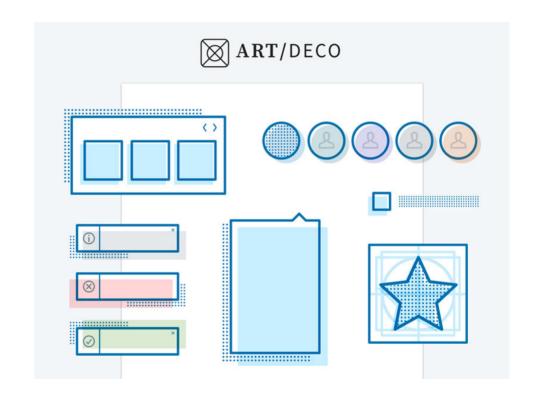


In summer of 2019, I was invited by LinkedIn to join the Design Systems team and contribute to the Art Deco initiative.

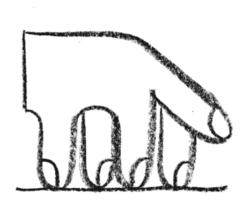


My first week I hit the ground running and needed to understand the current team and design system currently in place.



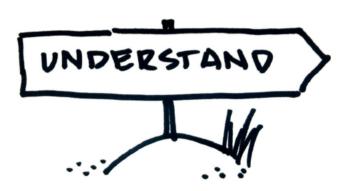
First... I shadowed managers to meetings:

- Gathered feedback around current workflows & process
- Learned about the history of previous design systems projects



Who is our audience...

- Both Designers and Devs?
- Only the design team?
- Design systems team?









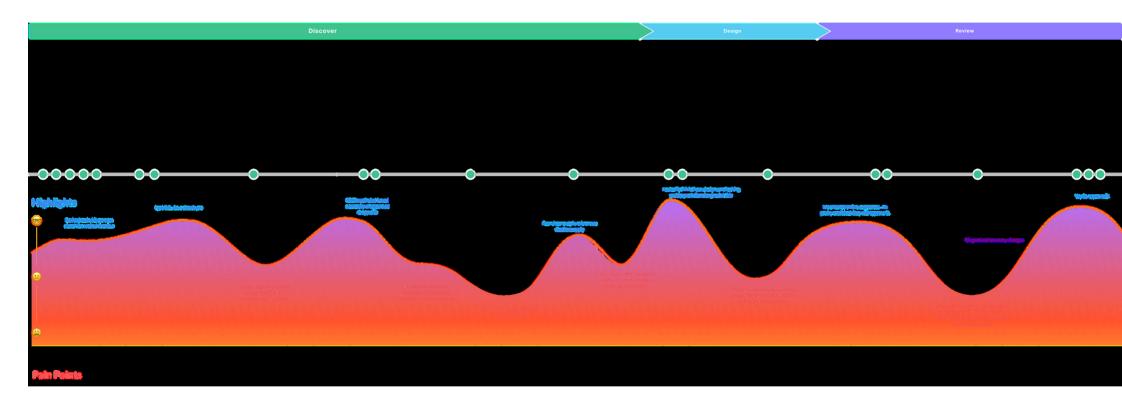
Research: How are other design teams guidelines documented?







I interviewed **10** product designers and managers to learn more about the designs team process and mapped out their journey.



This doesn't feel flexible ... or n's feels hard allows much Creativity Too Technica bot have time Too Vague Designers felt confused because it wasn't written for them. Where do la ow current are hese guidelmes? How Can I apply this to my work

Designer A:

embedded on the LMS team uses sketch and lyngo to iterate on existing patterns Only has visibility to her current vertical

Has tool fatigue from previous initiatives

Works on-site and sometimes remote

TASKS

find out if there are existing patterns

Create a new component based on low level elements

FEELINGS

Confused
Overwhelmed
Excited



Designer A

INFLUENCES

Other o

and de

Dribbb

Medium Stack overflow

Twitter

PAIN POINTS

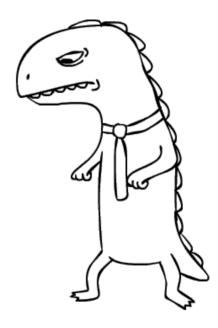
not finding the answers to thier questions Conflicting resources wrong solutions

OVERALL GOAL

Validate thier design decisions what to use and how Work Faster

Pain Points:

- Communication is difficult between crossfunctional teams
- Feels cut off from other designers
- Not sure if assets are up to date or current
- Confusion around component guidelines and documentation in context to her projects
- Lyngo is increasingly buggy and not well organized.



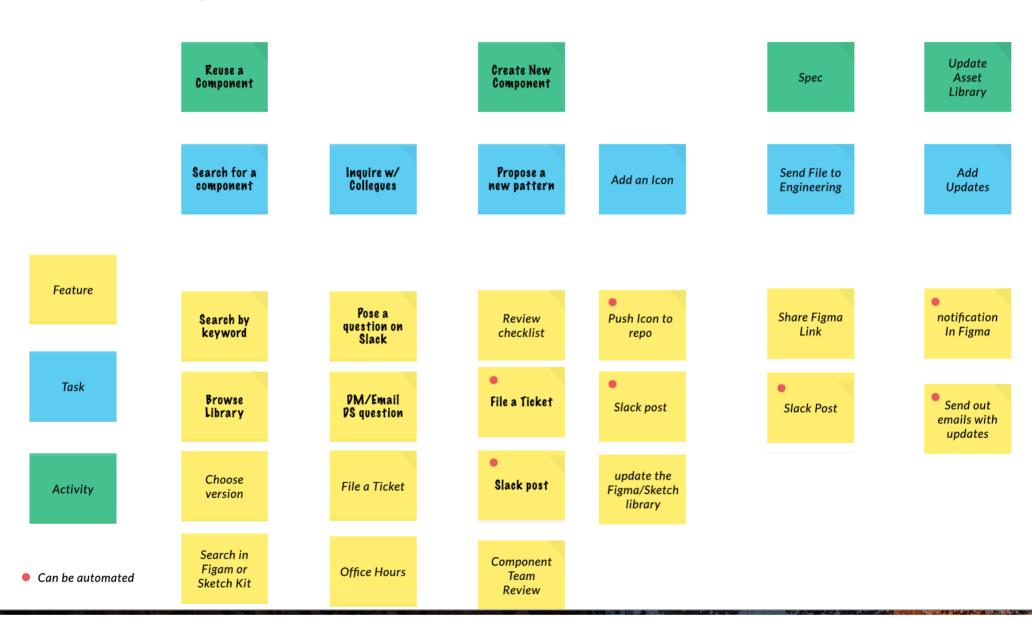
What we discovered: designers had struggled with context and was looking for specific guidance around how and when to use a specific styling, component variation, or current status in the product.

Our goal: provide a centralized place for guidance, on when and how to use components in their design work in a consistent way.

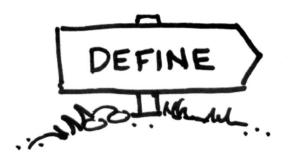


Product Designer Story Map

Persona: UED Designer Proposed workflow



What are our Goals? How do we measure progress and success?



Planning:

Outlining the goals and building a charter



Project Brief

Business Goals, Funding, Politics, culture, technology, resources, and constraints.

What are the goals?

Fast learning and quick lookup of design resources

What tactics are used to reach these goals?

A Documentation website for a designer handbook

What are the Objectives of this project?

Improve continuity on the design teams

Who will be using this documentation? What are their expectations? What are their pain points and expectations:

- Self service w/ component library, design assets, and usage guidelines.
- Guidance on how to validate their design choices, and the ways they can improve their workflow process
- Syncing design communication and continuity across vertical teams with terminology, versions, and UI a

Workflow, Processes and Standards:

All the things t consider:

Tools

Design Tokens

Figma Assets

Themes/Versions

Art Deco Etta

Code **Snippets**

Design Tokens

Documentation

Design Principles

Style Guidelines

Companants Resources

Usage

Brand

Platforms

Web Android

iOS

IA

Workflow

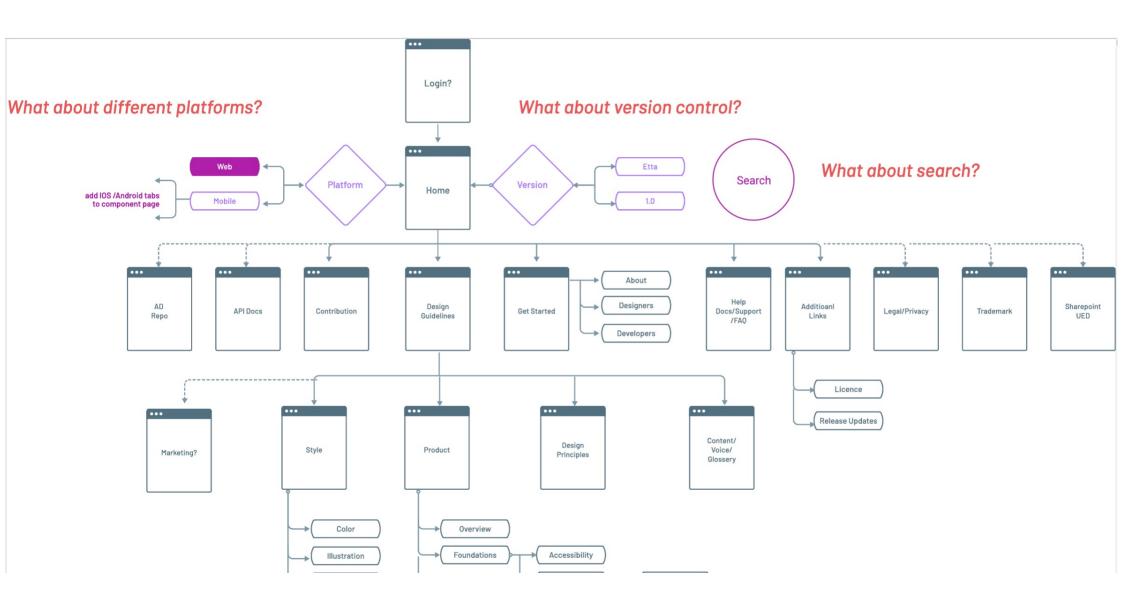
Education

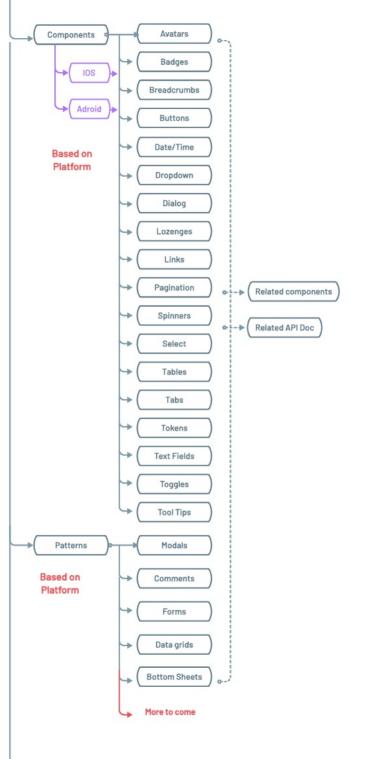
Internal Reviews

Contrbution Modals

The Documentation Site







Are there more natural groupings for these?

What if we organized the components by action? For example we can group buttons and radios into 'controls'.

Content Layout



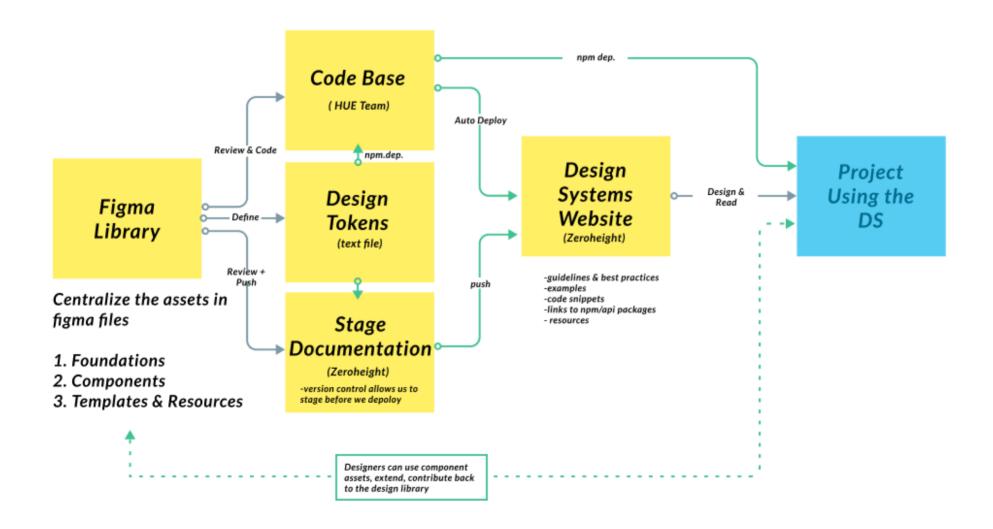
- Introduction
 - Types
 - Best Practices
- Style
- Behavior
- Variations
- Accessibility
- Internationalizat
- Implimentation 8

Documentation Site

ART/DECO Foundations Componen Get Started **Using Components** Form Controls **Text Input** Status & Updates Actions Text inputs allow users to enter and select text, Button providing helpful usability extensions like error **Button Group** indicators and password masking. Form Controls Checkbox Dropdown Selector Overview Web IOS Android Radio Buttons Text Input **General Guidance** General Guidance Types Text inputs should: **Best Practices** Validation and errors • be labeled with clear language that is easily understood by our members so know how to put into the input. Styleguide created with All fields are required uplace marked as "Optional"

Workflow Proposal

- Manual Integration
- Automated Integration



Deliver

Documenting Content Proposal

- Start Date: 2019-07-01
- RFC's RB:
- Jira Issue:

Note: Please reach out to Lisamarie Kelly for access, questions and additional information.

Summary

The goal of the documentation site is to provide clear and concise information for our UED product designers to search, read and take action on. This is a guide on how to build the documentation site by following a content template.

Motivation

Why are we doing this? What use cases does it support? What is the expected outcome?

UED designers were having difficulties navigating and interpreting existing art deco guidance and wanted something more in-context to their needs and workflow. We started this project by exploring the pain points and use cases to better understand our audiences needs. Please take a min to review the user journey and story maps available here.



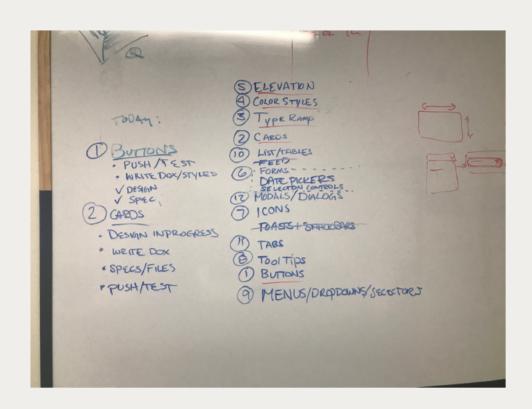
This doc is for the design systems team members who are looking for direction on how to use this template and how to architect and create design guidance around a component.



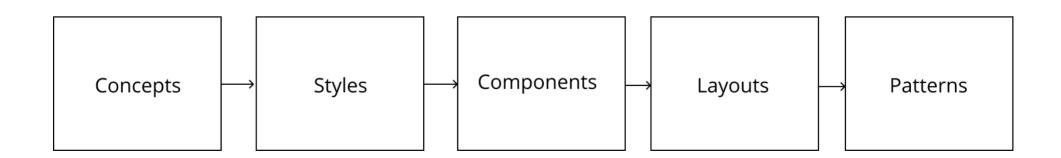


Where to start?

Which components are consider low level vs high level



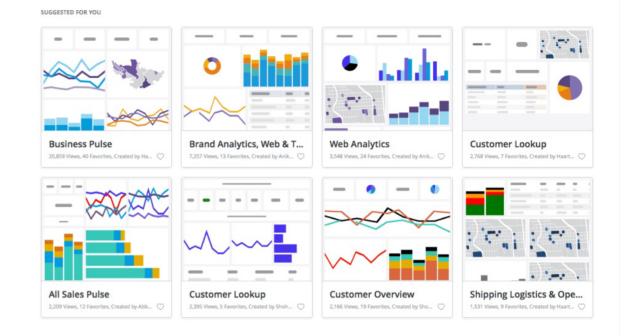
Component Library Foodchain



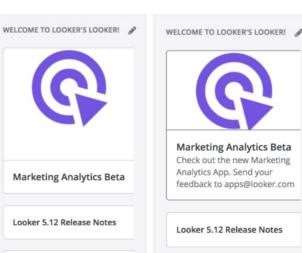
Planning Milestones

Less Roadmap										
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	Region actions from the control of t								Control Contro	Process follows to the same to be to provide the same to the special to the same to special to the same to special to the same to special to the special to the special to special

Audit Existing Card UI



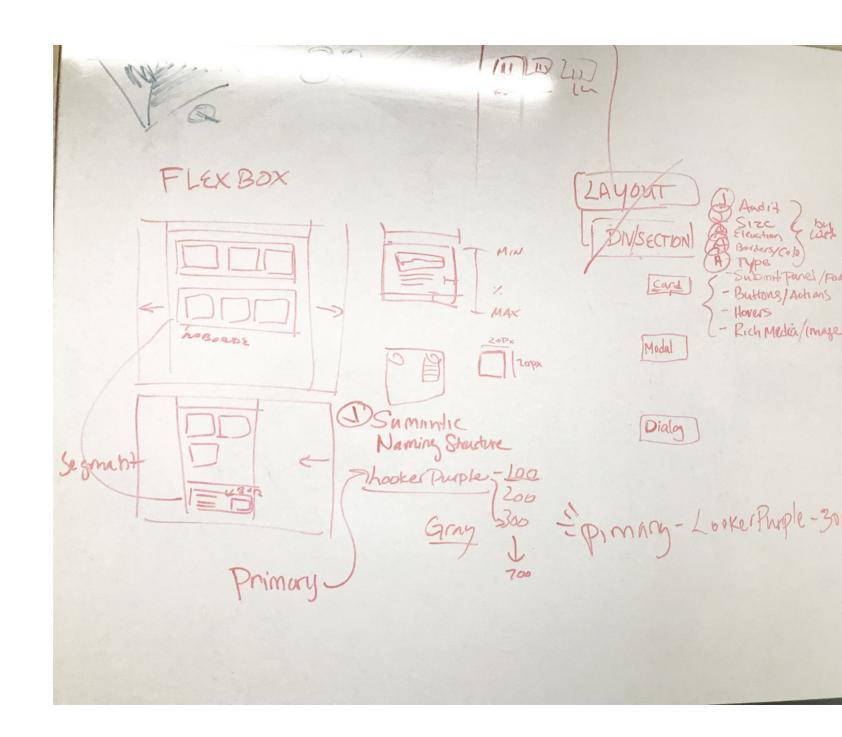
Sidebar cards, with hover to reveal details action



Edit card in sidebar

Title*				
Text				
Link 🗇				
Image	Choose File	No file chose	n	
Cancel	Save			

Naming Semantic Layers



Design & Specs

Cards: Container Specs



HTML STRUCTURE <div class=".card"> </div>



Cards are made up of blocks of content and are optional.





Cards: Styling



background: #ffffff; border: 1px, solid, #E4E5E6 box-shadow: 1px 1px 2px gray-200



H2 - Card Title

font: Open Sans font-size: 16px font-weight: semi-bold 600 line-height: 24px color: #3c4345 font-weight: 600 text-overflow: ellipsis

H3- Subtitle

font: Open Sans font-size: 12px font-weight: semi-bold 600 font-size: 12px line-height: 18px text-overflow: ellipsis

H3- Meta Data

font: Open Sans font-size: 10px line-height: 24px color: #797672 text-overflow: ellipsis

Body

font: Open Sans font-size: 12px line-height: 18px

color: #3C4345

Tag

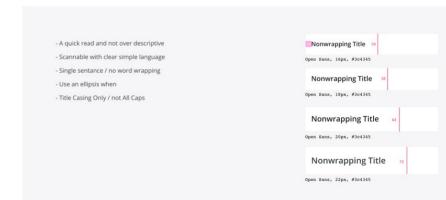
font: 0

font-si line-he

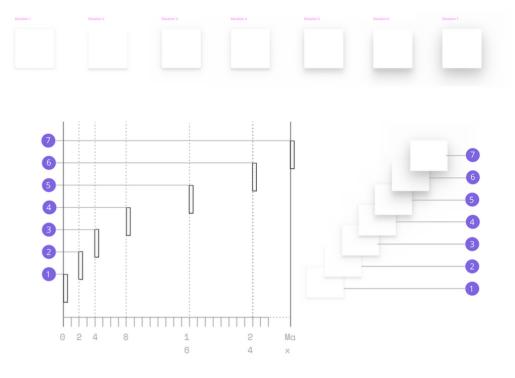
color:

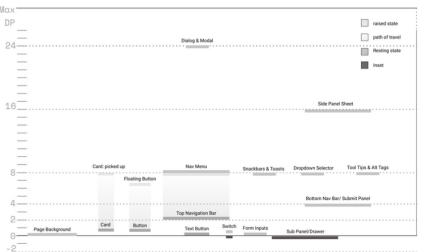
#fff or text-ov

Example: https://codepen.io/MadeByMike/pen/VvwqvW



Elevation





Comms: Outreach w/ Partners

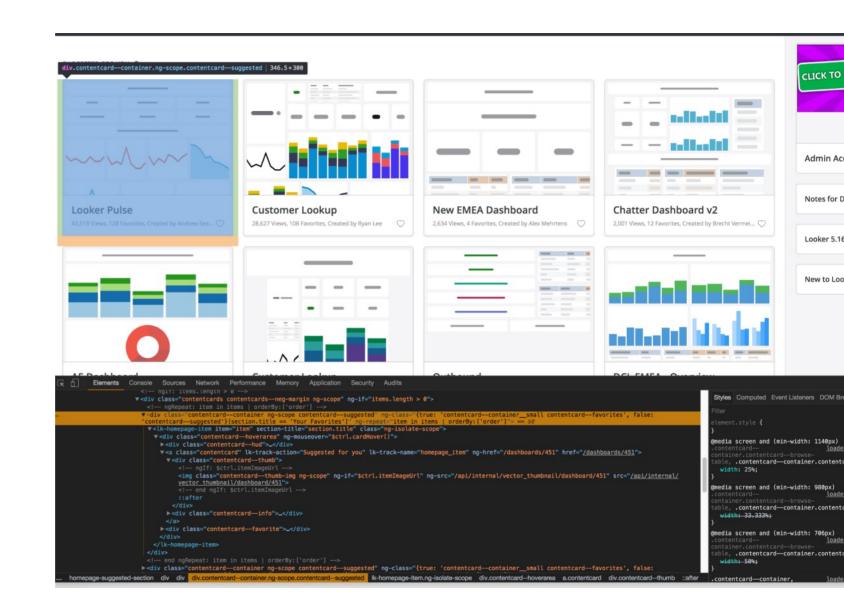
A <u>Developer</u> wants to <u>search/find</u> an existing <u>first level component</u> and iterate or <u>change it</u> slightly to form an <u>extended subclass component</u>.

I want to use this card pattern somewhere else in the product but change it a bit. Where do I start to reuse that pattern?



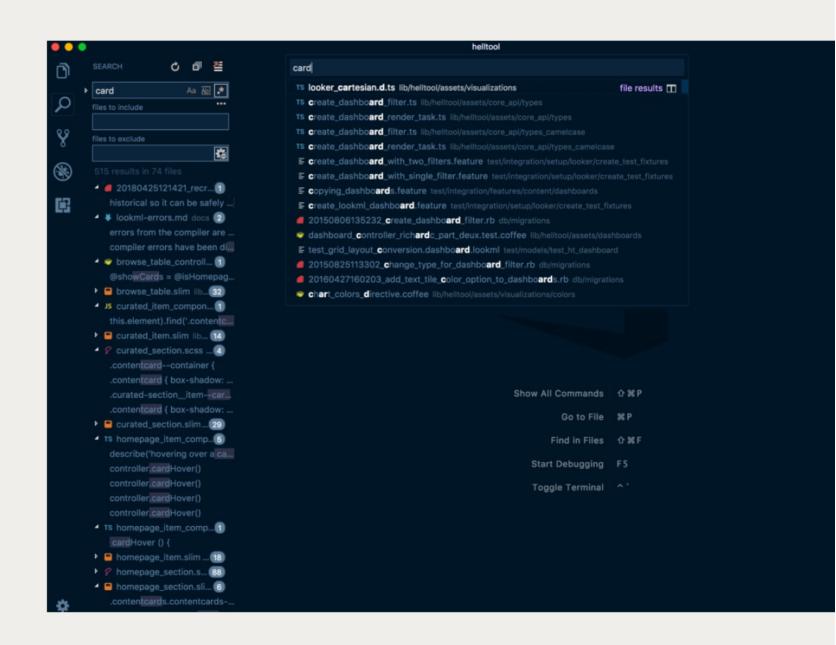
Do you Search for it?

Pop open developer tools and check out the markup and styles?

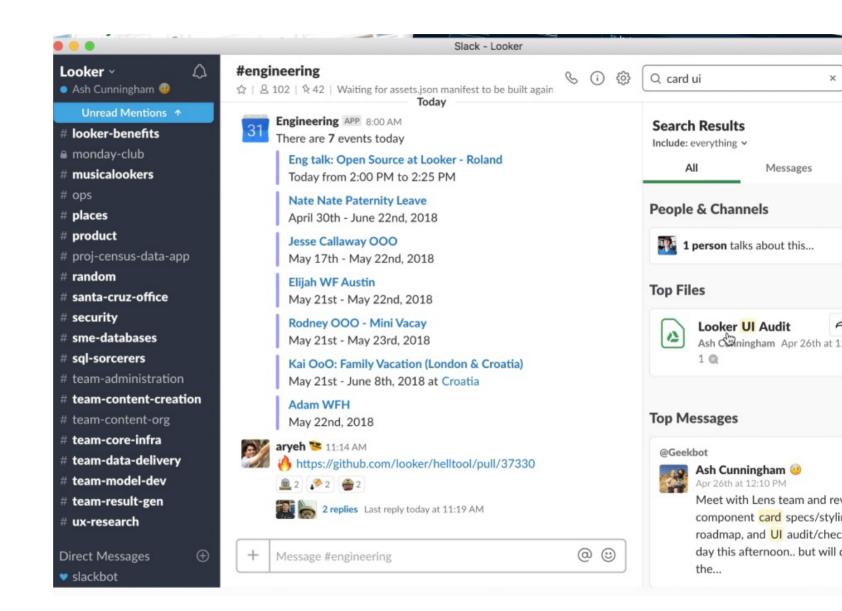


Search for it?

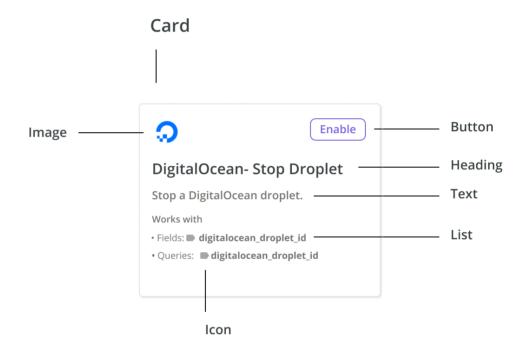
Open your code editor and search for card...



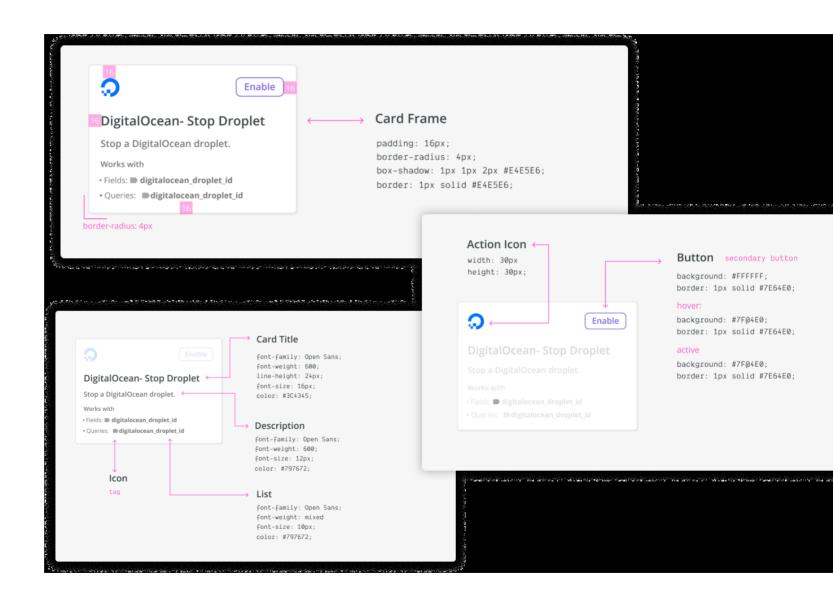
Hop on slack and search or ask in a channel?



If we take a step back and look at our card to be built it can be broken up into discrete pieces. Which on the surface looks simple.



Hand off is where this can go wrong, those discrete pieces can actually be quite complicated



Instead of building with blocks you end up with something fragile and disorderd.



With Lens we want the card to be represented in a declarative language. Where the pieces can map to trusted components and to design elements.



Enable

DigitalOcean- Stop Droplet

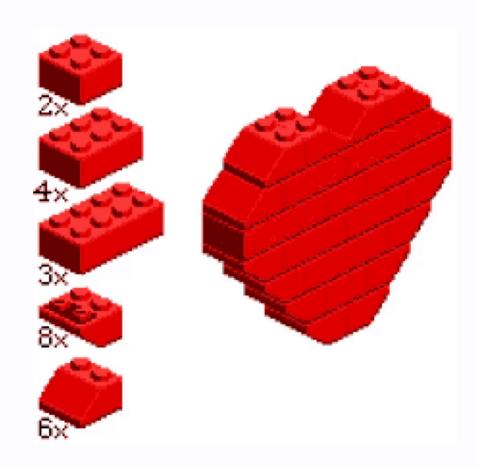
Stop a DigitalOcean droplet.

Works with

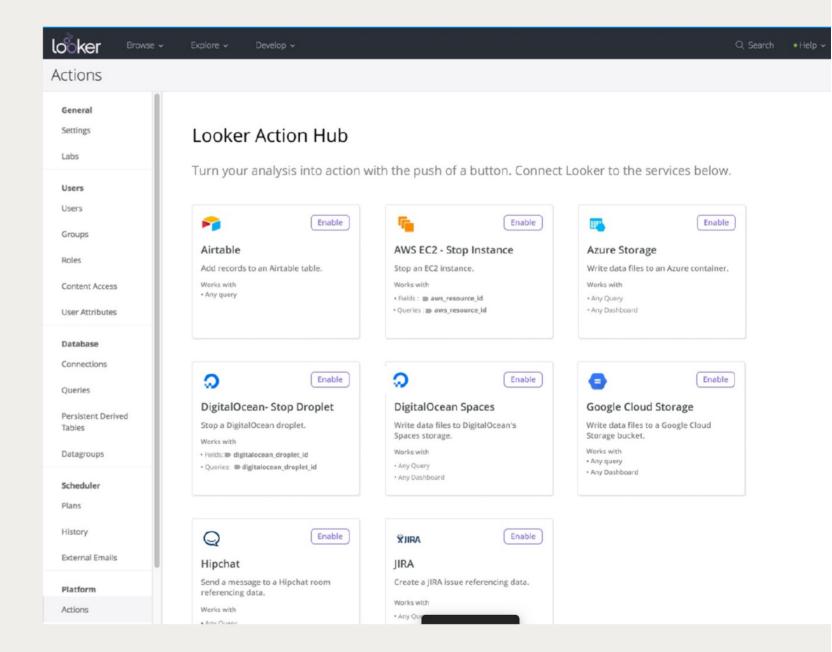
- Fields: digitalocean_droplet_id
- Queries: digitalocean_droplet_id

```
Card: {
 Button: {
    mode: 'light',
    size: 'xsmall',
    text: 'Enable',
    raised: true,
 Heading: {
   level: '3',
    size: '4',
    text: ...
  Text: {
    size: '5',
    mode: 'subdued',
    text: ...
 List: {
    ListItem: {
      text: Field <Icon glyph="tag" /> .
    ListItem: {
      text: 'Queries: <Icon glyph="tag"</pre>
```

Its a set of blueprints that enable design and engineering to build with confidence.



Back to our new design, we have found some code to reuse, what happens today?



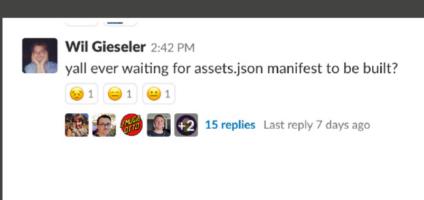
You copy some markup and adjust it to fit the new requirement.



Modify it, tinker with CSS, hunt for values, compile, test and review with team.



Just waiting for assets.json to compile



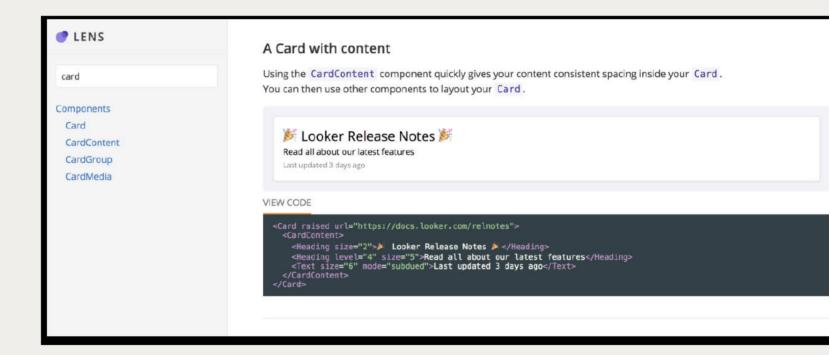
Adam Markowitz 7 days ago
yeah. Takes a long time nowadays I'm usually at about
3m-5m or so. I typically try to build it once and then start the
app with --no-generate-assets like @ian suggested. Would
be awesome to get that time down to < 1m if someone
happens to have some spare time on their hands

Hope it works, no confidence in the system

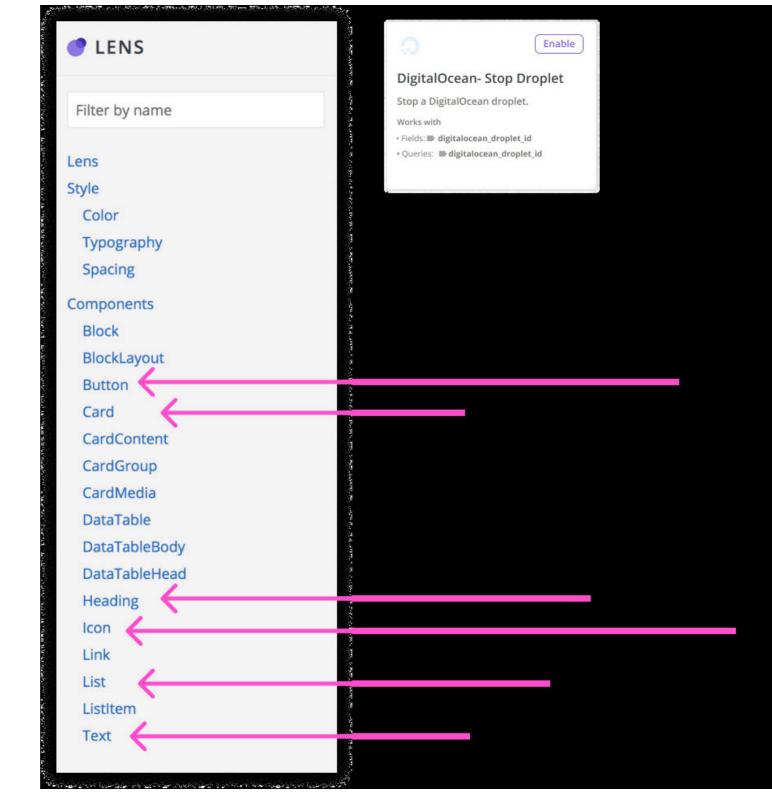


How it works w/ Lookers Lens

You can come search Lens and see documented components and patterns that are easy to compose and extend



There are components for almost everything anyone would need and they map to the new Lens handoff language.



You are able to tweak card settings in real time, instant feedback, didn't have to write a line of CSS.

You can now copy this piece of code and put into codebase and will work just as seen in Lens



Card

src/components/Card/Card.tsx [

Cards provide scannable organized groups of content that is limited to one concept or thought per a card.

PROPS & METHODS

A basic Card

At its most basic, a Card is a slightly styled container that organizes groups of content, usually linking to a more in-depth view of that content. It can have elevation and a border. A default Card makes no assumptions about the content you place inside of it or the size of your card, but you should follow the guidelines to be sure you use them effectively.

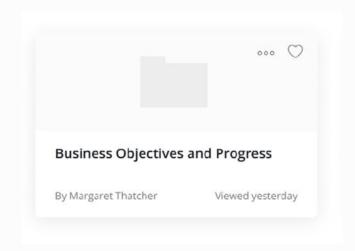
VIEW CODE

A Card with content

Using the CardContent component quickly gives your content consistent spacing inside your Card . You can then use other components to layout your Card .

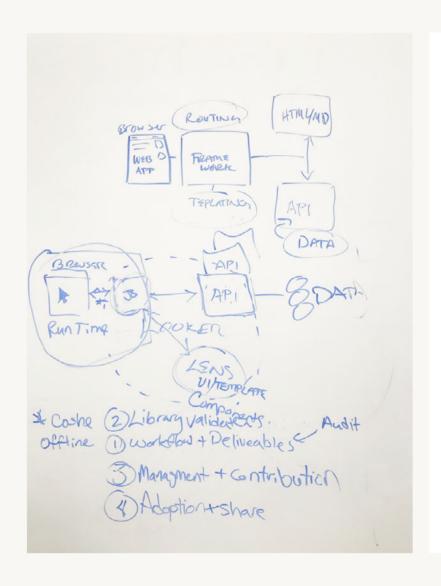


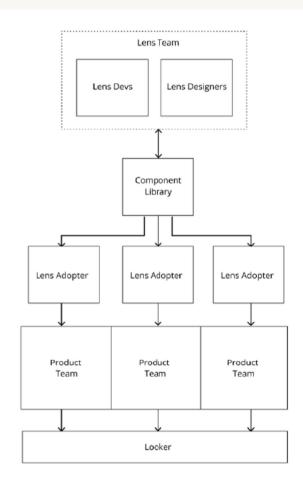
VIEW CODE



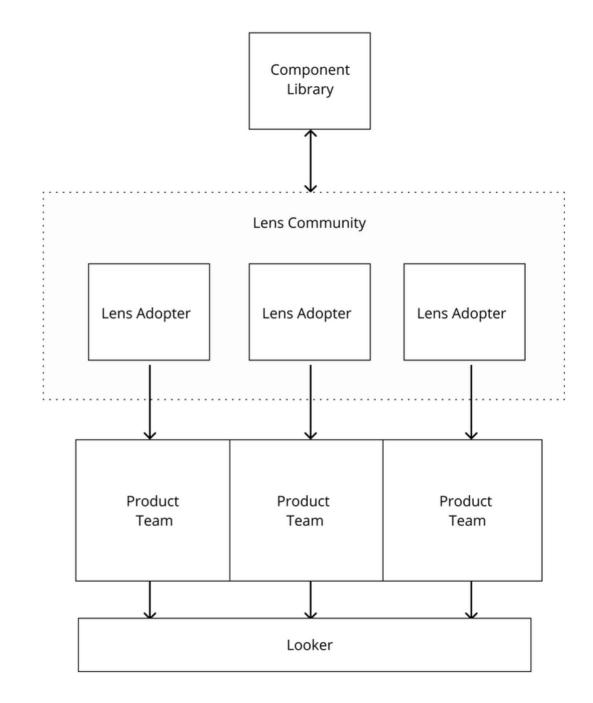
.. or take the base component and add some of their own markup to give new functionality and opens a PR to share it back to the library.

Workflow at the for the first milestone.

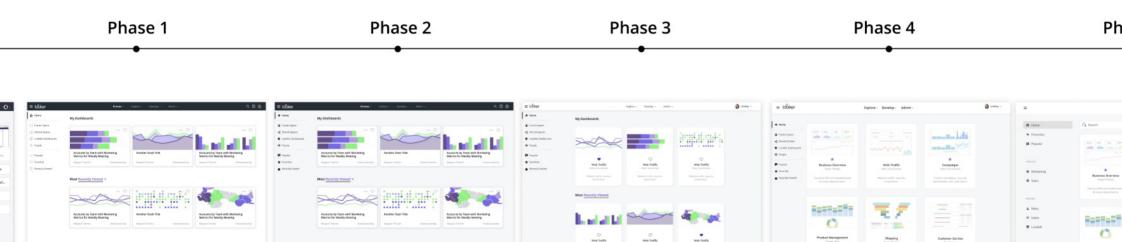


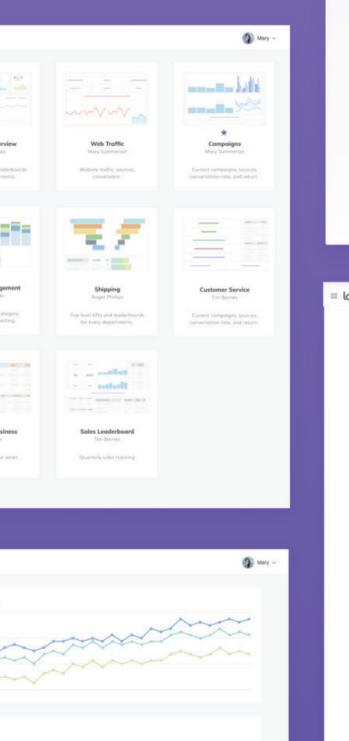


which evolves into a community driven model.

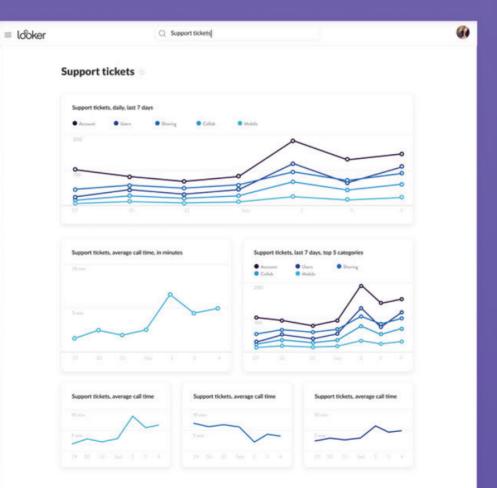


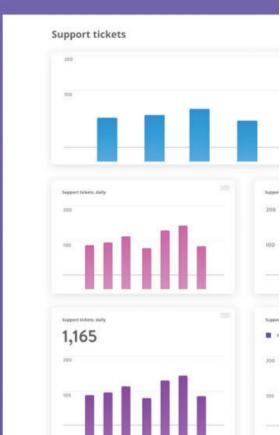
How to get to there: Phased Approach

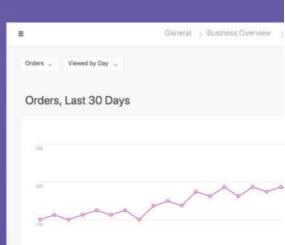












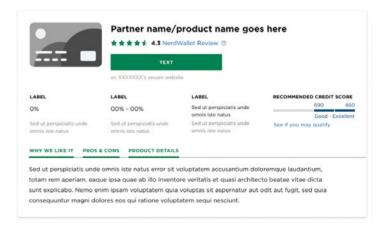
NerdWallet

Currency Launch Pattern Library & Component Documentation

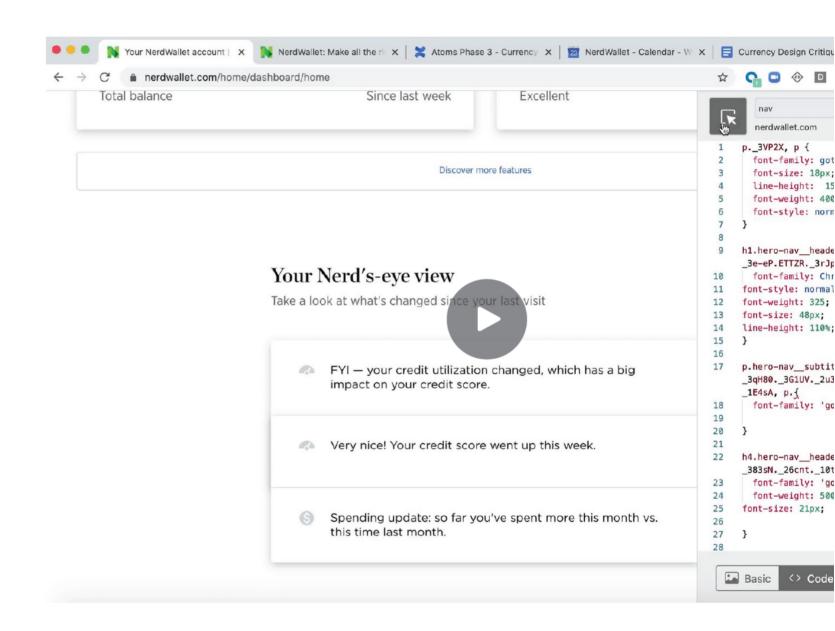


Grid Design & Education





HMW: Redesign the typeface of the product & blog demo



Figma File Versioning

