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Introduction to Design Systems

Design Systems: The Blueprint for Consistent User Experiences

DEFINITION

> A design system is a collection of reusable components and guidelines that help create consistent user interfaces. It streamlines the design process and ensures uniformity across products.

KEY CONCEPTS

Component Library

A set of pre-designed UI elements like buttons and forms that can be reused.

Style Guide

Documentation that outlines typography, colors, and branding to maintain visual consistency.

Design Tokens

Variables that store design decisions, such as colors and spacing, for easy updates.

Accessibility Standards

Guidelines ensuring that designs are usable for people with disabilities.

Version Control

A system for managing changes to the design system, allowing for collaboration and updates.

EXAMPLES

→ Google's Material Design system for web and mobile apps.

→ IBM's Carbon Design System for enterprise applications.

→ Salesforce's Lightning Design System for consistent user interfaces.

MEMORY TIPS

★ Think of a design system as a recipe book for UI elements.

★ Remember 'C-S-D-A-V' for key components: Components, Style Guide, Design Tokens, Accessibility, Version Control.

★ Visualize a toolbox where each tool (component) has a specific purpose.

COMMON MISTAKES

✗ Neglecting to document changes in the design system.

✗ Failing to consider accessibility in design components.

✗ Overcomplicating the design system with too many variations.

QUICK RECAP

Design systems provide a structured approach to creating user interfaces with consistency and efficiency. Key elements include component libraries and style guides, which help maintain uniformity across products.