INTEGRATING DESIGN SYSTEMS INTO AN AGILE FRAMEWORK

MARK WOLFE

@THEWOLFE
Hi. I’m Mark

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@wolfedesign
How many applications do you use for your job?
The average enterprise has deployed eight apps, has 2.6 in development and 6.2 planned for the next 12 months.
TOO MANY APPLICATIONS

TOO MANY DEVICES

TOO EXPENSIVE TO MAINTAIN

TOO DIFFICULT TO TRAIN

Inconsistent data
“A design system is a collection of reusable components, guided by clear standards, that can be assembled together to build any number of applications.”

- Invision Blog
• Purpose + Values
• Design Principles
• Components + Templates
• Patterns
DESIGN SYSTEM: DEFINED

DESIGN

DEVELOP

DISCUSS

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DESIGN

ATOMS → MOLECULES → ORGANISMS → TEMPLATES → PAGES

© Brad Frost - Atomic Design
DISCUSS

DESIGN PRINCIPLES

CONTENT STRATEGY

TONE + VOICE

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Benefits of a Design System

• Single Source of Truth
• Consistency
• Keep Code + Design in Sync
• Reduced Redundancy
Design Systems can save big money

- Decreased development and design cost
- Faster time to market
- Better product quality
- Happier customers
“Design systems also save time and money. Just by eliminating code redundancy, more than 20% of a developer’s time can be regained. For a team of 100 developers, this means around $2\ million per year.”

- projekt202 Managing Architect Drew Loomer
Develop with style.
Pantsuit is Hillary for America's internal design system.

Read the documentation
Current release: 2.1.0

Paid for by Hillary for America - This site is built with ♥ using Pantsuit, kss-node, and assemble.
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DESIGN SYSTEM: PROCESS

AUDIT

BUILD

DOCUMENT

EVOLVE
AUDIT: APPLICATIONS

HR
Expense Reporting
CRM
Intranets
Webmail
Facilitation
Core Job Tools
Knowledge Base
Finance
Project Planning
Industry Tools
Time Tracking
Corporate Social
Learning Management
Product Manuals

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# Audit: Patterns

## CSS Stats

**CNN - Breaking News, Latest News and Videos**

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<thead>
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<th>Rules</th>
<th>Selectors</th>
<th>Declarations</th>
<th>Properties</th>
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**Total Declarations**

- **Font Size**: 1,778
- **Float**: 280
- **Width**: 1,043
- **Height**: 664
- **Color**: 995
- **Background Color**: 284

**52 Unique Colors**

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Aa  Aa  Aa  Aa  Aa  #8d8d8d #2483b3
Aa  Aa  Aa  Aa  Aa  #f0e9d9 #96c1ff
```

[@thewolfe](https://twitter.com/the_wolfe)
AUDIT: PATTERNS

https://www.designbetter.co/design-systems-handbook/introducing-design-systems
BUILD: WHO'S INVOLVED?

Core Team

- UX
- Frontend Devs
- Visual Designers
- Copy Editors
- Product
BUILD: BUILD YOUR TEAM

Overlord Model

https://medium.com/eightshapes-llc/team-models-for-scaling-a-design-system-2c19d03be6a0
Centralized Model

https://medium.com/eightshapes-llc/team-models-for-scaling-a-design-system-2cf9d03be6a0
BUILD: BUILD YOUR TEAM

Federated Model

https://medium.com/eightshapes-llc/team-models-for-scaling-a-design-system-2cf9d03be6a0

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Collaboration is key to success

Keep communication open between the designers and the users.

Any barrier to access is a barrier for usage.
EVOLVE

Design System

- New Feature
- New Requirement
- New Touchpoint
- New Product
Traffic Sucks!
An inventor created a teleportation device, and a service called BEAM.
In groups, sketch the selected application.
Activity - 5:00:

Let’s share the designs.
Activity - 10:00:

Back in your groups, identify all the smallest elements in the designs.
Activity - 5:00:

Share + Document the elements
Together: Which of these elements are reusable across the ecosystem?
# PATTERN AUDIT

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<thead>
<tr>
<th>ELEMENTS</th>
<th>COMPONENTS</th>
<th>TEMPLATES</th>
<th>VIEWS</th>
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# Tools: Where Do We Design?

<table>
<thead>
<tr>
<th>Design</th>
<th>Prototyping</th>
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<tbody>
<tr>
<td>Recipe</td>
<td>Figma</td>
<td>Zeplin Plugin</td>
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<tr>
<td>Ps</td>
<td>In</td>
<td>Specs and Code</td>
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<td>Ad</td>
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<td>□</td>
</tr>
</tbody>
</table>

Specs only: Zeplin Plugin, Specs and Code, Specs only

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TOOLS: WHERE DO WE DESIGN?

UXPin
invision Studio
Axure RP
Frontify
Principle
LET’S GET CONNECTED

Thank You.

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