Agenda

1. Introduction on Design Systems
2. How does Mendix implement Design Systems
3. How do they fit into a Mendix Maker Center
4. Getting started
5. Interlude: Any questions before we get practical?
6. Practical session: Getting started with Living Styleguides
Lets get to know each other
What do you do?

a. I’m a designer
b. I’m a developer
c. I’m a (product) manager
What do you do?

- I'm a designer
- I'm a developer
- I'm a (product) manager
Do you know what a Design System is?

a. Never heard of it  
b. Kind of  
c. I’ve helped realize a Design System
Do you know what a Design System is?

Never heard of it: 4
Kind of: 7
I've helped realise a Design System: 12
How do you use AtlasUI?

a. I don’t use it
b. I use it out of the box (with tweaks)
c. I fully customize it to suit my needs
How do you use AtlasUI?

- 3 people don't use it.
- 1 person uses it out of the box (with tweaks).
- 10 people fully customize it to suit their needs.
Introduction into Design Systems
A Design System

A set of connected patterns and shared practices, coherently organized to serve the purpose of digital products.
Material Design
Google
What happens if you don’t create one?

**Telephone game**
Every team / application will be slightly different than the last.
But after 50 cycles?

**Increase in effort and costs due to low level of:**
- Re-use
- Consistency

**No scaling possible**
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.
Example from Pinterest

1. Lucid
2. Animated
3. Unbreakable
Patterns

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

H1 heading

H2 heading

H3 heading

The body text of your application

Footnotes
Shared Language

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

Living Styleguide

A tool for documenting and sharing design patterns.
Practices

A set of practices and techniques for:
Creating, applying and evolving a Design System
Habitat of a Design System
Habitat of a Design System
Habitat of a Design System

UX Design & Culture

Development & Culture

Business Value & Culture
Habitat of a Design System

UX Design & Culture

Development & Culture

Business Value & Culture
Takeaways for your Design System

1. The most important influencing factor is team culture.

2. It is common for a company’s Design System to change in time.

3. Design systems have a large impact on design & development processes.

4. Someone else’s system is not yours.

5. Every Design System is unique.
How does Mendix implement Design Systems
AtlasUI
1 Navigation Layouts
Welcome to your new app
1. Navigation Layouts
2. Page Templates
1. Navigation Layouts
2. Page Templates
3. Building Blocks
Welcome to your new app
1. Navigation Layouts
2. Page Templates
3. Building Blocks
4. Widgets
5. Design Properties
Zooming in AtlasUI Resources

Modelling Assets
- Page Templates
- Building Blocks
- Page layouts
...

Theme structure
- SASS framework
- CSS
- Assets

Custom widgets
- Required ones
It’s time to play

The entire AtlasUI Resources package is your playing ground.
How do they fit into a Mendix App / Maker Center
The challenges we generally see

- Single successes
- Over strong foundation
- Waterfall mindset from business
- Engaged UX Designers are scarce
- Design & Development Collaboration lacking
- Growing Demand for applications – Scaling UX
- Change best practice need
- Program level Commitment Hard to realize
- Funding Change
- One off, project based development
- Delayed change
- Can’t grow & execute vision
- No foundation being constructed
- No scaling possible
3S Change: Start, Structure, Scale

**START**
- Start small, experience the platform
- Start building your core Design Systems team
- Get started on your Design System & Living Styleguide

**STRUCTURE**
- Further develop your Design System
- Grow your Online Living Styleguide
- Grow your Design Systems team
- Start growing your community

**SCALE**
- Re-evaluate your current processes and rules
- Mature your community
- Keep it fluid
- Strategic impact
Unleash Maker Capability

Micro Services

BizDevOps

Cloud Native
Maker Center
Fundamentals

Unleash Maker Capability

Foundation & Governance

Delivery & Ops: Maker Line(s)

Experts & Tools

Portfolio

Value
Maker Center
Fundamentals

Foundation & Governance

Delivery & Ops:
Maker Line(s)

Experts & Tools
Maker Center

Fundamentals

Foundation & Governance

Delivery & Ops:
Maker Line(s)

Tools & Assets

Experts
Maker Center Fundamentals

Delivery & Ops:
Maker Line(s)

- LINE #1:
  - PRODUCT OWNER
  - LEAD DEVELOPER
  - RAD DEVELOPERS
  - 3 apps

- LINE #2:
  - PRODUCT OWNER
  - LEAD DEVELOPER
  - RAD DEVELOPERS
  - +10 apps

Tools & Assets

- ATLAS UI RESOURCES
- IDM INTEGRATION
- TEST & DEPLOYMENT AUTOMATION
- REUSABLE COMP.

Experts

- INTEGRATION SPECIALIST
- UX EXPERT

Foundation & Governance
Maker Center Start (Month 1-6)

**Intake & Solutioning**
- Focus on Awareness
- Design Techniques (user journeys, wireframes etc.)

**Day 1**
- Plan
- First Team

**Month 1**
- Exploration
  - UX Design Approach
  - People

**Month 2**
- First app live

**Month 3**
- Foundation
  - Setup the DS Team & Processes
  - Start designing the customized User Experience

**Month 4**
- Second app live

**Month 5**
- Assembly line maturity
  - First MVP of Design System
  - Employing it in third app

**Month 6**
- Maker line split
  - First project success
  - Start structuring

Decrease Mendix Enablement Footprint
Milestones

Successfully delivered your first app with a customized User Experience

Setup the (initial) Design System Team & Processes

Published an Online Living Styleguide

Created your first MVP version of a Design System

First project successfully delivered using the Design System
Getting started
I have my first 3 apps. Now what...
Do you have a Design System?

Refresher:
Design Principles – Patterns – Shared Language – Practices - Living Styleguide
Do you have the skills & a designer?

1. Do a Fit / Gap
   - Yes: Do you have a Designer?
     - Yes: Skills?
     - No: Designer?
       - Yes: Get one first
       - No: Get one first
   - No: Get one first
Do you have an owner?

- Do a Fit / Gap
  - Yes
    - Do you have a DS?
      - Yes
      - designer?
      - Yes
      - Owner?
      - Yes
      - Involve & Create MVP
      - No
      - Get one first
    - No
    - Get one first
  - No
  - Skills?
    - Yes
    - Get one first
    - No
    - designer?
      - Yes
      - Owner?
      - Yes
      - Involve & Create MVP
      - No
      - Get one first
Do you have an Living Styleguide?

- Do you have a DS?
  - Yes: Do a Fit / Gap
  - No: Designer?
    - Yes: Skills? (No: Get one first, Yes: Owner?)
    - No: Get one first
- Create one
  - No: Living Styleguide?
    - Yes: Involve & Create MVP
    - No: Get one first
Need some help?

Design System (Maturity) Assessment

Design & Implementation support

Anything you might want expert Mendix advice on...

Get in touch with our CSM / ES team
Questions so far?
Getting started with Living Styleguides
A Living Styleguide

An *evolving* reference document for a team to understand how an application’s UX and UI should function and look.
Three accelerators

- Living Styleguide
- AtlasUI Styleguide Boilerplate

https://appstore.home.mendix.com/link/app/72335/Mendix/Atlas-UI-Reference-/Custom-Styling-App
https://appstore.home.mendix.com/link/app/105886/Mendix/Living-Style-Guide
https://appstore.home.mendix.com/link/app/109181/Mendix/AtlasUI-Styleguide-Boilerplate
Demo Steps

1. Export UI Resources
2. Create new LSG app
3. Import UI Resources
4. Document components
5. Organize components
6. Customize
Open floor...