

Design Systems & Mendix

How to build & scale your
Mendix UX practice

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Sr. UX Designer



Contents

- D.E.P. Challenges in scaling UX practices
- Design Systems to the rescue
- Which type of Design System is best?
- How to create your Design System?
- Enable your design system with the Mendix Platform
- When to create your design system in D.E.P.?

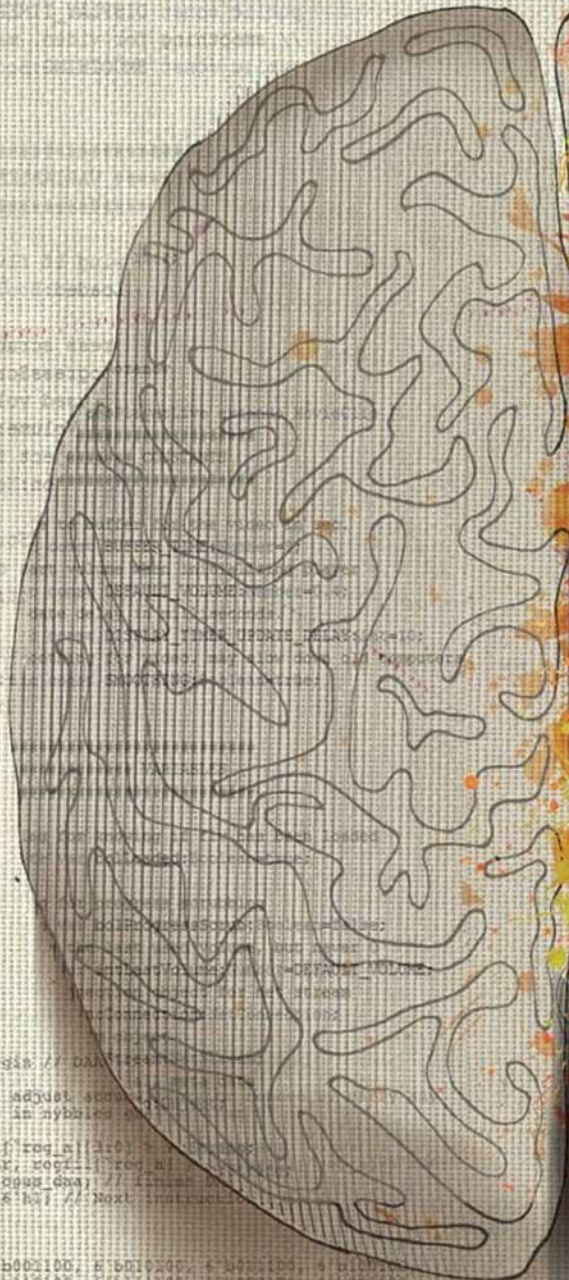
Digital Execution Practice challenges in scaling UX practices

```
objInfo:CarNetConnection;  
urlInfo:File;  
objInfo:WebStream;  
objInfo:Data;  
objInfo:Object;  
objInfo:File;  
objInfo:String;  
objInfo:String;  
objInfo:MovieClip;
```

Left brain

I am the left brain.
I am a scientist. A mathematician.
I love the familiar. I categorize. I am accurate. Linear.
Analytical. Strategic. I am practical.
Always in control. A master of words and language.
Realistic. I calculate equations and play with numbers.
I am order. I am logic.
I know exactly who I am.

```
6 0101111: begin // CAN  
// decimal label  
// results in bytes  
  
if (reg11) reg11 = 100  
if (reg11) reg11 = 100  
state = "reg11" // linear  
pr-> pr-> b; // Next instruction  
  
end  
  
6 000100, 6 000100, 6 001000, 6 001000  
6 010100, 6 010100, 6 011100, 6 011100  
6 001001, 6 001001, 6 000001, 6 000001, 6 010101  
6 011101: begin // INR/DCR  
  
reg11 = reg11 + 1 // not wrong/destination  
pr-> pr-> b; // Next instruction
```



Right brain

I am the right brain.
I am creativity. A free spirit. I am passion.
Yearning. Sensuality. I am the sound of roaring laughter.
I am taste. The feeling of sand beneath bare feet.
I am movement. Vivid colors.
I am the urge to paint on an empty canvas.
I am boundless imagination. Art. Poetry. I sense. I feel.
I am everything I wanted to be.





The sky is not the
limit. Your mind is.

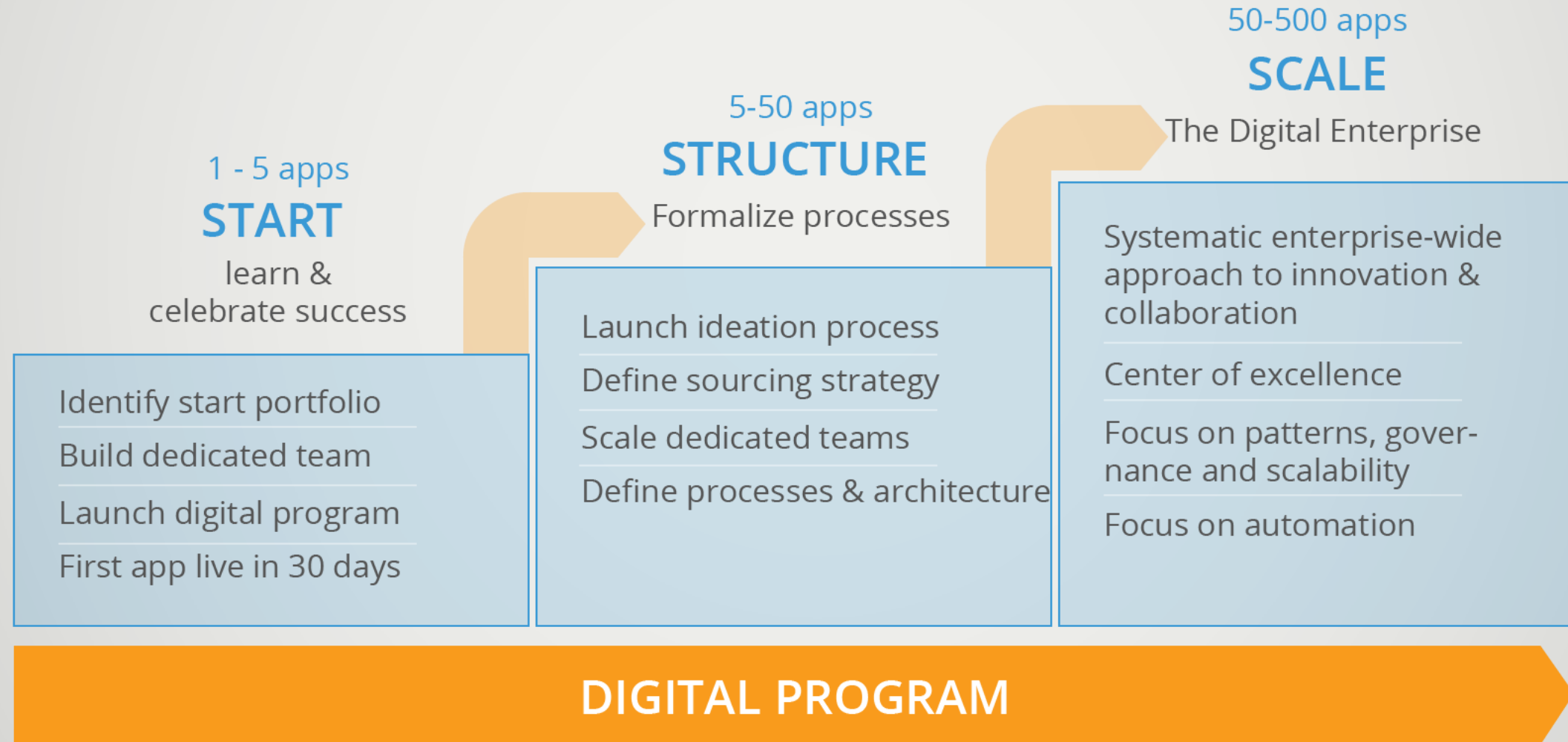
Marilyn Monroe



Right brain

I am the right brain.
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I am what I wanted to be.







1 - 5 apps
START

5-50 apps
STRUCTURE

50-500 apps
SCALE

DIGITAL PROGRAM



1 - 5 apps
START

5-50 apps
STRUCTURE

50-500 apps
SCALE

DIGITAL PROGRAM

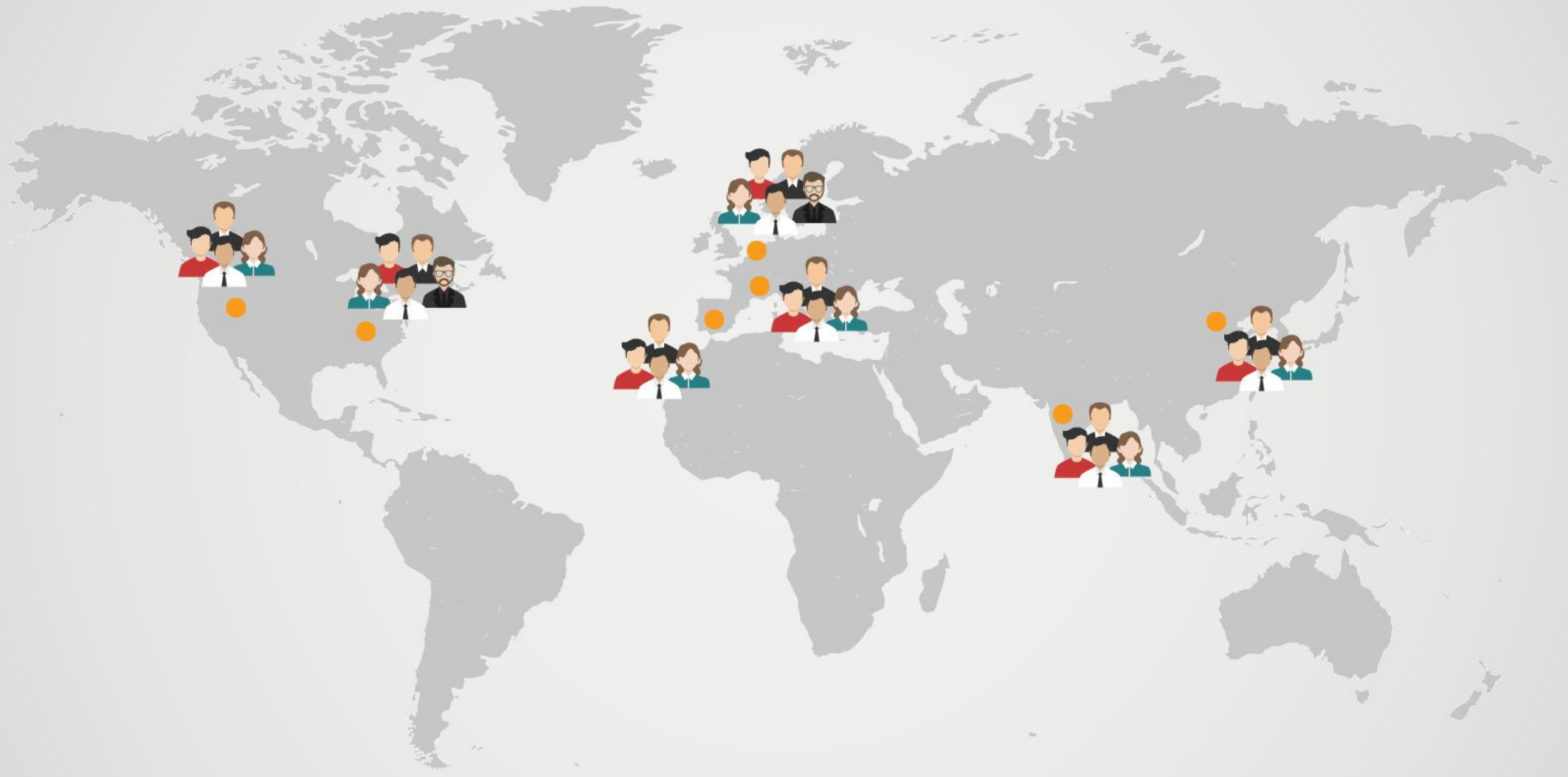


1 - 5 apps
START

5-50 apps
STRUCTURE

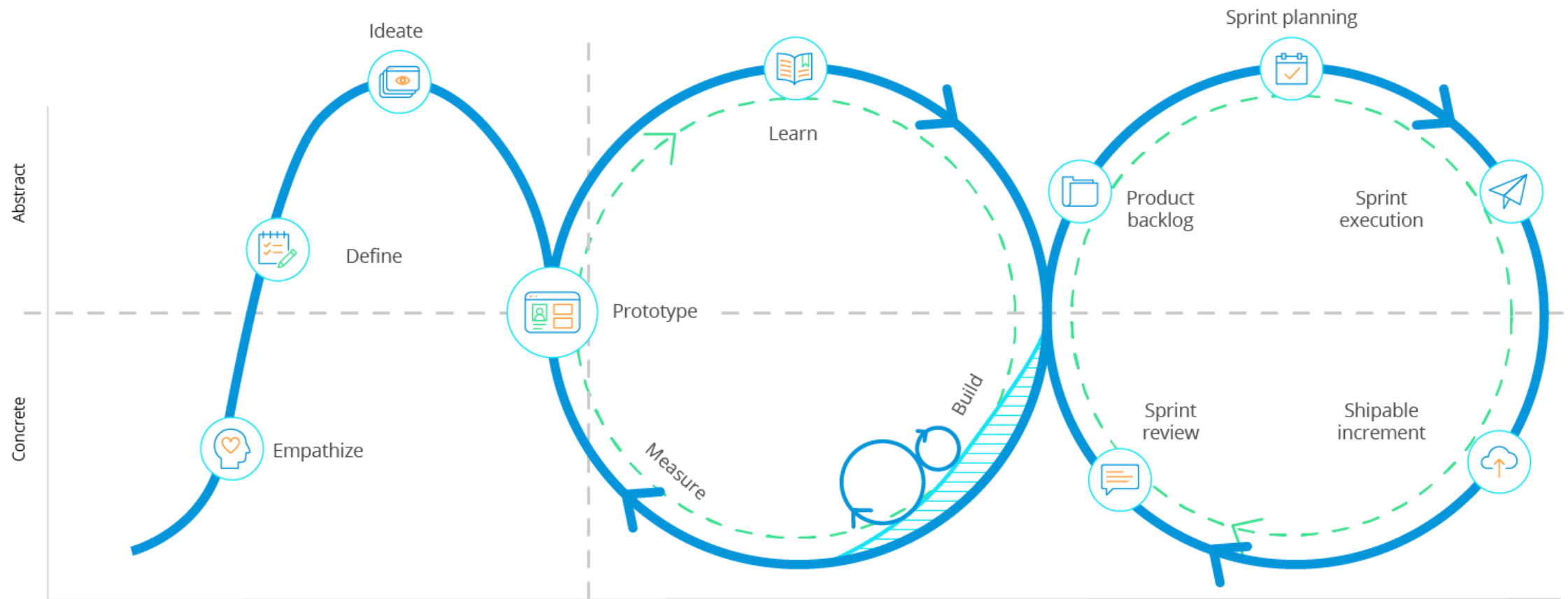
50-500 apps
SCALE

DIGITAL PROGRAM



Principles of UX Design

- Consistency
- Usability & Efficiency
- Discoverability / Predictability
- Learnability
- Accessibility
- Delight



Design Thinking

1. Generate

Lean Startup

2. Develop

Agile

3. Transfer

Design Systems to the rescue



A **systematic approach** for establishing a **common, shared language** among teams.

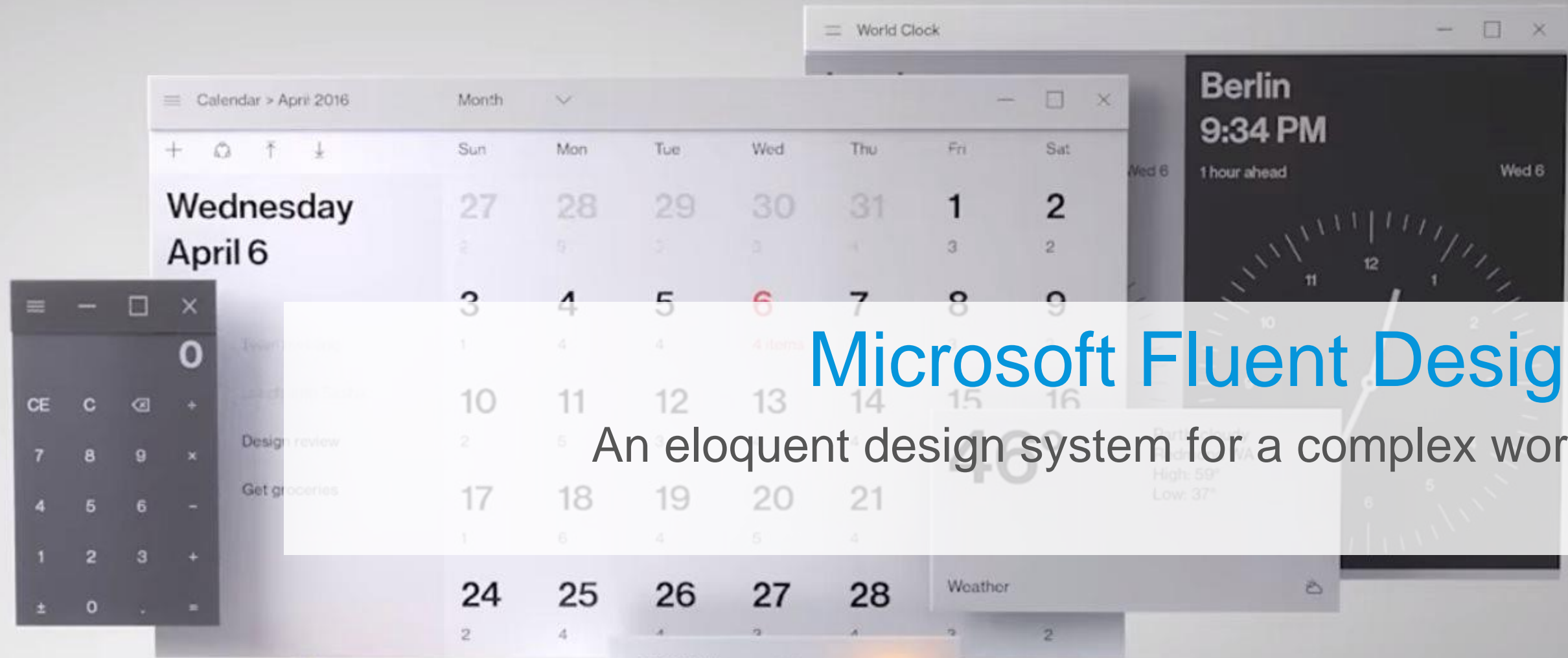


A set of **connected patterns** and **shared practices**, **coherently organized** to serve the purpose of digital products.



Google Material Design

Material Design is a unified system that combines theory, resources and tools for crafting digital experiences



Microsoft Fluent Design

An eloquent design system for a complex world



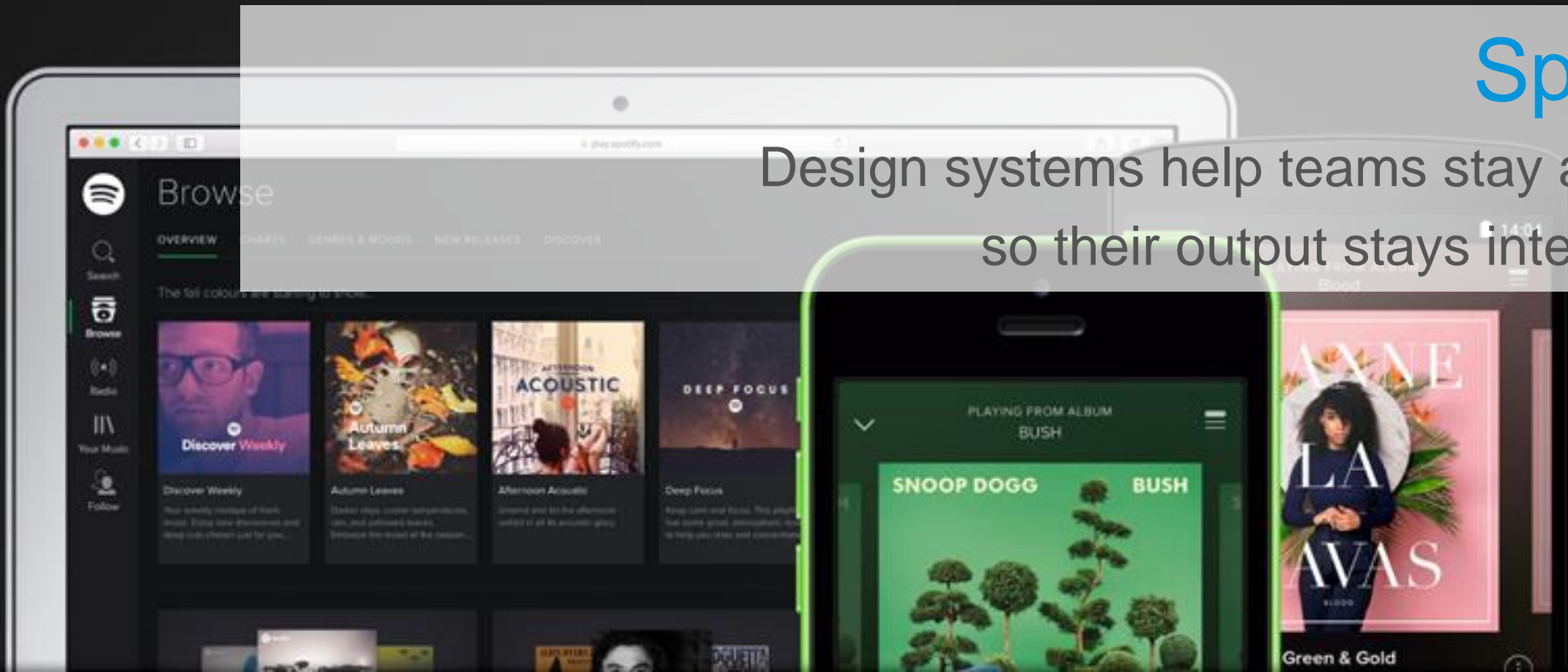


GLUE

Global Language, Unified Experience

Spotify

Design systems help teams stay aligned so their output stays intentional



Design, develop, and deliver

Use Atlassian's end-to-end design language to create straightforward and beautiful experiences.

Atlassian

An end-to-end design language

B Brand

Foundations, including personality, writing style, color, and type.

B A double rainbow!

We use color in meaningful ways in all expressions of our brand.



M Marketing

How color, type, and illustration are used in marketing.

M Atlassian logos



P Product

Foundations, components, and patterns for building applications.

M Why prototyping is a must



M Our illustrations

A AtlasKit



Ingredients of a Design System

- Design principles
- Patterns
- A shared language
- Pattern libraries
- Practices

Design principles

Shared guidelines that capture the essence of **what good design means**.

Characteristics:

- Authentic and genuine
- Practical and actionable
- Having a specific point of view
- Relatable and memorable

Pinners you follow · Everything ▾ · Videos · Popular · Gifts ▾



Lemon lime punch...Happy St. Patrick's Day!

Jacie Dickerson onto MI (dream) casa



Eiralee SMITH onto Wedding party ideas



Black & Red dining room

June Parker onto Black Kitchen & dining decor



Hey Girl. I think it's cute when you're still in your pj's when I get home from work. Tell me what you pinned while I rub your feet.

if only ...

Carly Goldmann onto the funnies



vivienne westwood

Tina O'Shea onto wear it



drill holes? Just add marbles

ok now i want to build a fence.

Tyler Balsiger onto cool pics



Skechers - Go Run !!

Doriane Daudon onto Wishlist



easy, inexpensive craft idea

Christie Malchow onto MOPS Crafts



Great stylish boot for the winter just love it!

Betsy Coll onto Boots



Ahhh

Josh Vengley on relaxation



Decorations

Jennifer Lynn onto Baby Shower



Charisma Black Bed Linen by Private Collection from Harvey Norman New Zealand

Jade Duley onto For the Home



Lunch salad ideas

Lizzie Rippe onto Yum yum



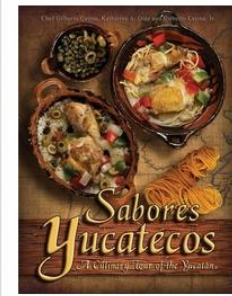
42. Stay motivated to lose stomach fat fast! How can any of these best ways to lose stomach fat fast work if you're not motivated? Think about what could help you stay motivated. ...

Fast and Hot onto Workout



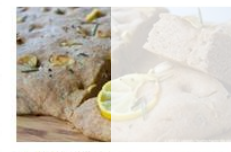
Rodan & Fields - Soothe

Kimberly Adkison-Holloway onto Personal Products I Love



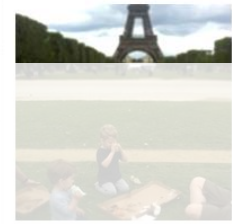
Sabores Yucatecos by Chef Cetina of Chichen Itza

LatinoFoodie onto Favorite Food Books



whole wheat focaccia ... with my favorite flavors: roasted garlic, rosemary, lemon and olive oil

Paula Akland onto Food



Paris with children

Lisa Haches onto Ooh la la



blue!

Canby onto Crafts



Paint It White

Jill O'Hara onto My Style



love it!

Heather Clark onto home design



A succulent mural. Awesome!

Lynn Ferda onto Garden Ideas



tree

Wenyang Sun onto Love Nature



Joey Lienert onto Illustration



Sssssssssssssssssss

Zarin Fernandes onto everything



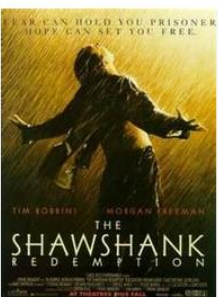
stripes&beaded shorts.

Alyson Manley onto My Style



Adorable printed skirt makes such an impact for Spring!

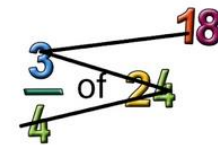
Leslie Sisti! onto Spring 2012



This is such a brutal but life-affirming movie.....



If you have ever wondered what the



gotta share this one

T Alvord onto Ideas for school



Scrambled eggs

Latangya Clinton onto Breakfast for dinner



I love her. Resistance is futile

Gary Walker onto Stuff That Makes Me Smile



Hi there... I am Lisa Leake. Welcome to my blog about 'cutting out processed food.'

Lauren Graves onto Favorite Websites



Oct likes pulpos/octopuses

Teresa Lara-Meloy onto baby stuff



Minty Protein Shake

Caroline Quant



lavvv

'Lucid' 'Animated' 'Unbreakable'

Patterns

A **recurring, reusable solution** that can be applied to solve a design problem.

Types:

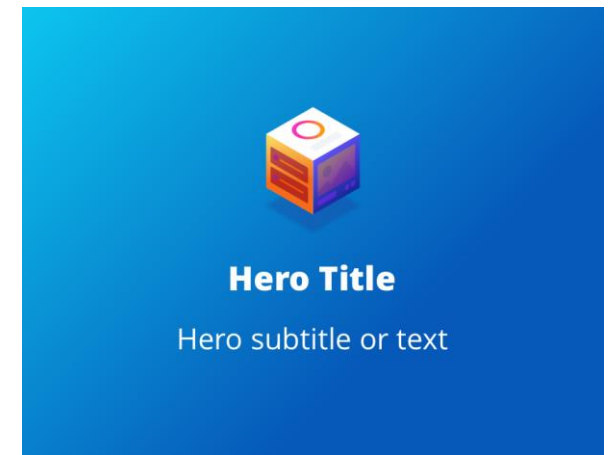
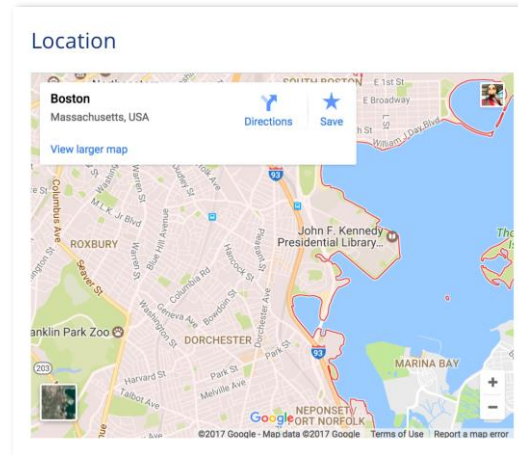
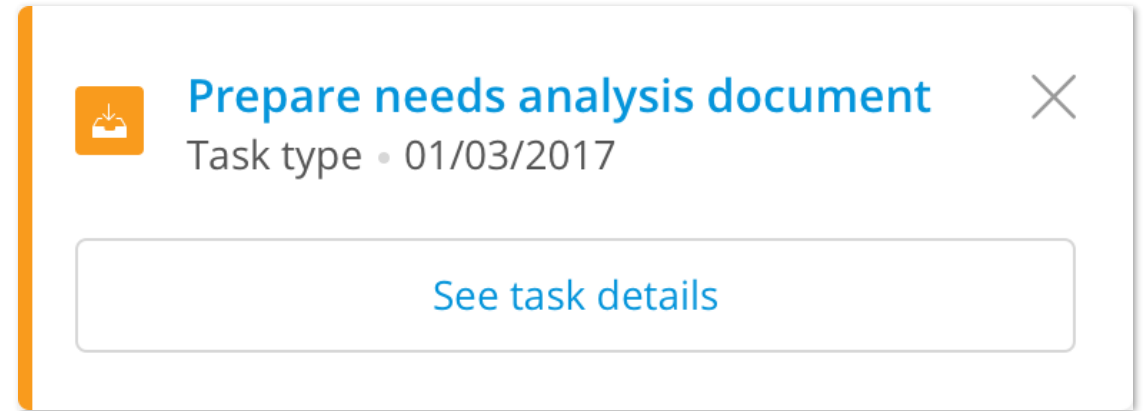
- Functional patterns
- Perceptual patterns
- Interaction / User flow patterns
- Persuasive patterns
- Domain oriented patterns

Patterns - Functional patterns

Tangible building blocks of an interface to enable / encourage **user behaviors**

Examples:

- Cards
- Hero headers / billboards
- Progression indicators
- Wizard step navigation



Patterns - Perceptual patterns

Elements / Characteristics that **influence the actual user experience** and connect the entire system of elements. Can be seen as an ambiance or **personality**.

Examples:

- Typography
- Color palette
- Tone of voice
- Layout
- Interactions and animations



H1 heading

H2 heading

H3 heading

The body text of your application

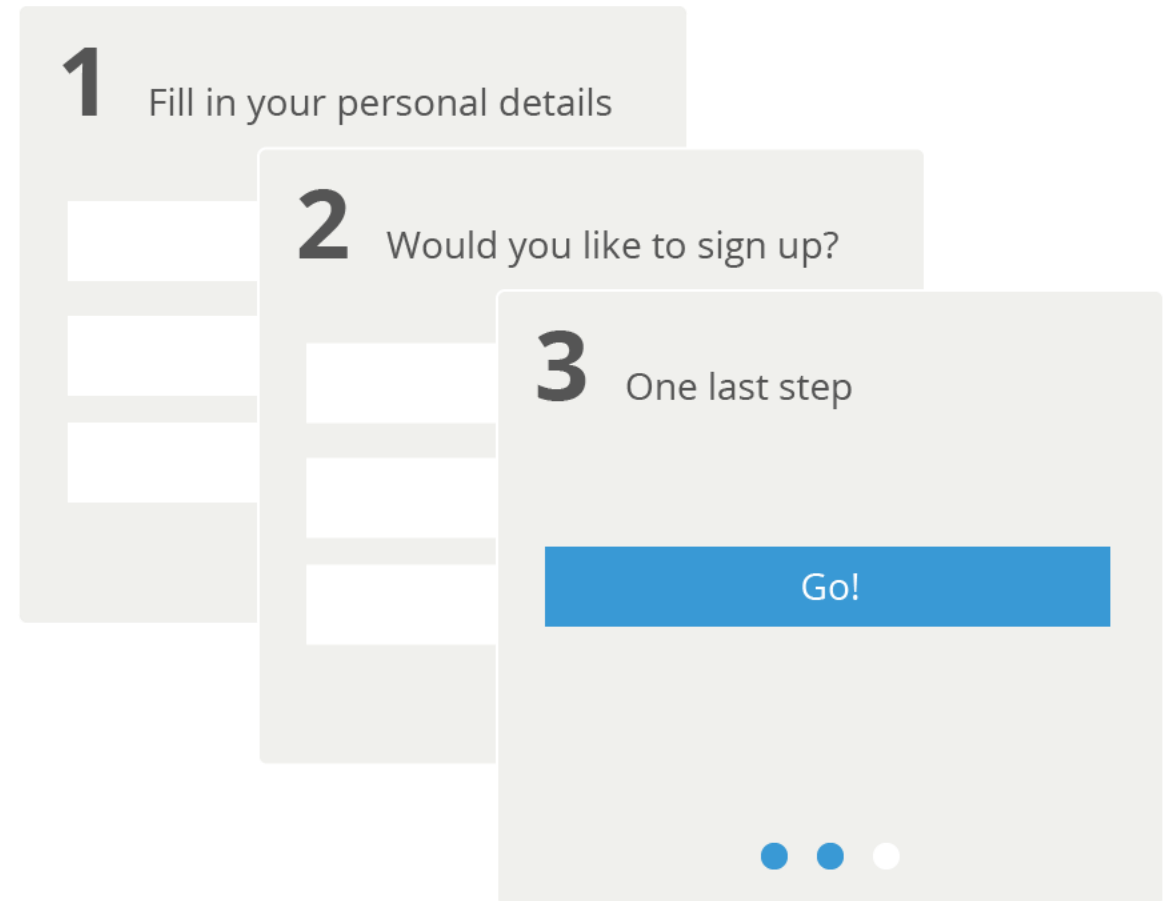
Footernotes

Patterns - Interaction / User-flow patterns

Design solutions for **larger interaction challenges** and user journeys

Examples:

- A user's registration journey
- First launch of an app
- Creation of new objects



A shared language

Allowing for **creating and using patterns cohesively** by multiple people and teams.

Characteristics:

- Everyone follows the same:
 - guiding principles
 - vision of the brand
 - Approach to design and development
- Every pattern and element has a defined name that:
 - Is known and supported by everyone.
 - Has personality and is memorable
 - Communicates the purpose of the pattern
- Allows for a shared 'responsibility' of the system.

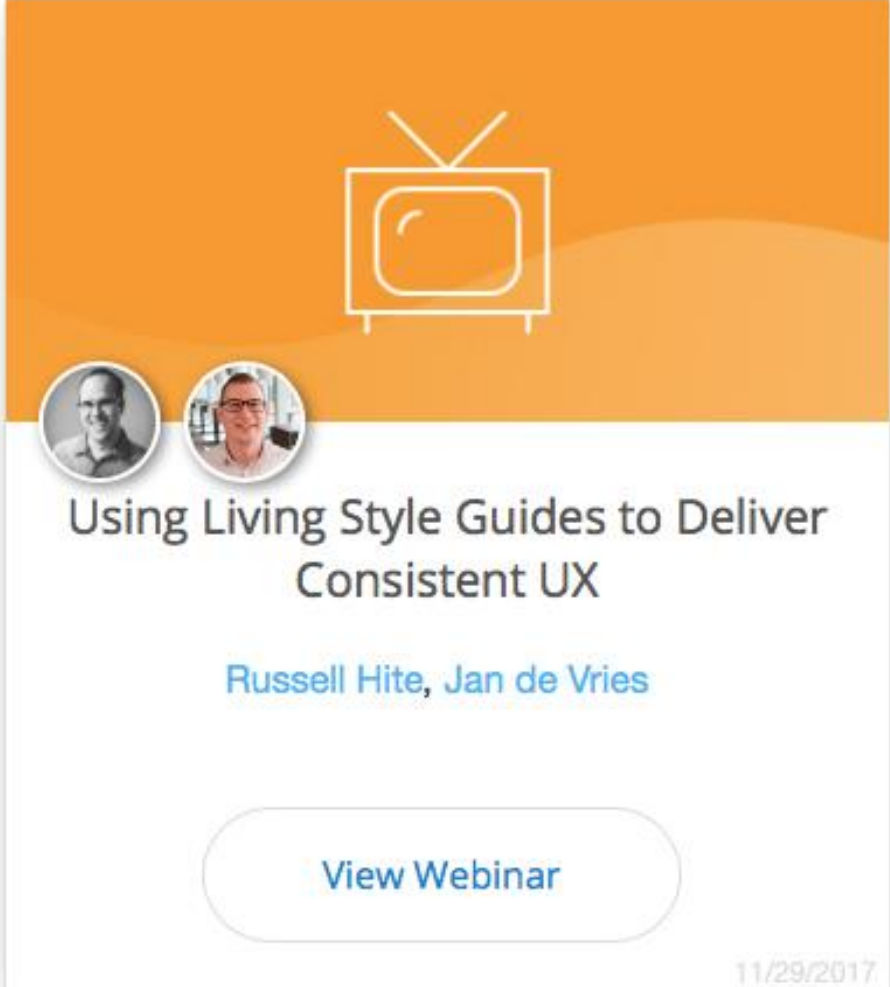


Pattern libraries

A tool for documenting and sharing design patterns. Also known as a **Living Style Guide**.

Notes:

- Not the system but a tool
- Russell Hite recently did an excellent webinar on the subject



The image shows a promotional card for a webinar. The top half has an orange background with a white television icon. Below the icon are two circular profile pictures of the speakers. The text on the card reads: 'Using Living Style Guides to Deliver Consistent UX' followed by the names 'Russell Hite, Jan de Vries' in blue. A large, rounded button labeled 'View Webinar' is centered below the names. The date '11/29/2017' is in the bottom right corner.

Practices

1

1 Pattern idea



2 Design & Exploration

2



3

3 Selection



4

Formalisation & Adoption 4

5

5 Success



Practices

A **set of practices and techniques** for:

- Creating
- applying and
- evolving a design system.

Adding **People** and **Process** to **Platform** and **Portfolio**

Which type of Design
System is best?

Parameters of Design Systems

Three parameters:

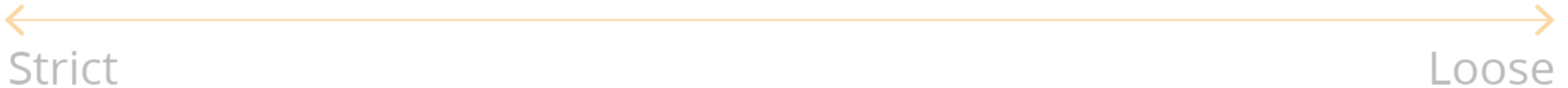
RULES



Parameters of Design Systems

Three scales:

RULES



PARTS



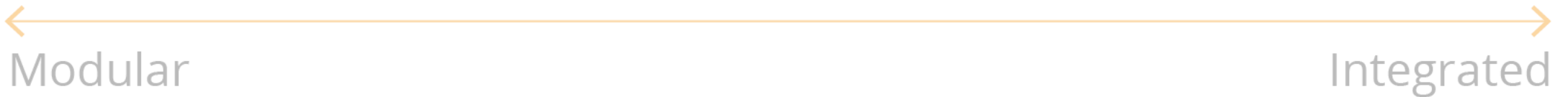
Parameters of Design Systems

Three scales:

RULES



PARTS



ORGANIZATION



Parameters of Design Systems - Rules

Strict

Our Design System

Table of contents

1 - 51	Our design vision
52 - 120	Our patterns
	Branding
	Tone of Voice
	Page templates
	Building Blocks
120-155	Our processes
155-167	Learning
168-189	Best practices
190-210	Examples

Loose

Our Design System

Table of contents

1	Our design vision
2 - 4	Our patterns

Questions? Mail me at
me@ourdesignsystem.com

Parameters of Design Systems - Rules

Strict

Strict **processes and rules**

- Predictable outcomes
 - Visual consistency
- Can become rigid and restricting

Loose

Emphasizing **branding and utility** over perfect consistency

- Context and experimentation prioritized
 - Maximize usability
- Can become messy and fragmented

Parameters of Design Systems - Parts

Modular



Integrated



Parameters of Design Systems - Parts

Modular

Interchangeable parts for various assemblies

- Good fit with agile and multi teams
 - Cost effective (reusability)
 - Easy to maintain & adaptable
-
- High initial investment
 - Can lead to patchwork designs or generic outcomes

Integrated

Consist of parts that are **not interchangeable due to their connections.**

- Specific and coherent
 - Quick to build
-
- Not scalable, adaptable or reusable

Parameters of Design Systems - Parts

Modular



Integrated



Parameters of Design Systems - Parts

Modular

Suited for products that:

- Need to scale and evolve
- Need to adapt to user needs
- Have a large number of repeating parts
- Have multiple teams

Flipboard, Pinterest

Integrated

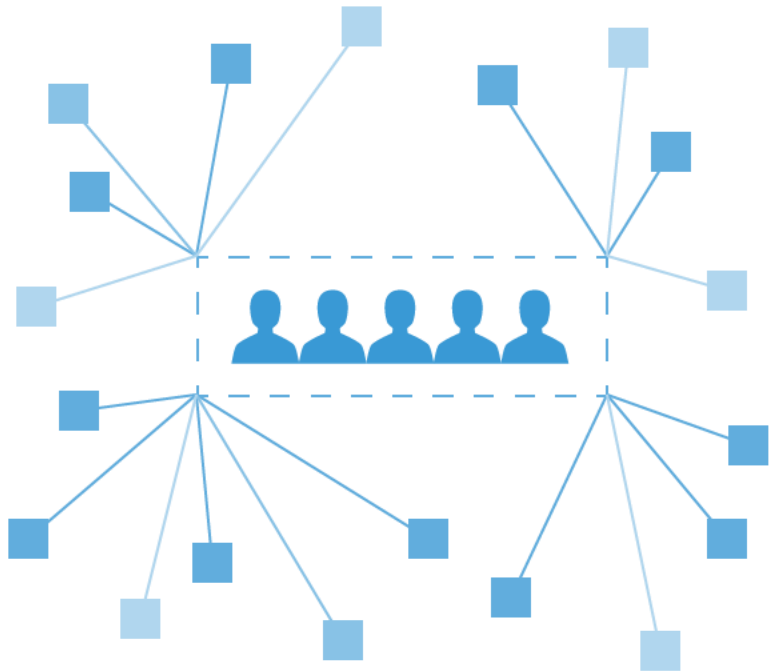
Suited for products that:

- Are designed for one purpose
- Are one-offs
- Don't need to scale

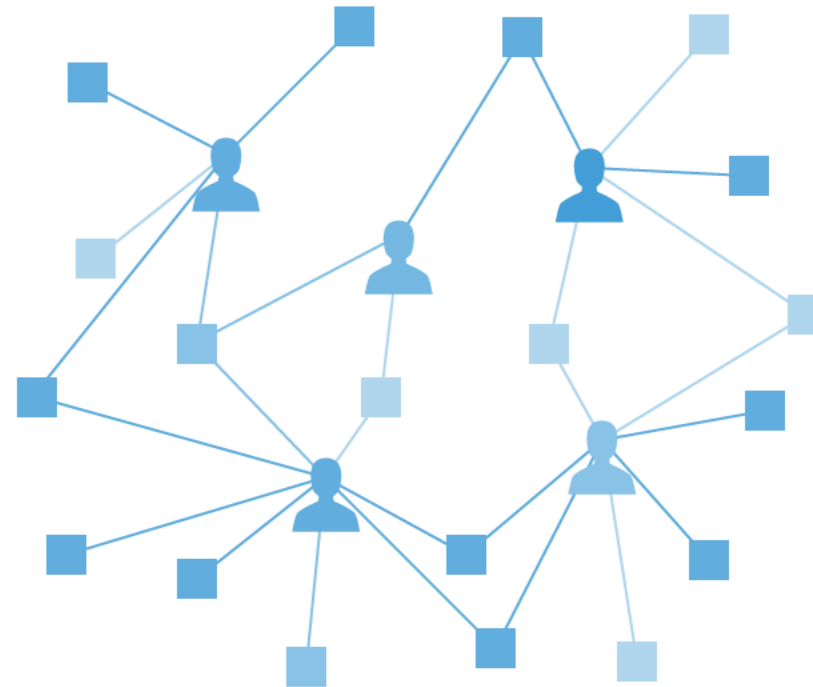
Marketing campaigns, showcases, conference websites

Parameters of Design Systems - Organization

Centralized



Distributed



Parameters of Design Systems - Organization

Centralized

Rules and patterns are **managed by 1 group** of people

- Ownership
- Reliability
- Focus on creative direction

- Can slow down team
- Takes away autonomy

Distributed

Everyone using the system is responsible for maintaining and evolving

- Autonomy
- Resilience
- Distributed design knowledge

- Can get neglected
- Dilutes creative direction

Parameters of Design Systems - Example

TED

RULES



PARTS



ORGANIZATION





Takeaways

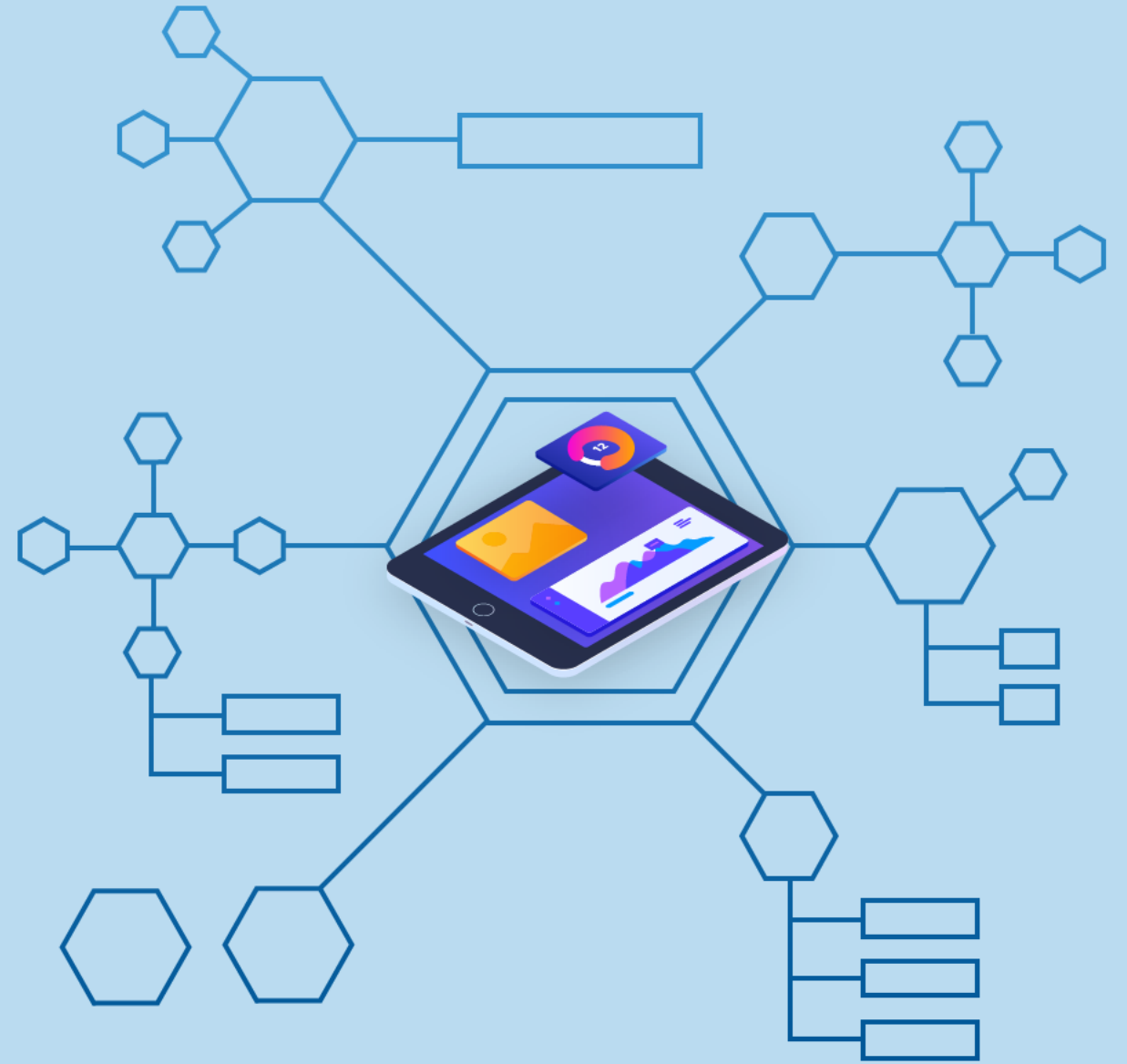
- The most important influencing factor is **team culture**: which will be reflected in the design system.
- It's common for companies that their design system **moves along the 3 axes** in time
- Design systems have **a large impact** on:
 - Design & Development processes
 - Collaboration
- Hence someone else's system is not yours.
- Every design system is unique

How to create your Design System

Define & Agree on Goals, Objectives & Process



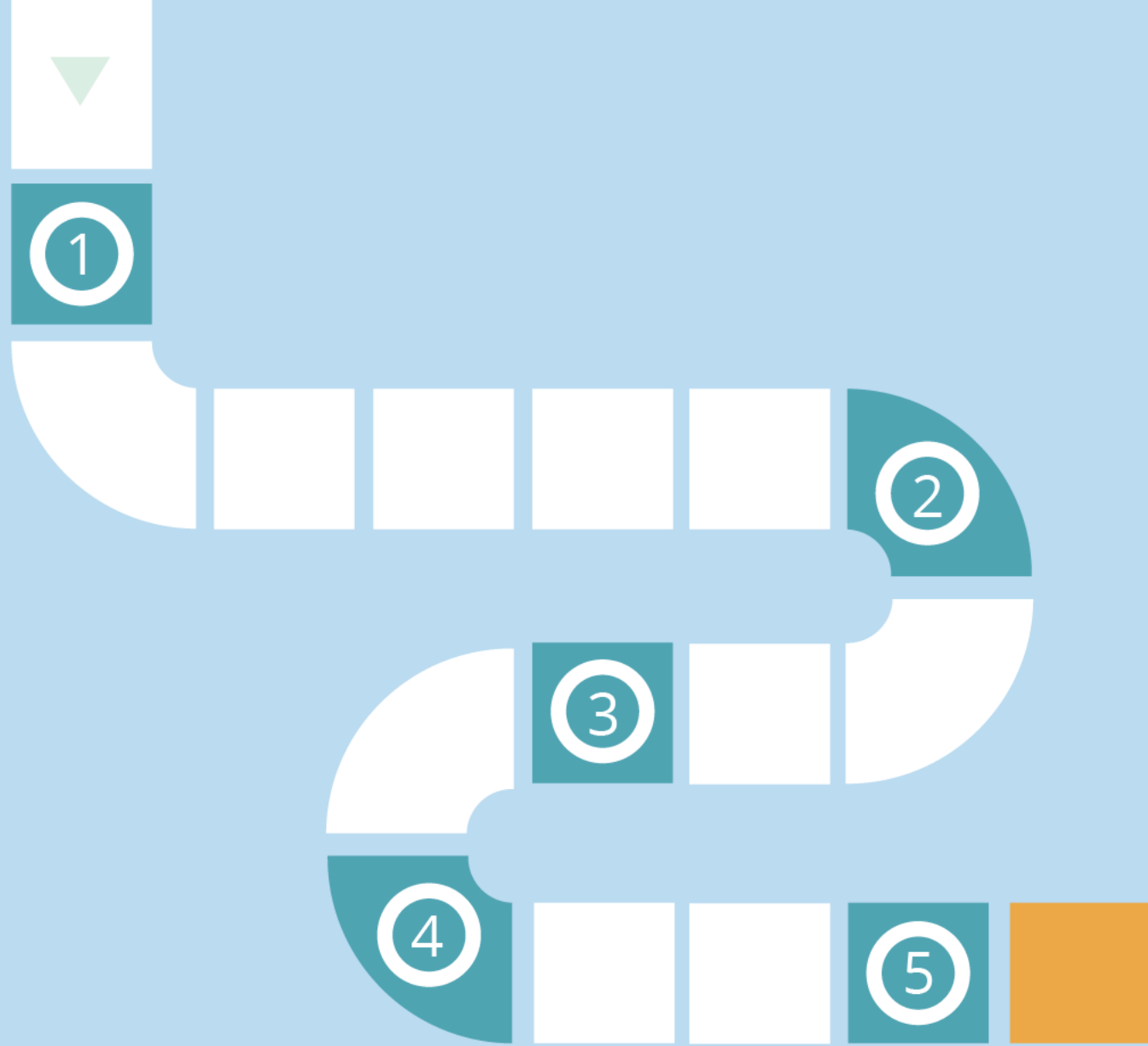
Systemize your patterns



Create a Pattern Library



Setup Practices and Processes



Enable your design system with the Mendix Platform



Atlas UI

Mendix Atlas UI is the design language that brings great user experiences to enterprise apps

new Atlas UI 1.0 is released! 🎉



Introducing Atlas UI



Introducing Atlas UI

1 Navigation Layouts



Introducing Atlas UI

- 1 Navigation Layouts
- 2 Page Templates



Introducing Atlas UI

- 1 Navigation Layouts
- 2 Page Templates
- 3 Building Blocks



Introducing Atlas UI

- 1 Navigation Layouts
- 2 Page Templates
- 3 Building Blocks
- 4 Widgets

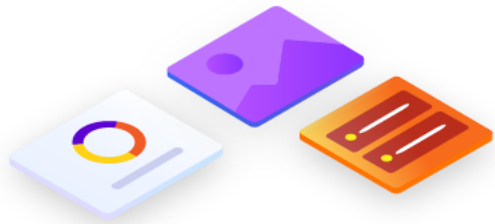


Introducing Atlas UI

- 1 Navigation Layouts
- 2 Page Templates
- 3 Building Blocks
- 4 Widgets
- 5 Design Properties



Improved Mendix Platform



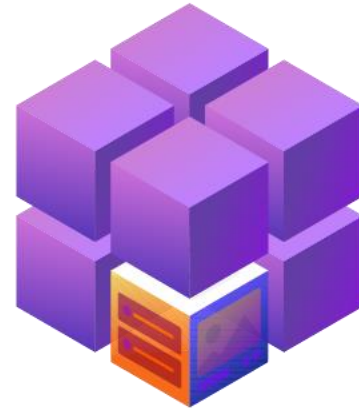
PATTERNS

Improved Mendix Platform



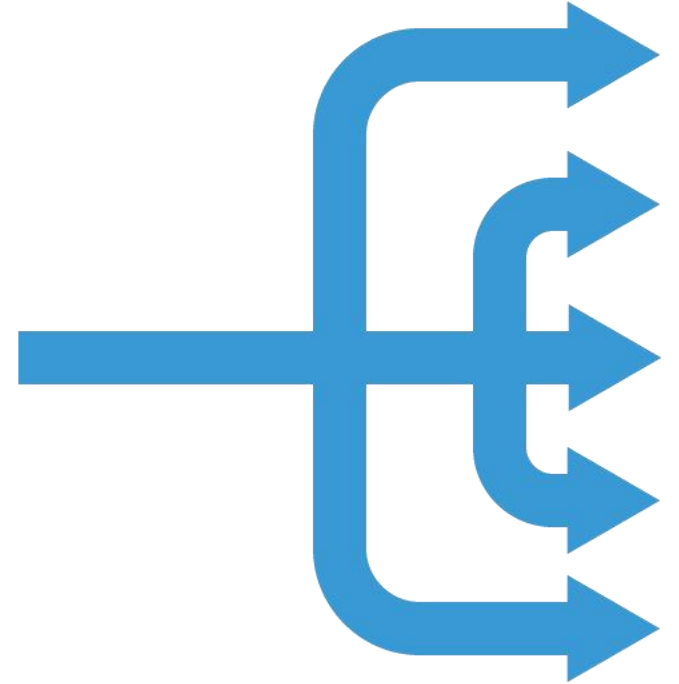
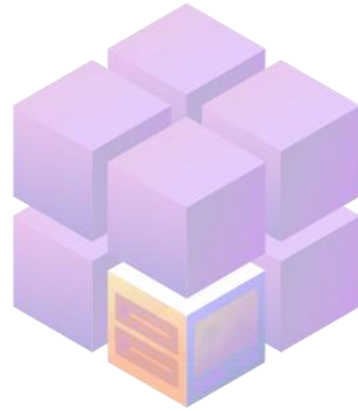
ATLASUI
PACKAGE

Improved Mendix Platform



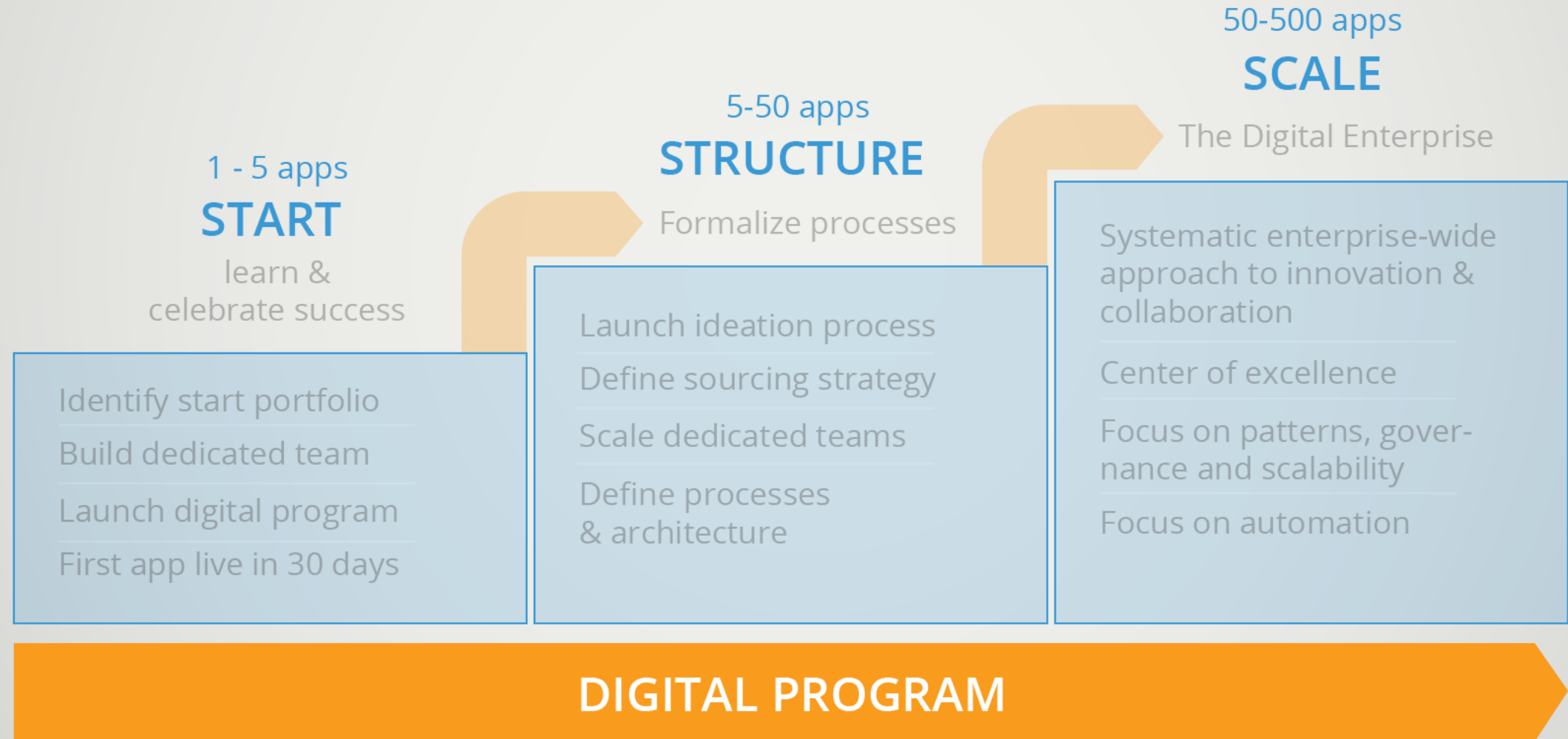
PLATFORM
ASSETS

Improved Mendix Platform



**DISTRIBUTION
PRIVATE APPSTORE**

When to create your design system in D.E.P.

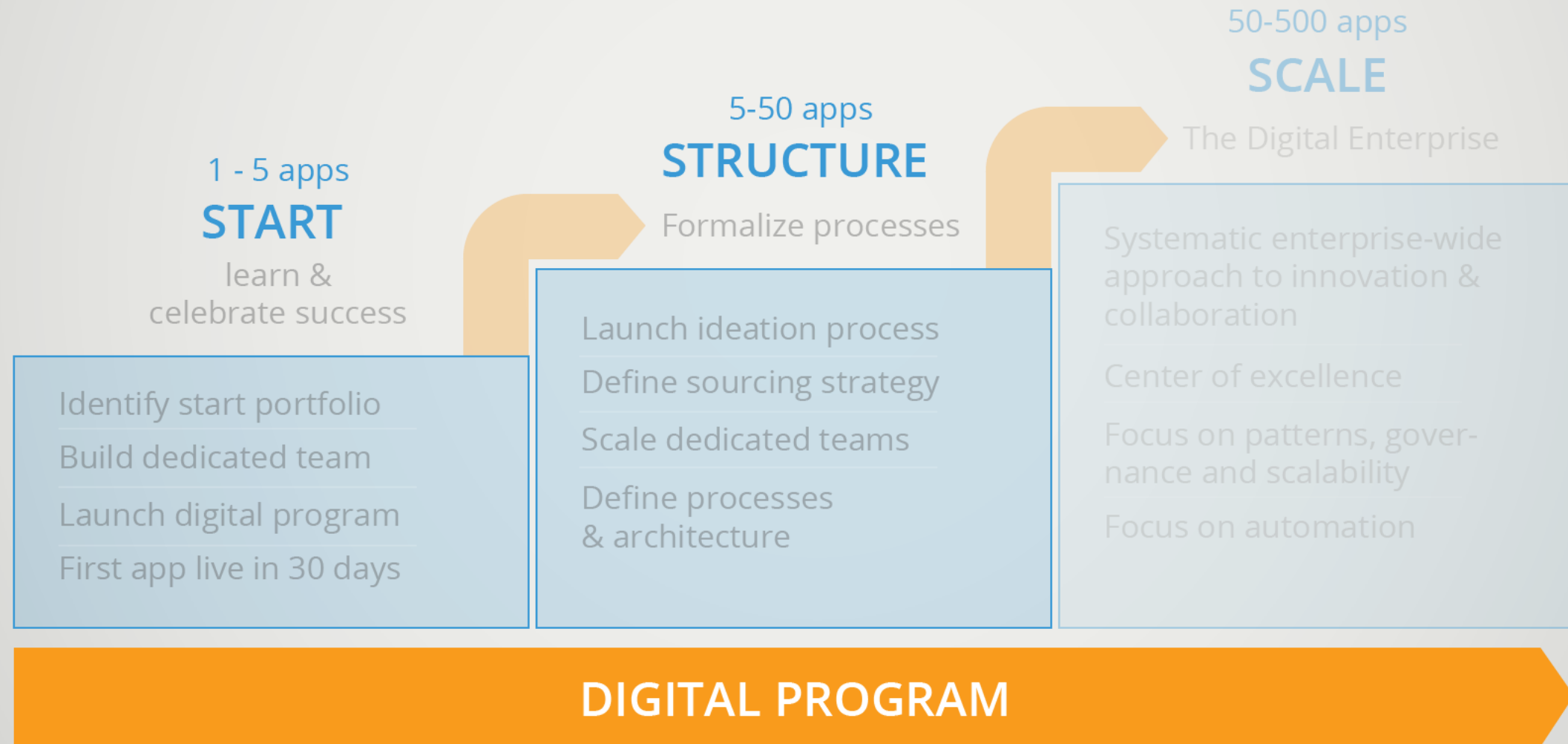


Common D.E.P. Challenges

- Including relevant departments such as UX Design & Marketing
- No existing Design System present
- Time and resources not readily available for creating one

Best practices

- Start as soon as possible:
at the first inkling of the app portfolio
- Gain company wide traction and support
- Take a holistic approach to your Design System's strategy





Questions?

Join us in helping our
customers in their future
Design Systems journey