Why do we need a Design System?

What | Why | How
1

What

What is it?
“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
Why

Why do we need one?
Projects * Teams * Years =
1. Set up NetID
2. Apply for aid
3. Explore housing
4. SOAR
5. Explore Courses
Challenges

- Inconsistent application of best practices and things like:
  - User experience/Accessibility
  - Code standards
  - Mobile friendliness
- Siloed development
- Wasted resources:
  - Continually solving solved problems
  - No easy way to collaborate on components/patterns & docs
Benefits

- UI consistency and cohesion
- Faster production
- Higher-quality
- Shared vocabulary
- Easier to test
- Useful reference
- Future-friendly foundation
3

How

How are we building it?
Project Goals

- Create **consistency** among designers and developers
- Promote best practices for **usable**, **accessible**, and **responsive** web design
- Empower teams and speed up design and development velocity
- Allow for customization and individuality in the design system

AND OPEN SOURCE!
Make our own or nah?

Talked with major players in the design system world like IBM, Google, Indiana University, U.S. Digital Service.
Material Design

- Well researched & tested.
- Provides accessibility standards.
- Can be used with many frameworks or none at all.
- Contains many design elements campus projects already use (buttons, menus, icons, etc).

Make beautiful products, faster. Material is a design system — backed by open-source code — that helps teams build digital experiences.

Design flexibly

Develop across platforms

Everything you need to start building — including open-source code, documentation, and tutorials for cross-platform development.

- iOS
- Android
- Web
- Flutter

Collaborate seamlessly
Who should use it?

“If your project is a web application, an enterprise system requiring authentication, or a task-focused application separate from your organization’s website, the UW IT Design System may be right for you.”
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**Degree Planner:** [enroll.wisc.edu/degree-planner](https://enroll.wisc.edu/degree-planner)
Stay in the Loop
How can you be involved?
Stay in the Loop

Teams: IT Design System Community
Future: Keep an eye out for Gitlab

Interested in being a design system pilot project, drop us a line in teams!
“Favor community over control.”

– Nathan Curtis, *Principles of Designing Systems*