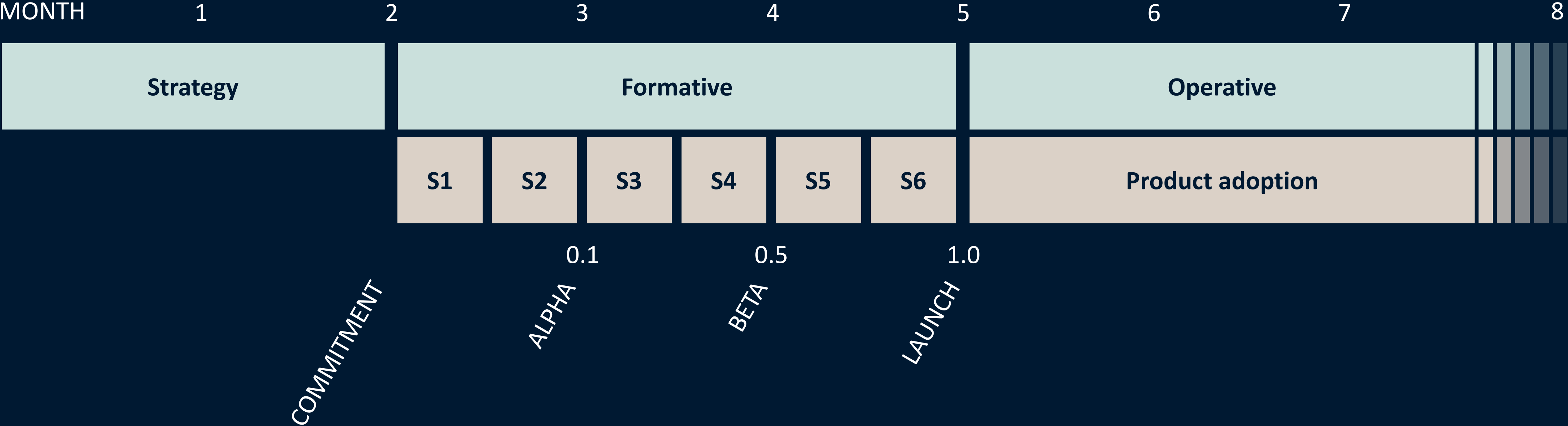
NOA Ignite



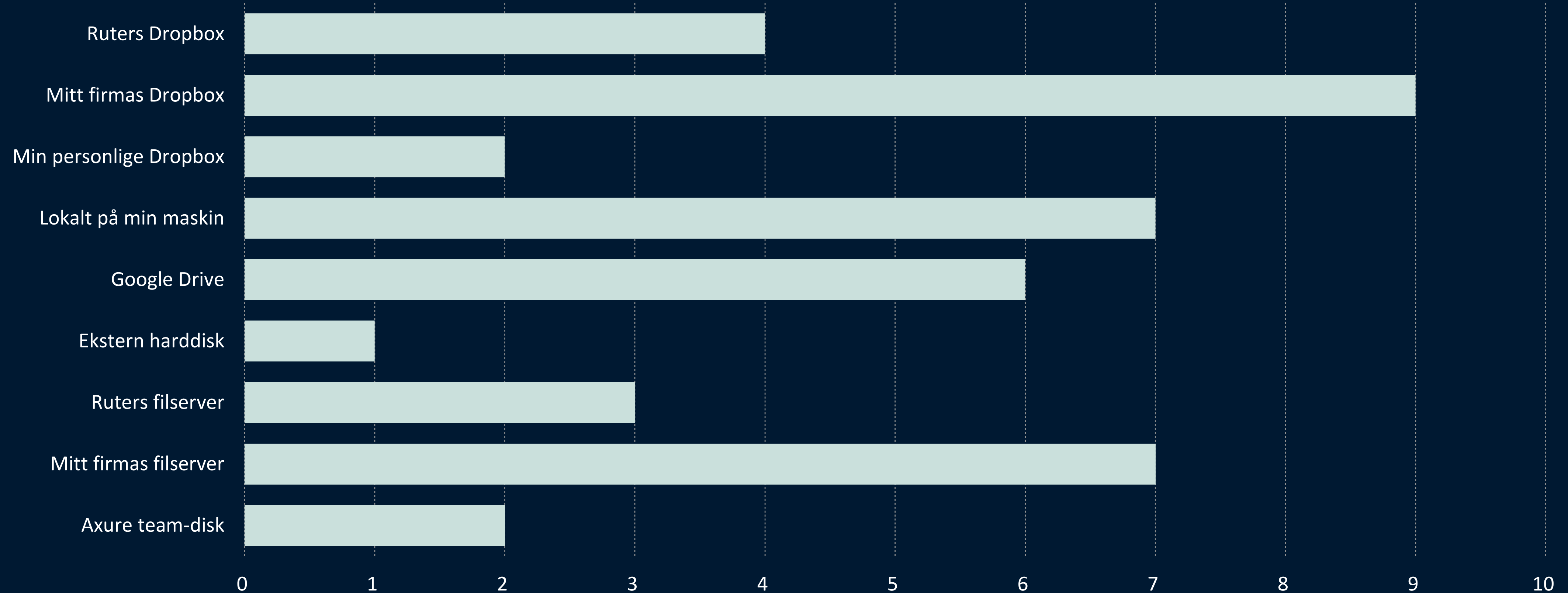
Starting a design system

How to create a design system from scratch (for a smaller product/startup) -
What components are a must? And what to consider?

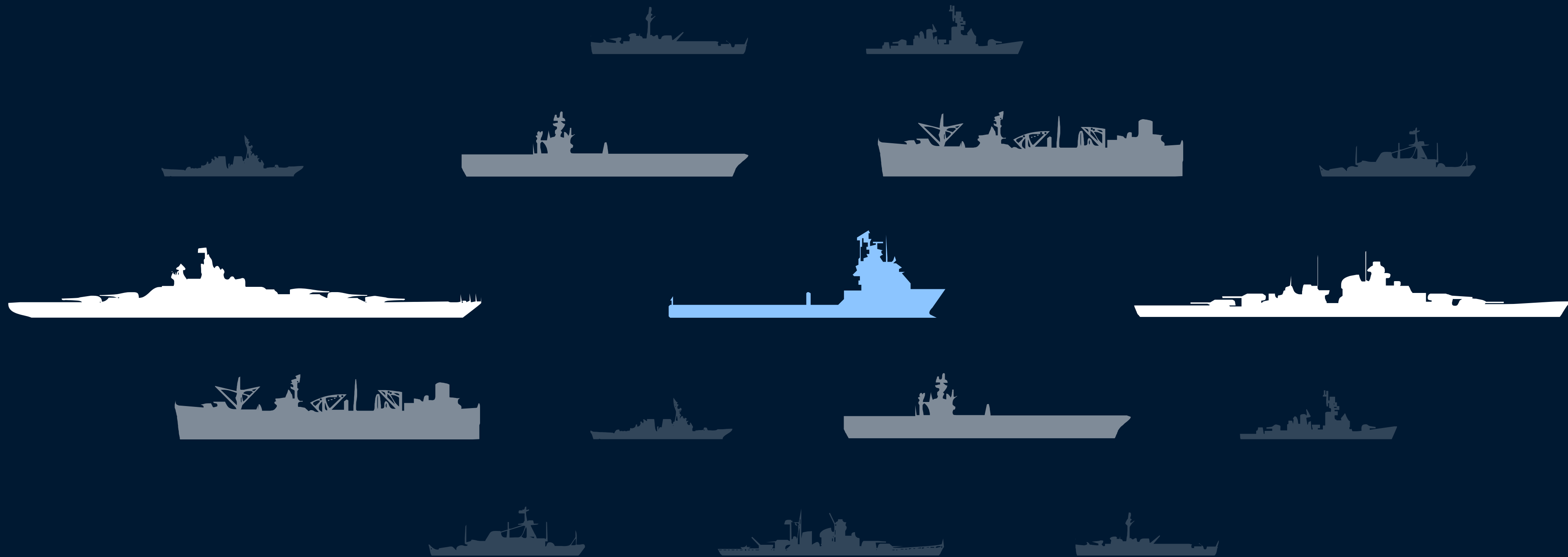
Design System Lifecycle



Design Ops Survey, Ruter april 2018

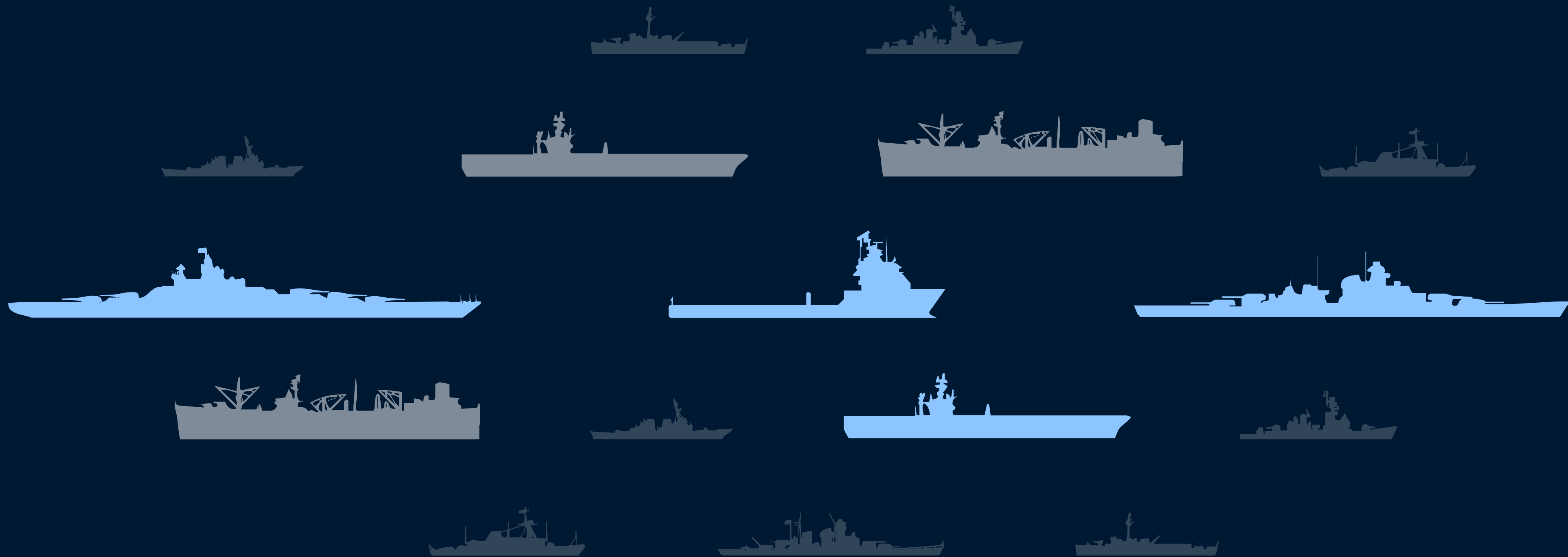


Product Fleet



Design System supports and serves other products

Product Fleet



Design System supports and serves other products

Product Fleet



Design System supports and serves other products



Interface Inventory

aka UI Inventory, Interface Audit

Interface Inventory Template

Interface Inventory Template

FilEndreVisningVerktøyHjelp

Bare lesetilgang

Lysbilde fremvisning

Del

This file is a template and is not directly editable.
In order to use this for your project, please select File > Make a Copy

Interface Inventory

[More info about interface inventories](#)

1

Global

Headers, footers, and other global elements

2

Navigation

Primary navigation, footer nav, pagination, breadcrumbs, etc

3

Image Types

Logos, heroes, avatars, thumbnails, etc

4

Icons

Magnifying glasses, social icons, spinners, favicons, hamburgers, arrows, etc

5

Forms

Inputs, textareas, select menus, checkboxes, radios, and more

6

Buttons

Big, small, primary, secondary, progress, etc

7

Interactive Components

Accordions, tabs, carousels, anything with moving parts

8

Media

Video players, audio players, etc

9

Messaging

Alerts, success, errors, warnings, errors, validation

10

Media

Video players, audio players, etc

11

Headings

h1, h2, h3, h4, h5, h6 and variations of typographic headings

12

Lists

Unordered, ordered, definition lists, bulleted, lined, etc

13

3rd Party

Widgets, frames, stock tickers, social buttons, anything that isn't hosted on your domain

14

Advertising

Ad units

15

"Blocks"

Combination of images, headlines, excerpts

16

Animation

Capture videos of interface animation

17

Color

Unique colors represented in the UI

18

Interface Inventory

interface inventory

Many are familiar with the concept of a [content inventory](#). [Content audits](#) are usually performed in the early stages of a website redesign process to take stock of all a site's content. It's a tedious process involving spreadsheets and caffeine, but the hard work [pays off](#). You end up all your content laid out on the table, which gives you a new perspective on what your content is and how to tackle it.

Enter the interface inventory.

An interface inventory is similar to a content inventory, only instead of sifting through and categorizing content, you're taking stock and categorizing the components making up your website, app, intranet, hoobadyboop, or [whatever \(it doesn't matter\)](#). **An interface inventory is a comprehensive collection of the [bits and pieces](#) that make up your interface.**

conducting an interface audit

Here are the steps to creating an interface inventory:



Component Cut-Up

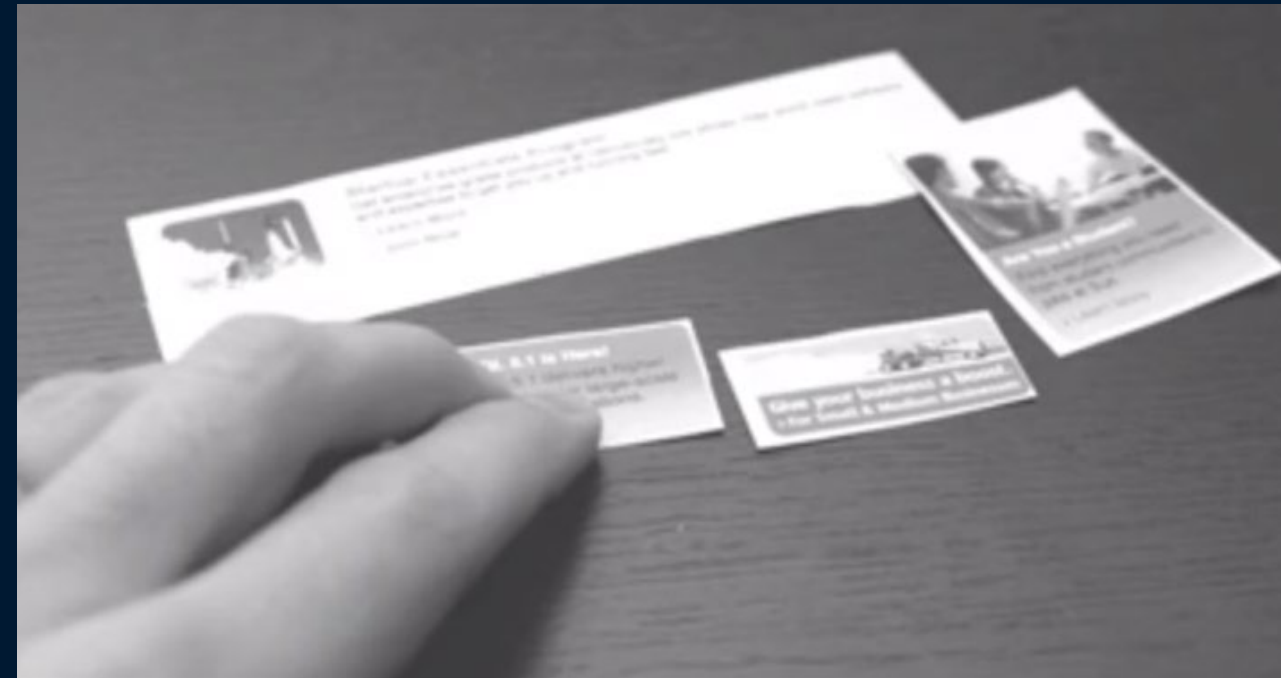
Workshop

Component Cut-Up

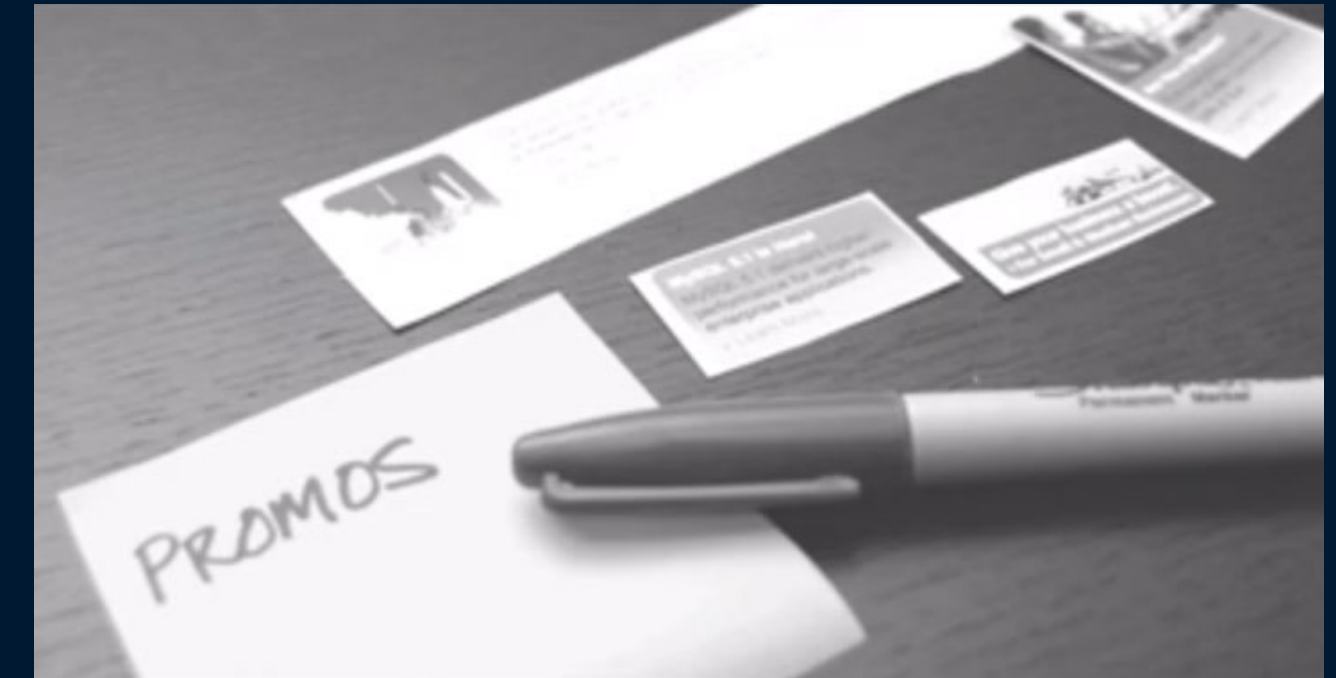
Cut



Group



Label Groups



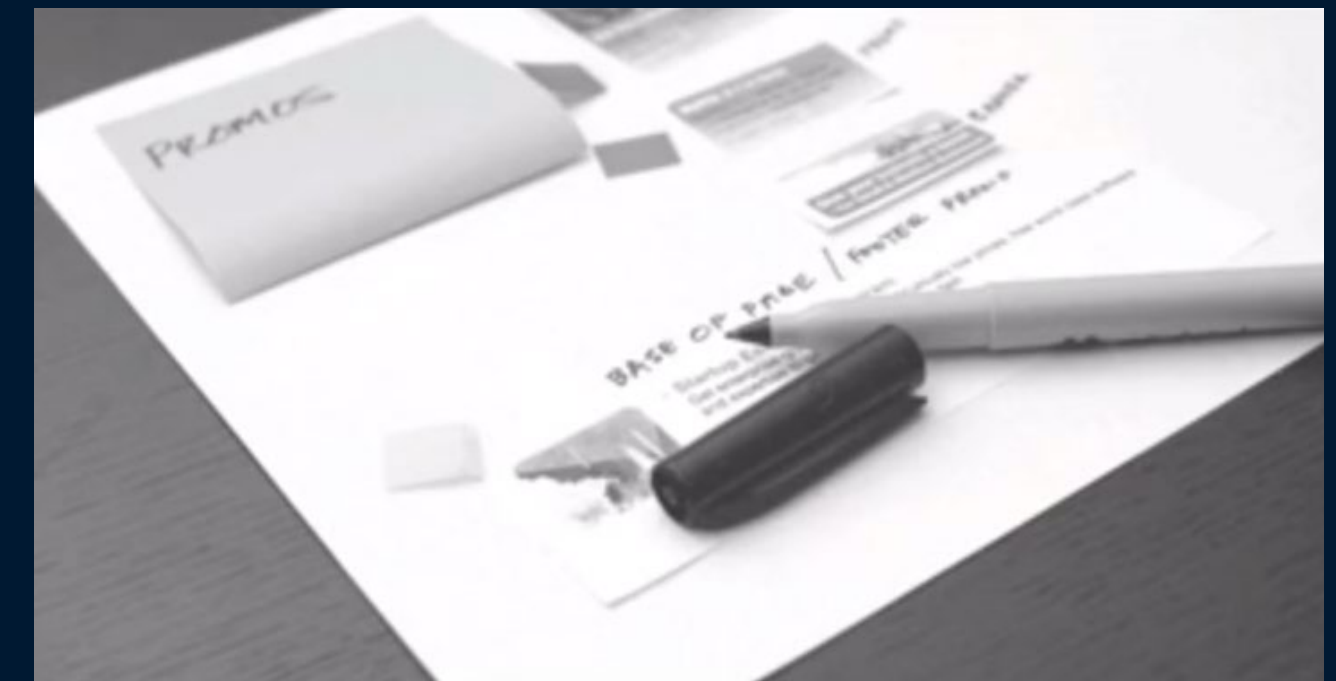
Tape



Prioritize



Label Components



The Component Cut-up Workshop



Nathan Curtis

Nov 3, 2015 · 6 min read · [Listen](#)



The Component Cut-Up Workshop

Kickoff a Design Library Effort by Engaging the Whole Team



Nathan Curtis

24K Followers

Founded UX firm @eightshapes, contributing to the design systems field through consulting and workshops. VT & @uchicago grad.

Following



More from Medium

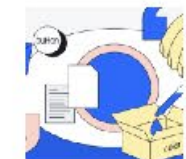
Nathan Curtis in EightShapes

Subcomponents



Din Re... in Interactive Design Comp...

Design tokens: what they are and how to work with them



Nick Dorm... in NewsKit design syst...

How an audio player component tells the story of NewsKit Design System's changing strategy



valentino baptista in Bootcamp

Design Tokens for Dummies



Parts, products and people

A Team Activity to Start a Design System

PARTS

NAME

DATE

VISUAL LANGUAGE

☒ Color

☐ Palettes, by category☒ Contrast☐ Meaning☐ Swatches

☒ Typography

☐ Hierarchy☐ Weights / types☒ Web fonts☐ Baseline grid

☒ Iconography

☐ Pictograms☐ Illustration☒ Icon fonts☐ Alignment

☐ Motion

☐ Principles☐ Timing☐ Types☐ Transitions

☒ Space

☒ Units / measurments☐ Metrics and keylines☐ Structure☐ Photography

UI ELEMENTS

☐ Paragraph☐ Lead paragraph☐ Block quote☐ Headers (H1 - H6)☐ Lists☐ Links☐ Code

☐ Buttons

☐ Primary☐ Secondary☐ Button groups☐ Menu buttons☐ Split buttons☐ FAB (floating action)

☒ Form controls

☐ Text☐ Variants (email, etc)☐ Text area☒ Radio☒ Checkbox☐ Select

Form controls, cont'd

☐ File upload☐ Labels☐ Floating labels☐ Microcopy☐ Required☐ Validation

☐ Divider / rule☐ Switch☐ Slider☐ Image

☐ Block☐ Full bleed☐ Inline with positions

UI COMPONENTS

☐ Action bar/sheet☐ Back to top☐ Badges☐ Breadcrumbs☐ Calendar picker☐ Caption☒ Cards☐ Chat (live)☐ Code block☐ Comments

☐ Contact us☐ Cookie notification☐ Data tables☐ Dialog☐ Drawer/accordion☐ Filters☐ Footer☐ Footnotes☐ Header☐ Hero billboard

☐ Hero carousel☐ Legend☐ Loading / spinner☐ Local navigation☐ Maps☐ Menu☒ Messaging

☐ Toast☒ Block☒ Inline error

☒ Modal☐ Nav Megamenu☐ Pagination☐ Progress bar☐ Pull quote☐ Ratings☐ Reviews☐ Rich text editor☐ Search☐ Sidebar

☐ Site/App navigation☐ Social networking☐ Status (alpha, beta,...)☐ Tabs☐ Tags / chips / pills☐ Thumbnails / #-ups☐ Tips / tutorial☐ Toolbar☒ Tooltips☐ Video & media

UI PATTERNS

☒ Authentication☐ Create account☐ Database connection☐ Form structure☐ Launch

☐ Permissions☐ Purchase/checkout☒ Settings☐ Site / app structure☐ Swipe to refresh

PAGE TEMPLATES

☐ Home☐ Category☐ Product☐ Dashboard☐ Article

☐ Search results☐ Contact us☐ Getting started☐ Discussion☐ Gallery

LAYOUT SYSTEMS

☐ Grids for sites☒ Grids for apps☐ Paneling/transitions☒ Responsive/breakpoints☐ Screen sizes

EDITORIAL

☐ Voice & tone☐ Writing for the web☐ Word list☐ Capitalization☐ Punctuation

BRANDING

☐ Identity☐ Logo(s)☐ Tagline(s)☐ Partnerships☐ Themes

RESEARCH & USERS

☐ User needs☐ Personas☐ Research techniques☐ Surveys☒ A/B, multivar. testing

PRACTICES

☐ Accessibility☐ Prototyping☐ Performance☐ SEO☐ Design thinking

CODING STANDARDS

☐ Style☐ Browsers & devices☐ Environments☐ Prog. enhancement☐ Version control

DOWNLOADS

☐ Templates (PSD,...)☐ Swatch palettes☐ Fonts☐ Icons

GETTING INVOLVED

☐ Request New Parts☐ Give Feedback☐ Request Audit☒ Present at a Share

ABOUT THE PROGRAM

☐ Home page☐ Principles / pillars☐ Getting started☒ FAQ

ABOUT THE TEAM

☐ Team☒ Recruiting / jobs

UTILITIES

☐ Variables / tokens☐ Mixins☐ Helpers☐ Customize

SYSTEM

NAME

DATE

PARTS

NAME	VALUE
1 Color (basic)	III II
2 Typography (basic)	IIII
3 Iconography	III I
4 Buttons	II
5 Forms	II
6 Sketch Templates	I
7 Logo	II
8 Voice & Tone	
9 Global Navigation	
10 Links	

PRODUCTS

NAME (TIER)	PLATFORM
WebMarketing F	WS
WebSupport S	WS
Corporate	WS
Communities F	WS
iPhone App F	iOS
iPad App	iOS
Android App	And
Collaboration F	iOS
Messaging S	WA
eCommerce S	WA
My Account F	WA
My Account, legacy	WA
Docs	WS
Dev Premium	WA
Profiler	Windows
Profiler	MacOSX

PEOPLE

NAME	DISCIPLINE(S)
Amanda	UX
Daniel	PdM
Lisa	VD
Chris	Content
Joel	UX
Hassan	UX
Sukpir	FED
Rob	Design
Billy	Design
Darla	Design
Gina	Brand
Marty	UX
Nicky	UX

Tier: F (Flagship) • S (Secondary)
Platform(s): WS Web Site • WA Web App • iOS
• AND Android • WIN Windows • [Other]

Discipline: UX • DESign • CONTENT • FED •
Dev • QA • PdM • PjM • Exec

C=Central

16

Picking Parts, Products & People



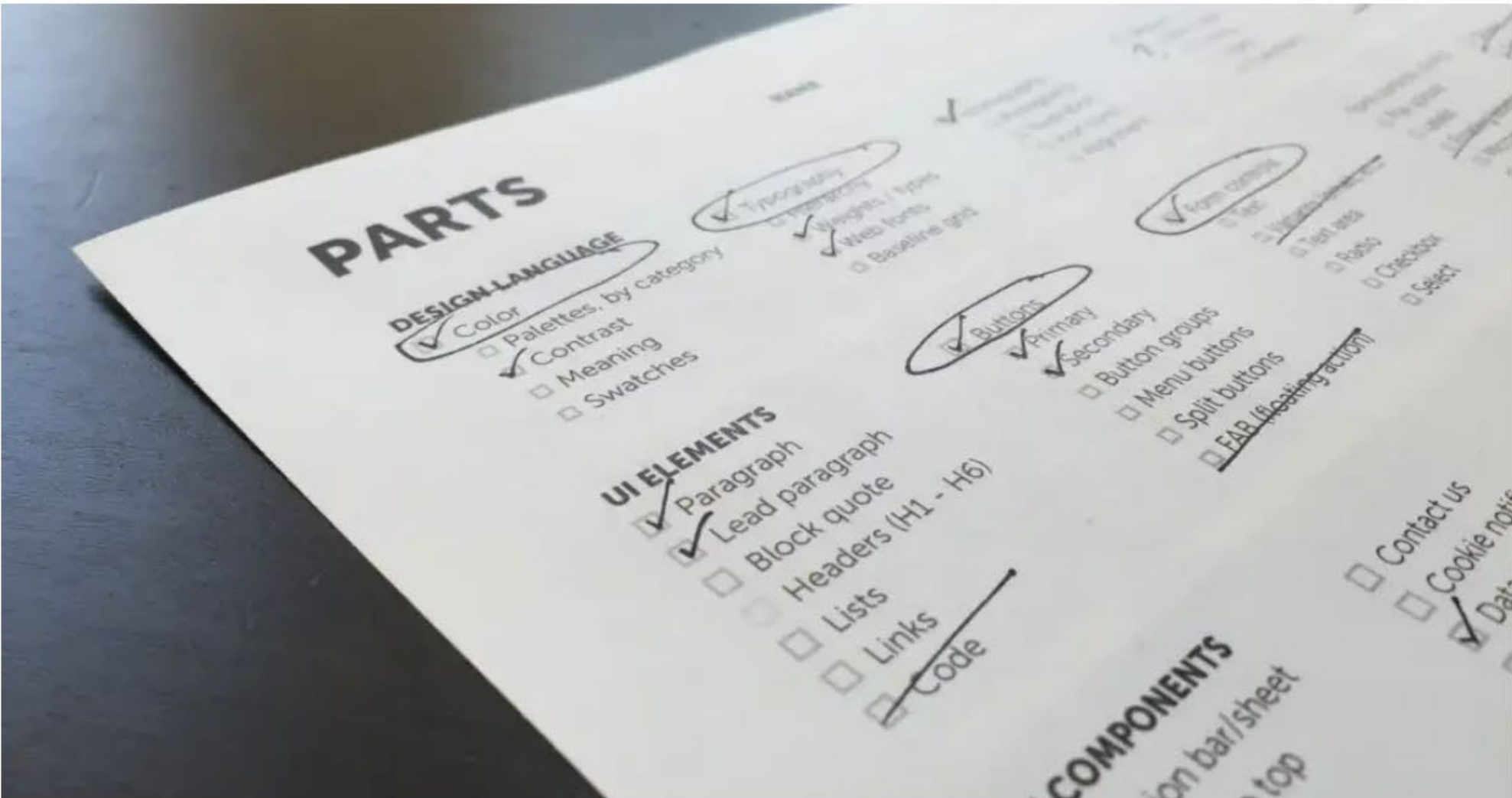
Nathan Curtis

Mar 22, 2016 · 6 min read · Listen



Picking Parts, Products & People

A Team Activity to Start a Design System



Teams can be awed by the scale and spread visible in finished systems like [Material Design](#) or [Lightning Design System](#). Systems can be both incredibly broad and deep once fully formed, if they ever get that far. Faced with such



Nathan Curtis

24K Followers

Founded UX firm @eightshapes, contributing to the design systems field through consulting and workshops. VT & @uchicago grad.

Following

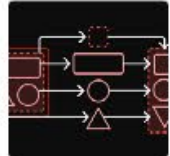


More from Medium



Nathan Curtis in EightShapes

Subcomponents



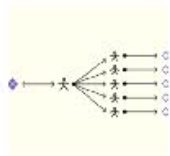
Din Re... in Interactive Design Comp...

Design tokens: what they are and how to work with them



Alex Zlatkus in UX Collective

How to make your Figma components easier to use



valentino baptista in Bootcamp

Design Tokens for Dummies

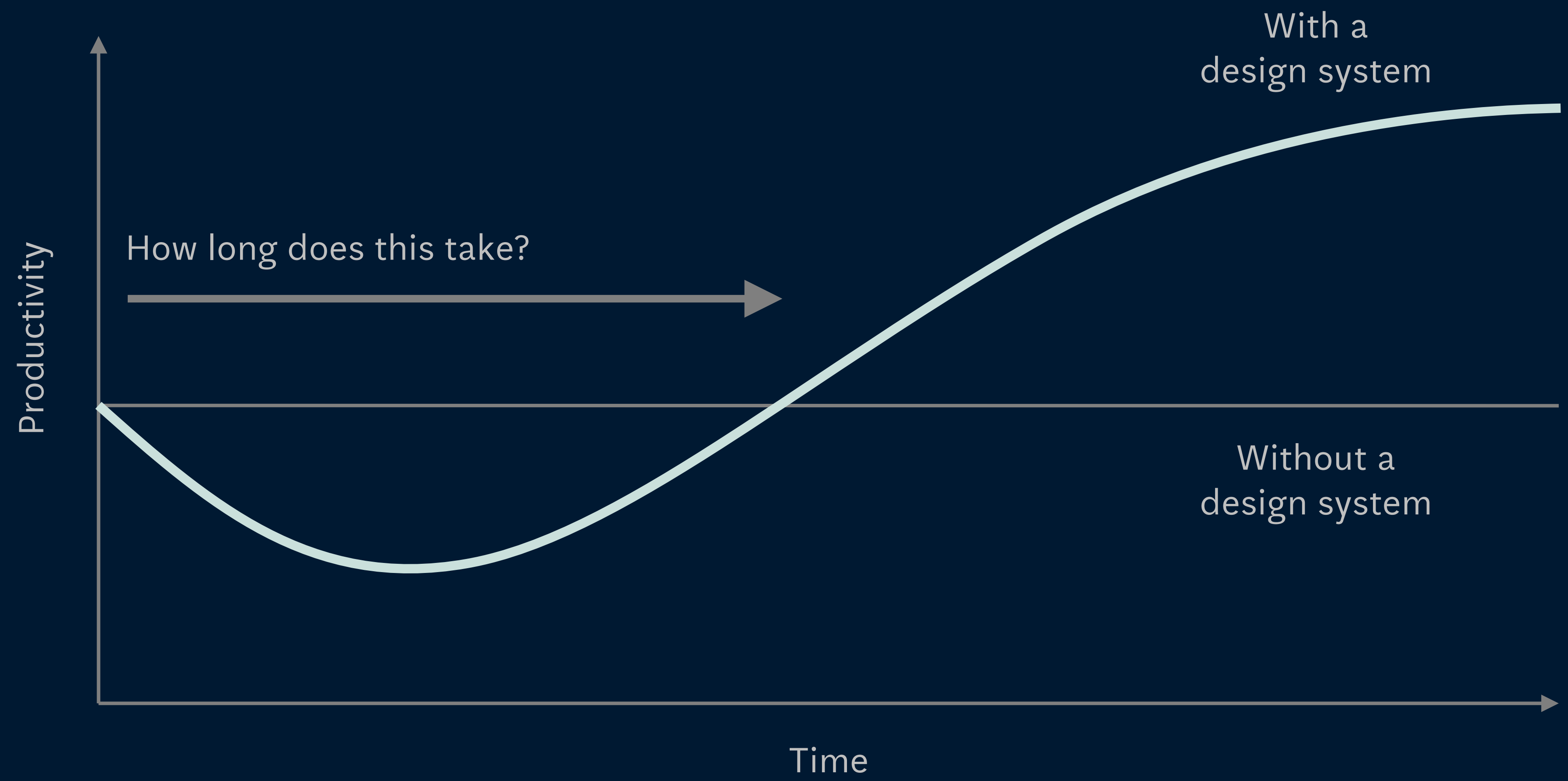


Cost vs Gains, ROI

$$\mathbf{COST} = \max\left(\frac{240}{\mathbf{X}}, 6\right) \cdot \mathbf{X}\% + \min\left(60 - \frac{240}{\mathbf{X}}, 54\right) \cdot \mathbf{Y}\%$$

$$\mathbf{GAIN} = \max\left(\frac{120}{\mathbf{X}}, 3\right) \cdot \frac{\mathbf{Z}\%}{2} + \min\left(60 - \frac{240}{\mathbf{X}}, 54\right) \cdot \mathbf{Z}\%$$

The Design System Efficiency Curve



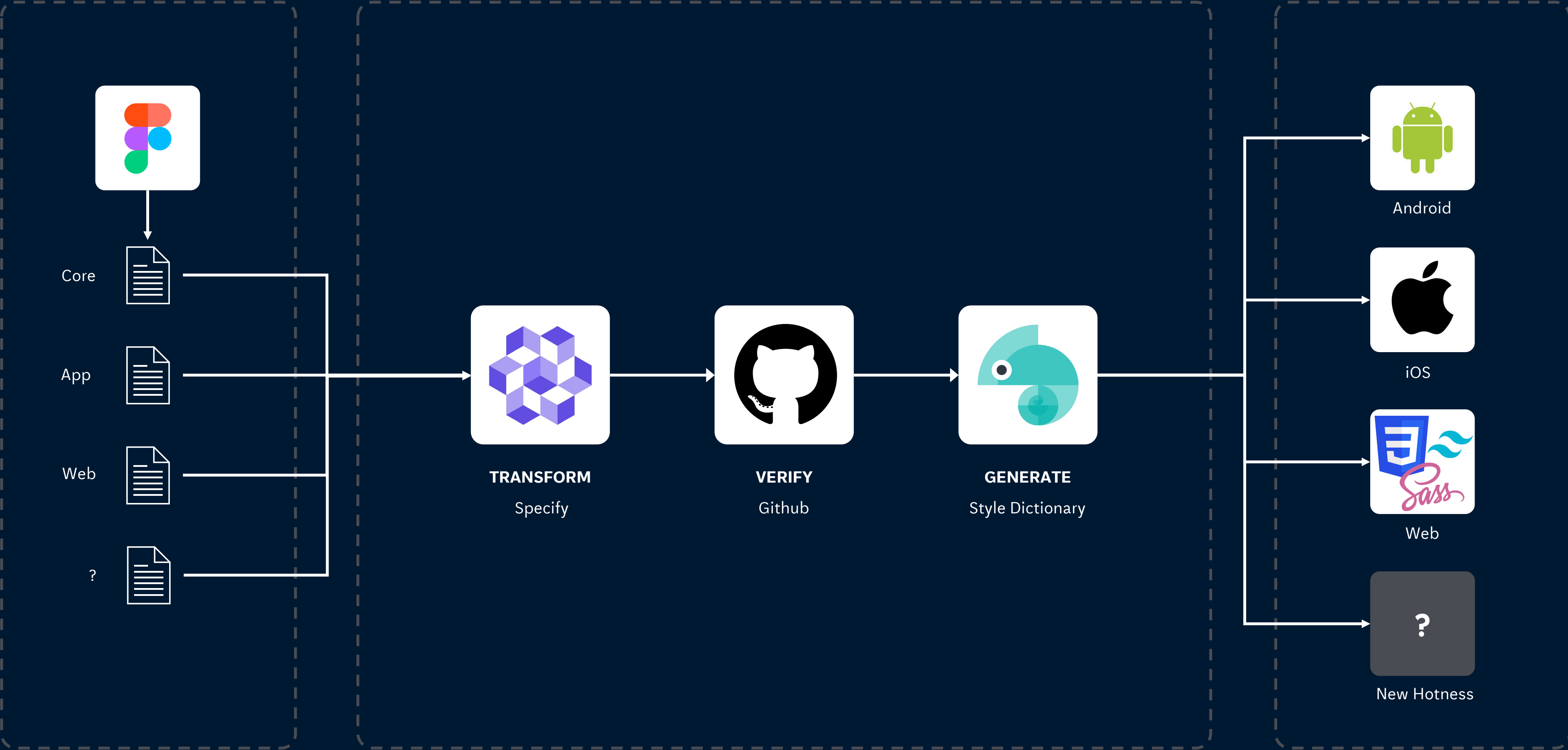
Design + Develop =

How to coordinate a design system with developers? Best practices and different ways to do it.

Brad Frost & Dan Mall «Hot Potato Process»



Design Pipeline



Build your own, or...?

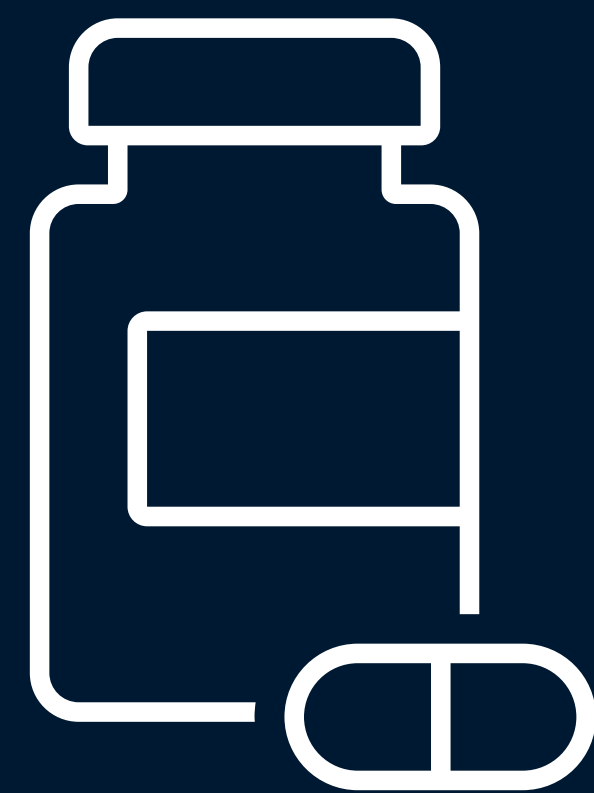
Use or buy a design system

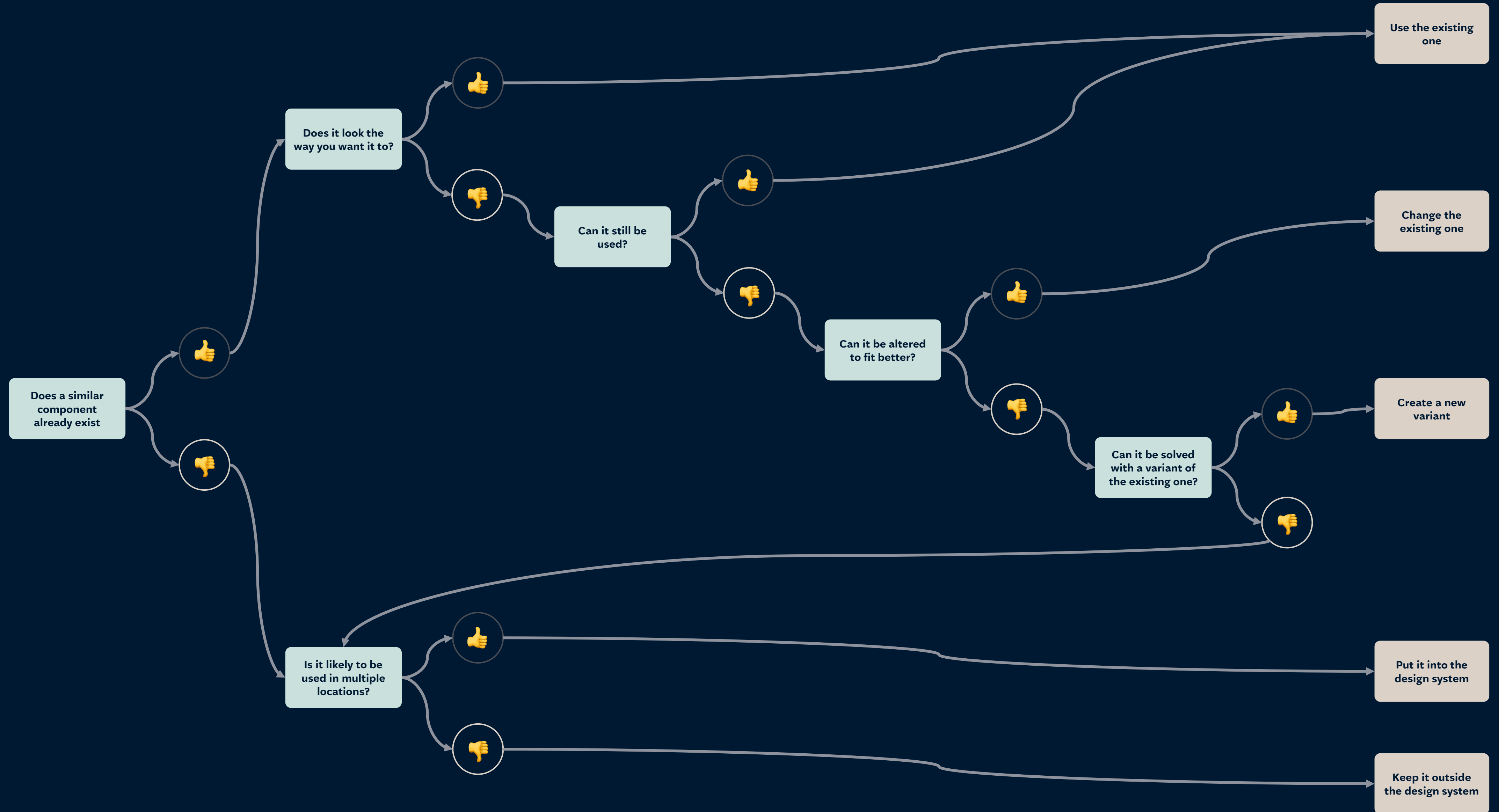


It Depends

Across Teams & Products

Considerations when building design systems across teams and product.
What can be common, when to be specific?





Creativity vs Systematic

How to combine design exploration while laying the ground work for building design system?

Does systems make it hard to be creative?



Anna E. Cook

@annaecook



“I don’t want designers using design systems because it makes it hard for them to be creative ✨”

Dave, this is banking software chill.

3:43 PM · May 2, 2022

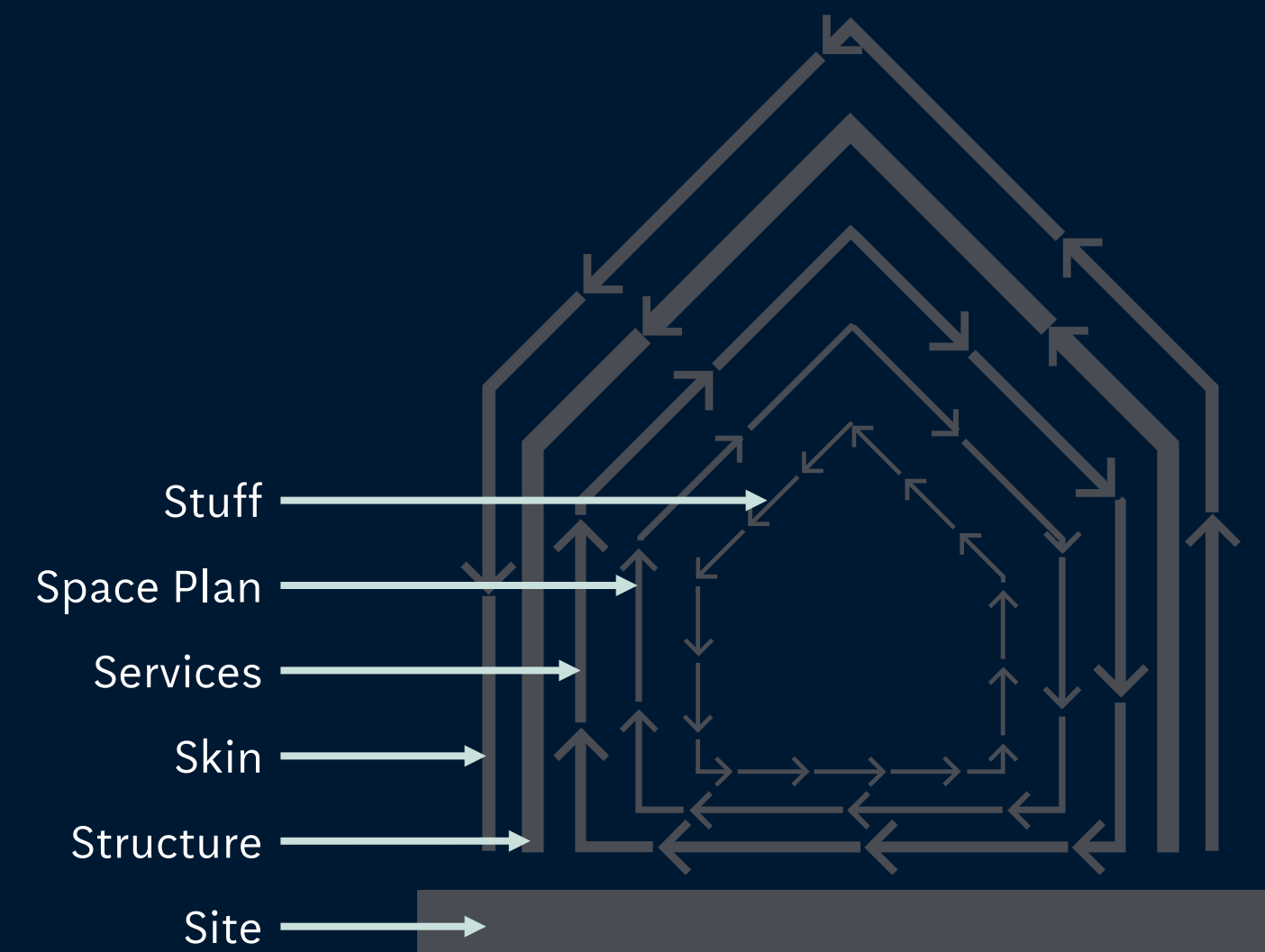
121 Retweets **23** Quote Tweets **1,449** Likes



Does systems make it hard to be creativity?



Pace Layering



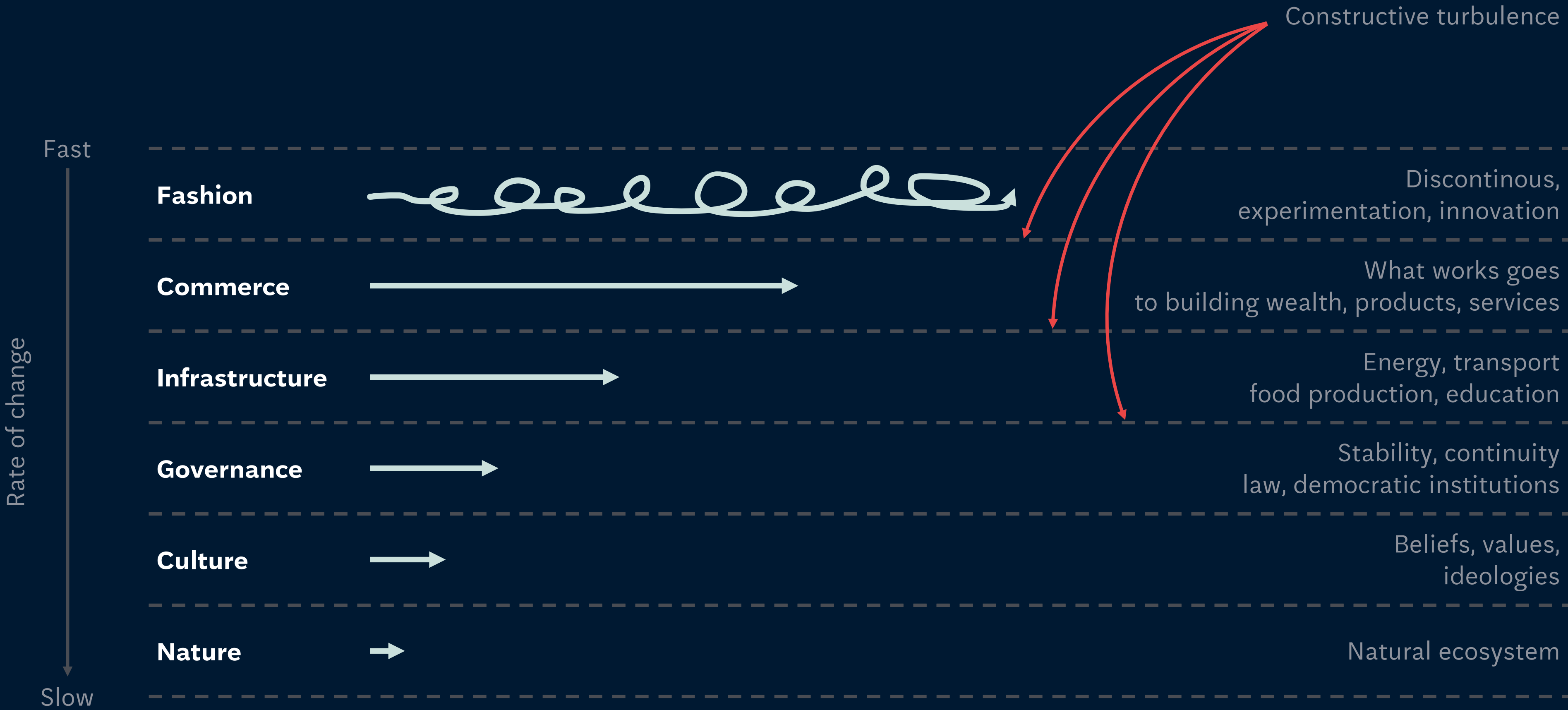
Shearing layers of change. Because of the different rates of change of its components, a building is always tearing itself apart



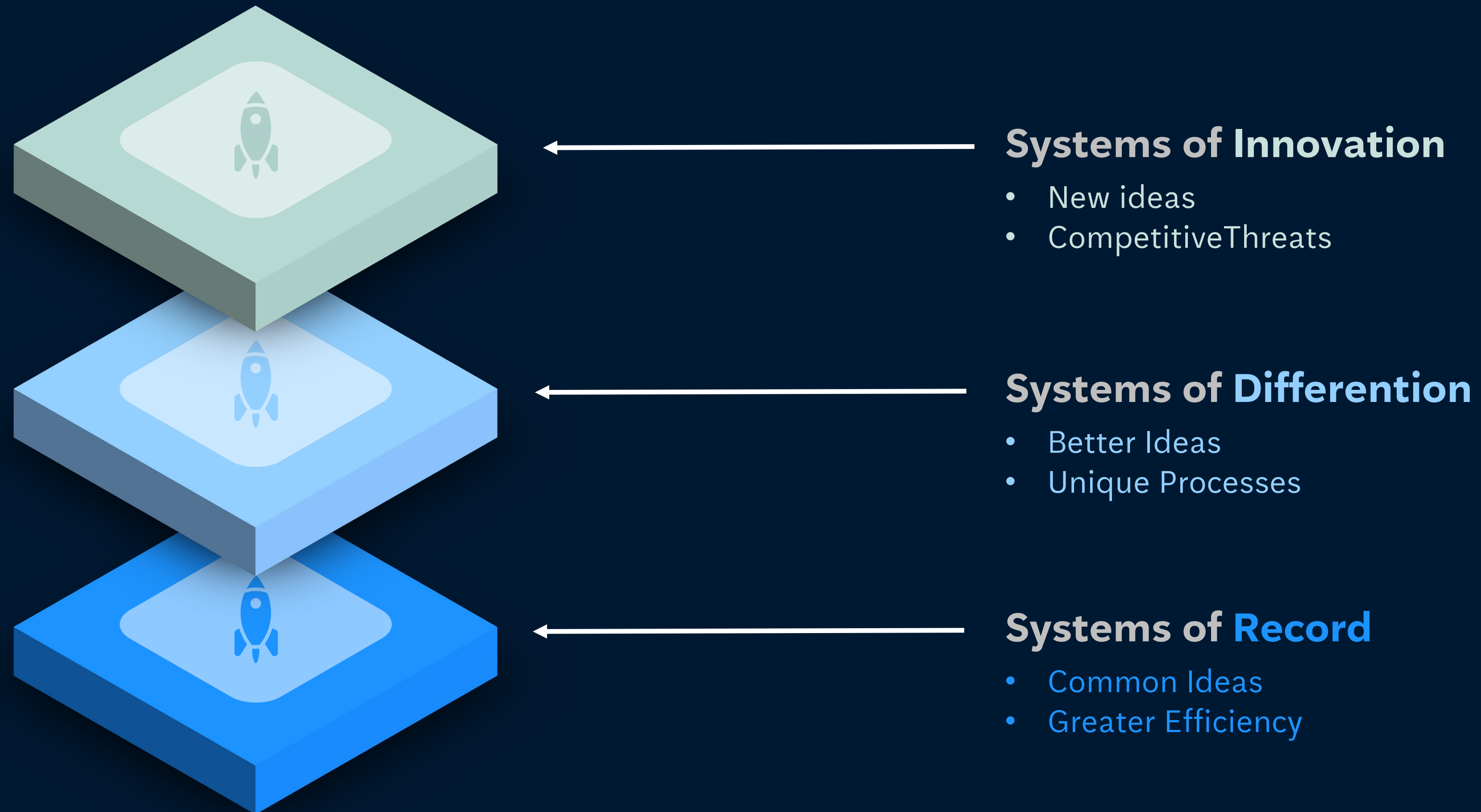
Steward Brand

*“The power is in the slow parts,
but the fast parts get all the attention.”*

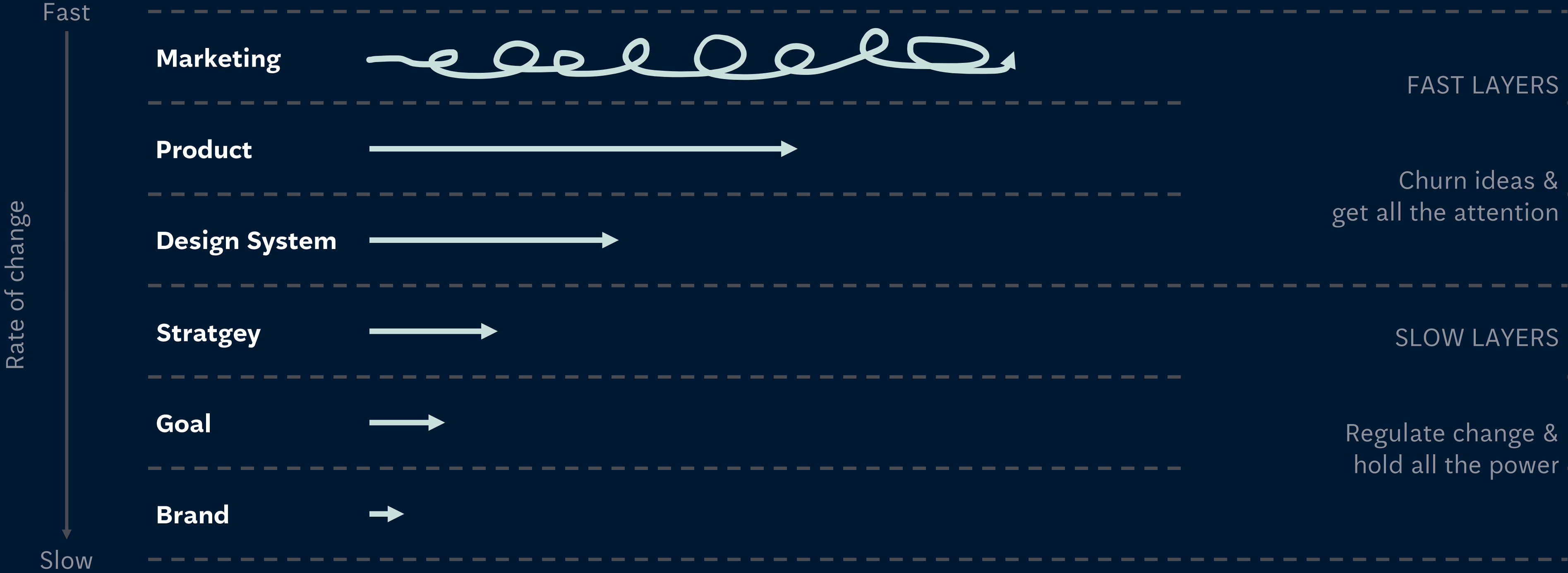
Pace layering



Gartner Pace Layering Strategy



Pace layering



Workflow

How far along in the design process to start creating a design system?

Now

Workflow

In what order to create design system content



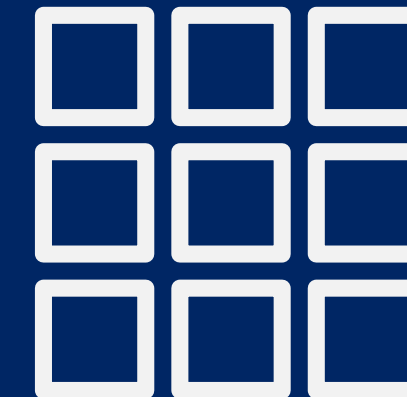
Typography



Color



Iconography



Spacing

Examples

Various examples of design systems (beyond Figma)

Entur Designsystem by ENTUR

ENTUR

Kom i gang

Identitet

Komponenter

Universell utforming

Vis som: Utvikler



Entur Designsystem reduserer dobbeltarbeid

Kom i gang





Bevegelse

Vi skal utforske, se fremover og være
tilpasningsdyktige.

Velkommen til Spor

Se hvordan du kan bidra →



Kom i gang

Sett opp Spor i ditt prosjekt på få minutter



Komponenter

Se byggeklossene du har tilgjengelig for å bygge brukergrensesnitt

Elvia design system.

A scalable system of visual language, components and design assets so we can work together towards an ultimate brand experience.

Get started



Components
UI Library



The Concept
Branding



Accessibility
WCAG 2.0



Contribute
Help us get better

Ruter Design System by Ruter

Brand

Identitet

Web og App

Markedsføring

Reise og transport


Ressurser ▾




Ruters designsystem består av verktøy, komponenter, retningslinjer og prosesser som gjør det mulig å lage meningsfulle brukeropplevelser som henger sammen.




Material Design by Google




Home




Get started




Develop



Foundations



Styles




Components

Meet Material Design 3

The latest version of Material Design includes personalization and accessibility features that put people at the center


9:30



Settings


Discover

See content related to your interests




Trending searches

Include popular searches in your area




Translate

Translate results in other languages



Autoplay videos

Autoplay video previews when browsing



Migrate to Material Design 3

Start using the latest features in your existing product



DESIGNING THE SHIFT

Start designing →

Start developing →

The Tegel Design System is for digital products and services at Scania. It enables an efficient development process and ensures a premium experience across all of Scania's digital touchpoints.

Foundations

Grids, Spacing, Colour and more...



Components

Buttons, Cards, Modals and more...



Patterns

Forms, Login and more...



Resources

Support

Extras

Human Interface Guidelines by Apple

Developer

News

Discover

Design

Develop

Distribute

Support

Account

Design

Overview

What's New

Guidelines

Design Awards

Videos

Resources

Platforms

Foundations

Patterns

Components


Inputs

Technologies


Human Interface Guidelines

The HIG contains guidance and best practices that can help you design a great experience for any Apple platform.


Featured



Platforms
Designing for iPadOS




Foundations
Inclusion



Patterns
Onboarding

NOA Ignite

Atlassian Design System by Atlassian

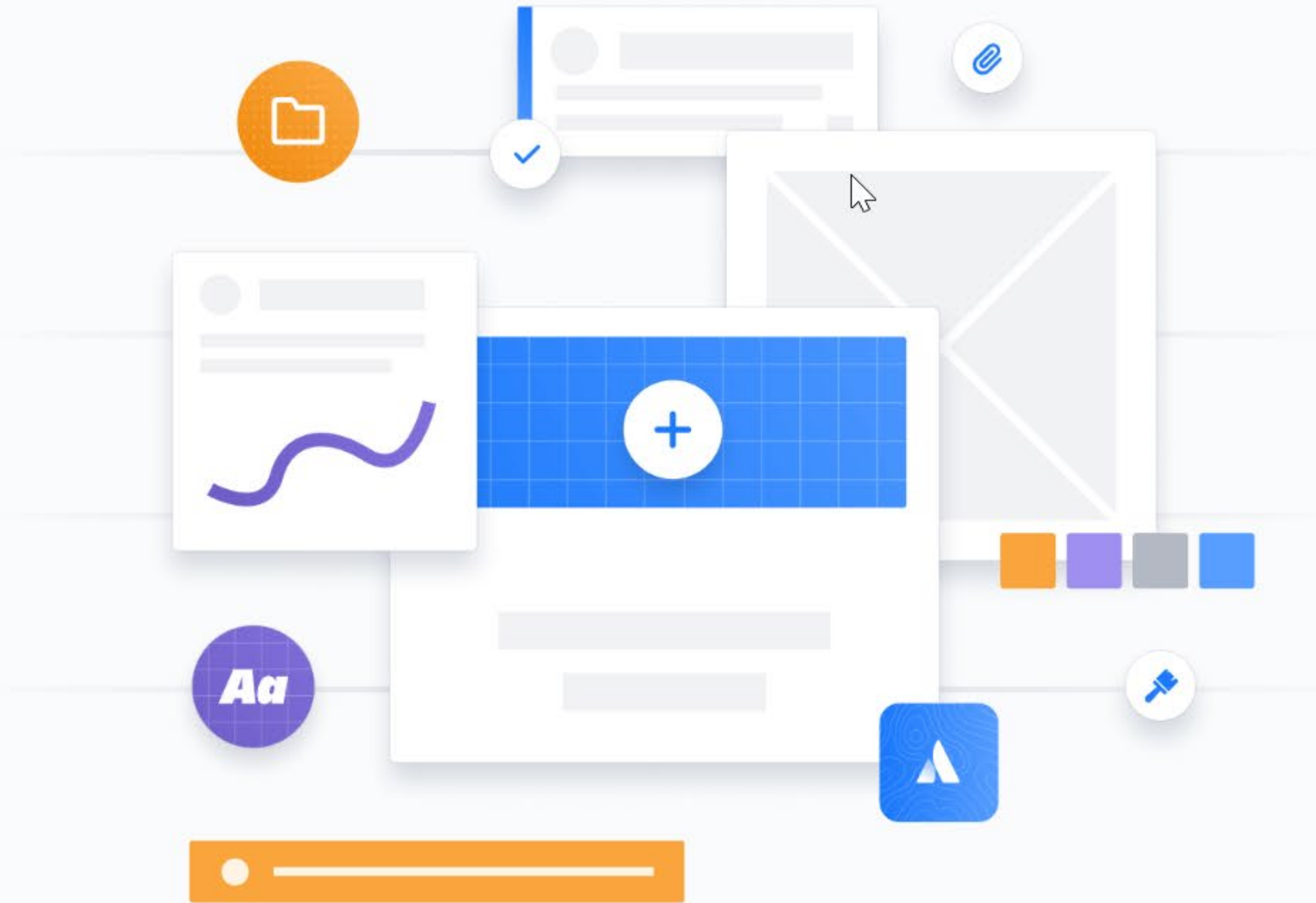
 **ATLASSIAN** Design System


Brand Foundations Content Components Patterns Resources


Q Search

Design, develop, deliver

Use Atlassian's end-to-end design language to create simple, intuitive and beautiful experiences.



**c** Components

**p** Patterns

Carbon by IBM

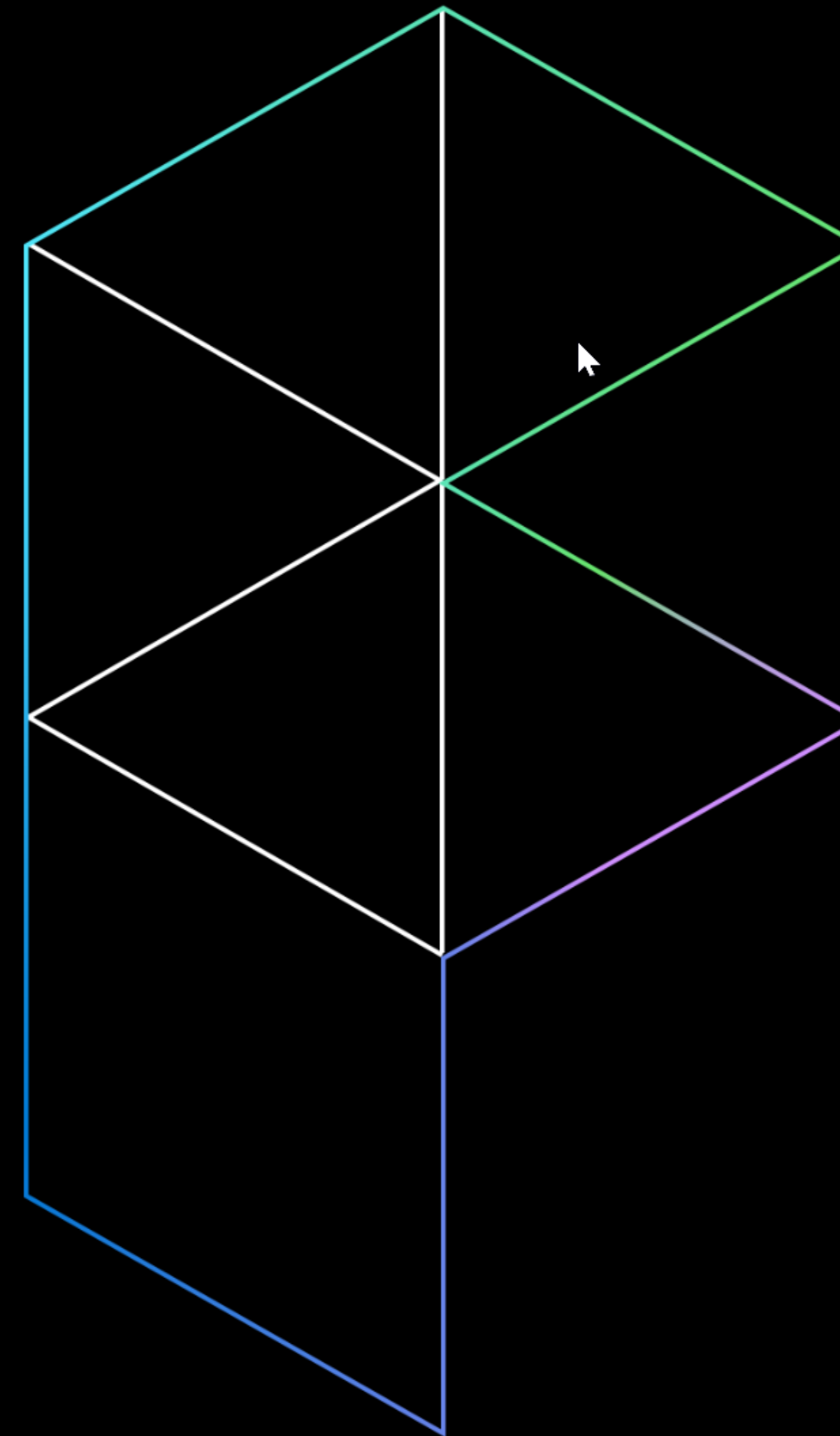


Fluent Design System

No need to start from scratch.

Fluent is an open-source, cross-platform design system that gives designers and developers the frameworks they need to create engaging product experiences—accessibility, internationalization, and performance included.

Go ahead, pick a platform to get started.



Audi Design System by Audi





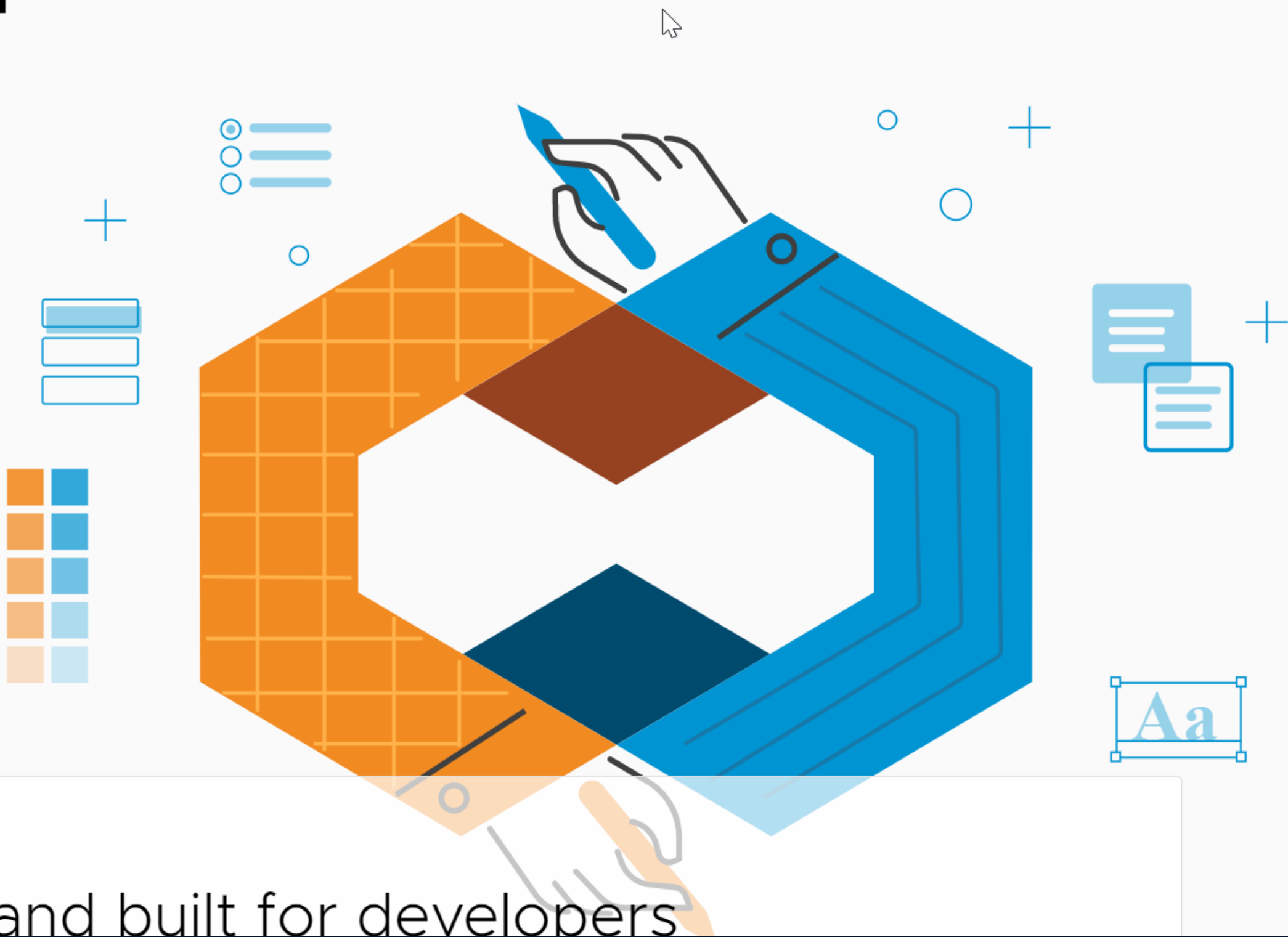
Clarity Design System

UX guidelines, HTML/CSS framework, and Angular components working together to craft exceptional experiences

GET STARTED

DOCUMENTATION

View the [source](#) on GitHub



Designed for designers and built for developers

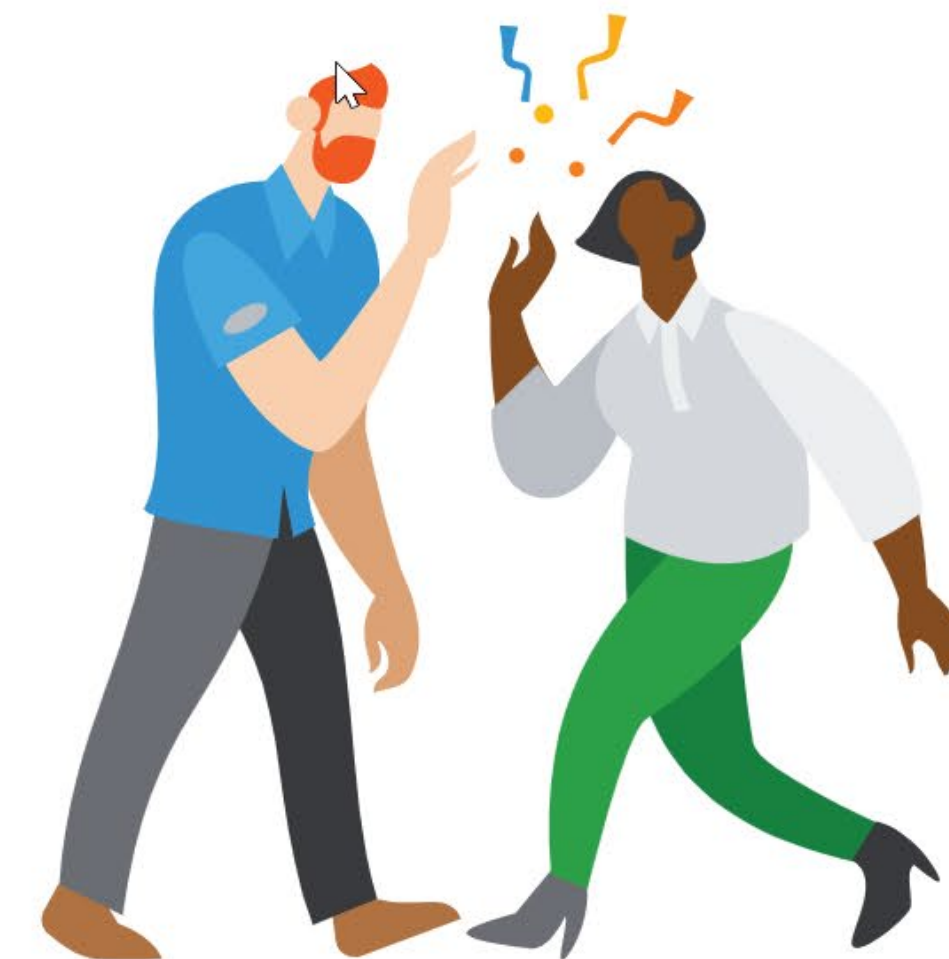
The QuickBooks Design System

Components, guidelines, and tools | Part of the Intuit Design System



Intuit teams build design foundations that last


Since the beginning of the year, designers and design leaders across Intuit have been working on durable and adaptable components that will become uniform across all Intuit experiences. Read about this effort, leaders, and logos in [what's new](#).



Improve your Figma skills

[See the Figma FAQs](#)

Lightning Design System by Salesforce



Lightning Design System

What's New

Getting Started

Platforms

Design Guidelines

Kinetics

Accessibility

Component Blueprints

Utilities


Design Tokens

Icons

Tools

Current release: [Winter '23 \(SLDS 2.19.0\)](#) | [Archives](#)

Create the World's Best
Enterprise App
Experiences



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- Steward Brand, 2018 – «Pace Layering: How Complex Systems Learn and Keep Learning»
 - <https://jods.mitpress.mit.edu/pub/issue3-brand/release/2>

Thank you!

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Lead Design Systems

@siiron

ronny.siikaluoma@noaignite.com