COMPONENT-BASED DESIGN SYSTEM AND DEVELOPMENT

Tereza Novotná April 8, 2019 Dávid Halász Gothenburg, Sweden

Dávid Halász

- Software Engineer @Red Hat
- Works on ManagelQ mostly in Ruby
- Used to be the maintainer of PatternFly Sass
- Self-proclaimed JavaScript hater
- Passionate guitarist and ukulele player



@halaszdavid

Tereza Novotná

- Interaction Designer @RedHatUXD
- Oversees designs for ManagelQ, Foreman, Insights
- Lived 7 years in North Carolina
- Loves working with people and bringing human perspective to technology.
- Enjoys running and traveling

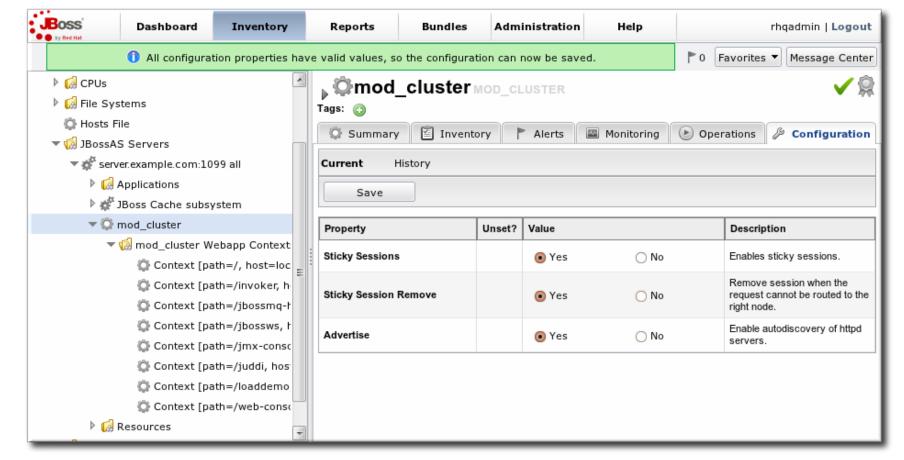


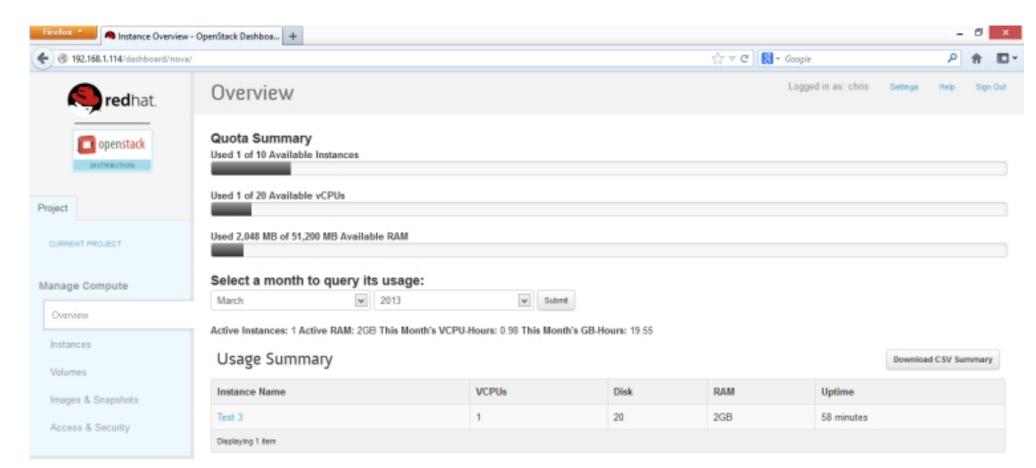
@terezanvtn

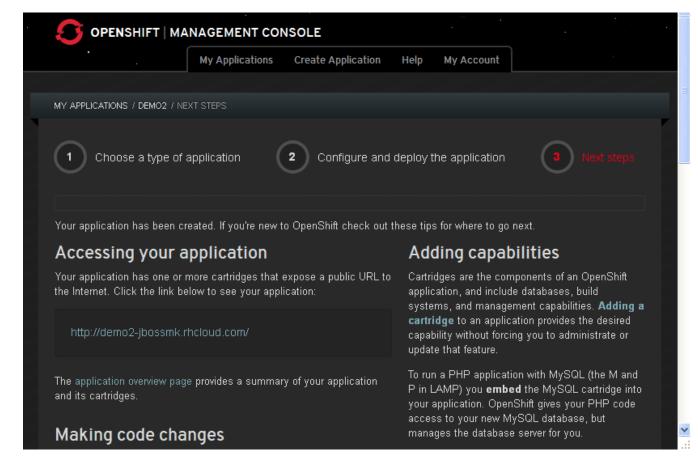


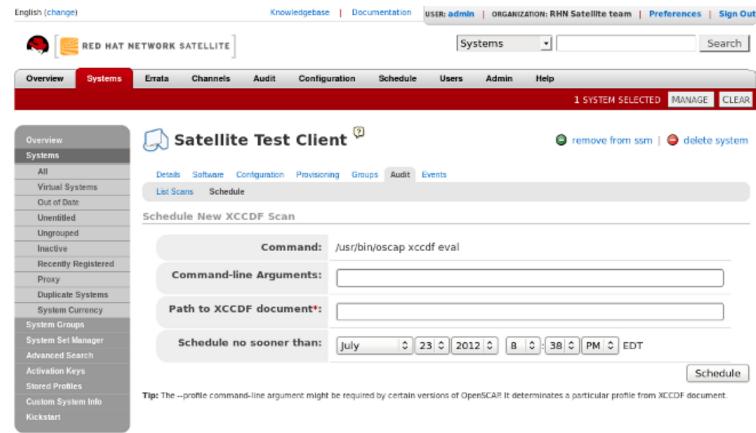
Over 40 different products

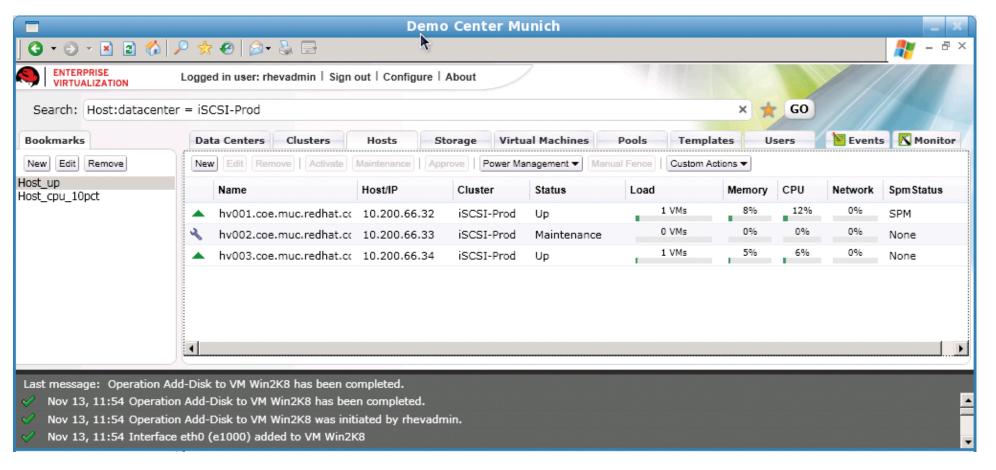
They all looked different

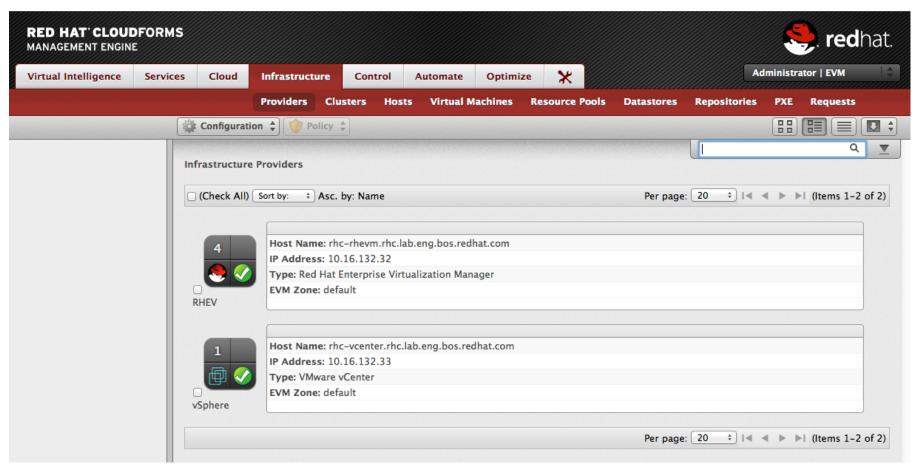


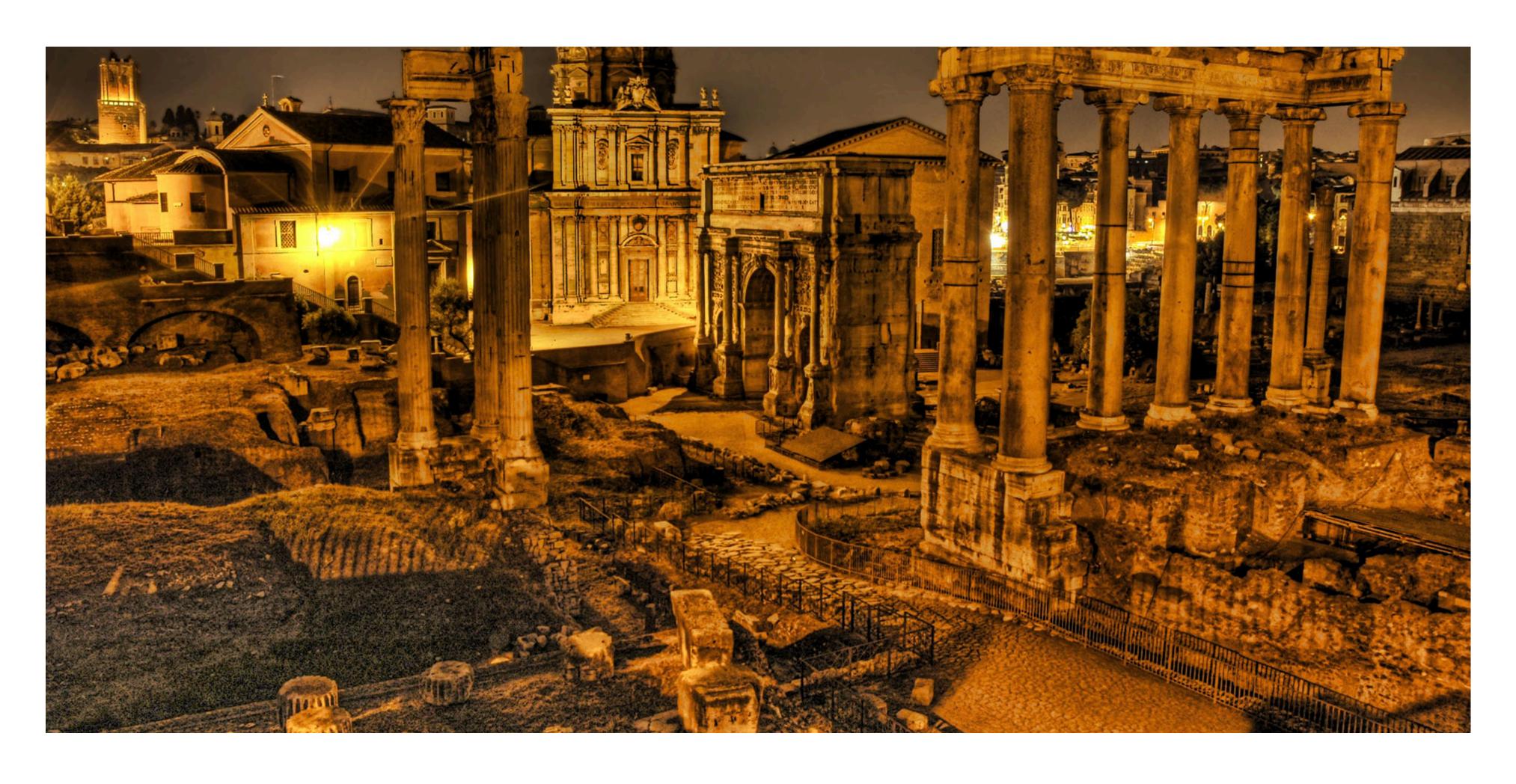






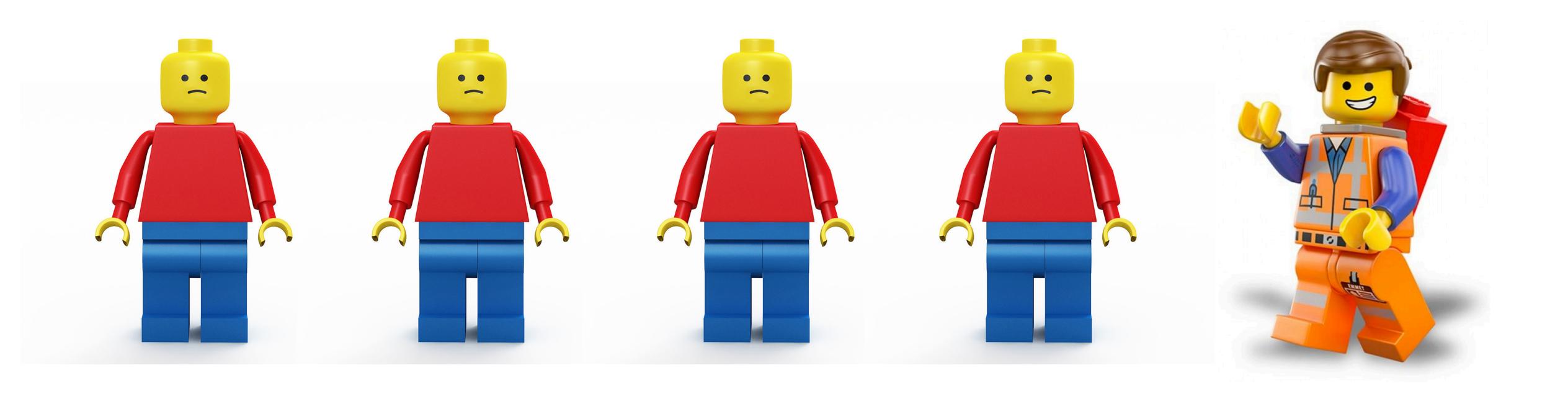




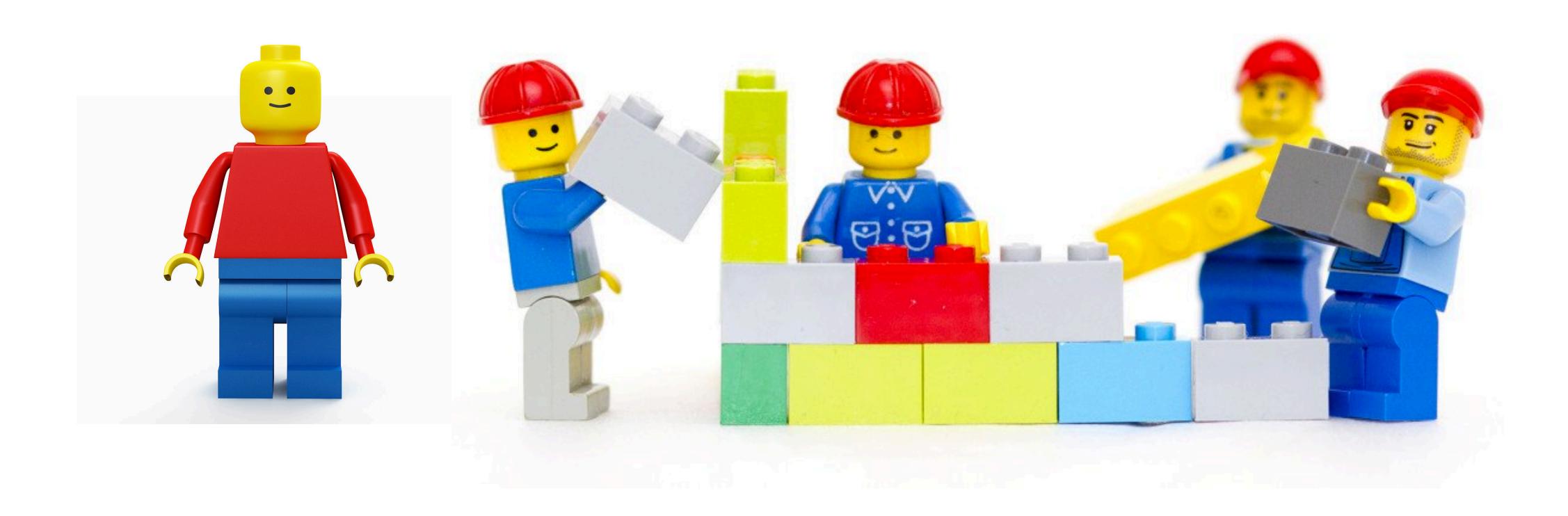


2013

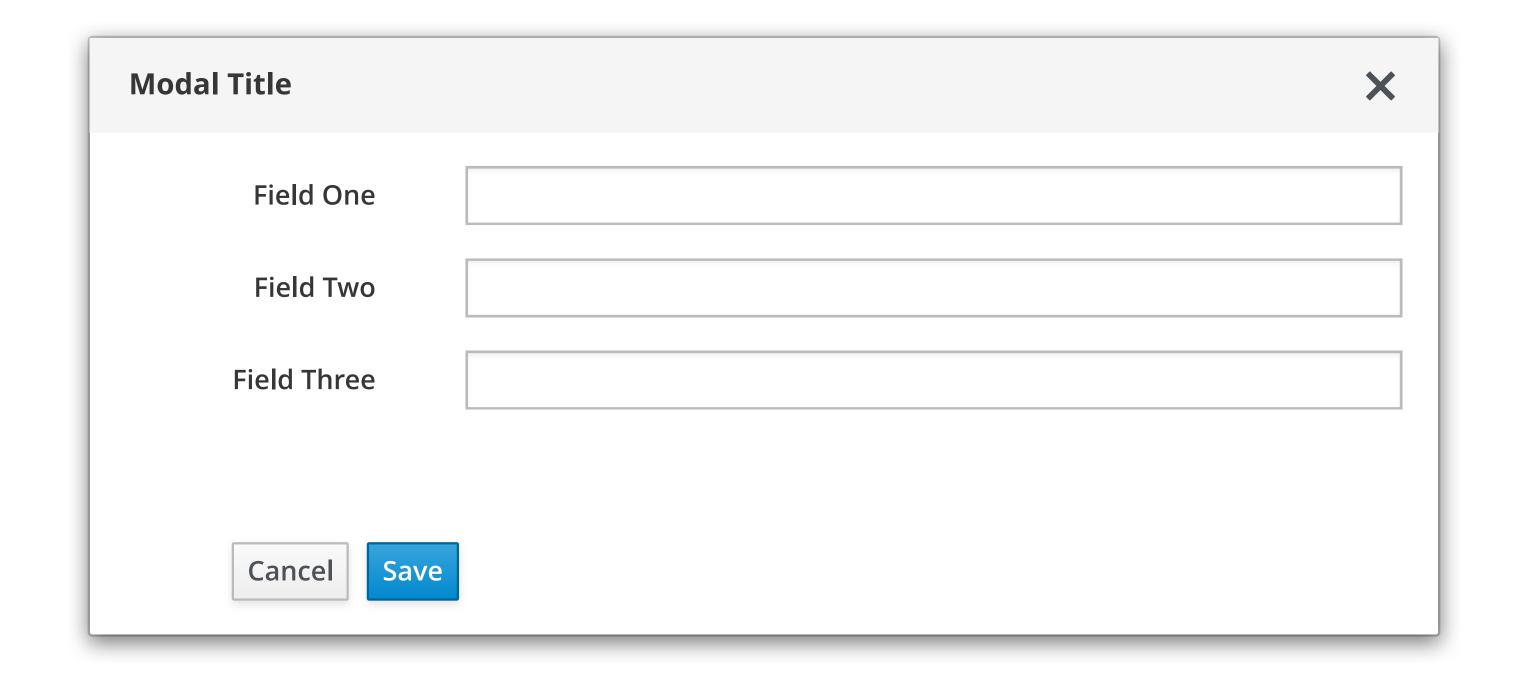
UXD







Need of a design system







THE WHY?

- Improve consistency
- Increase usability
- Reduce time and cost to market
- Share the best practices with the community

What is a design system?

Rules, constrains, and principles implemented in design and code.

Deve

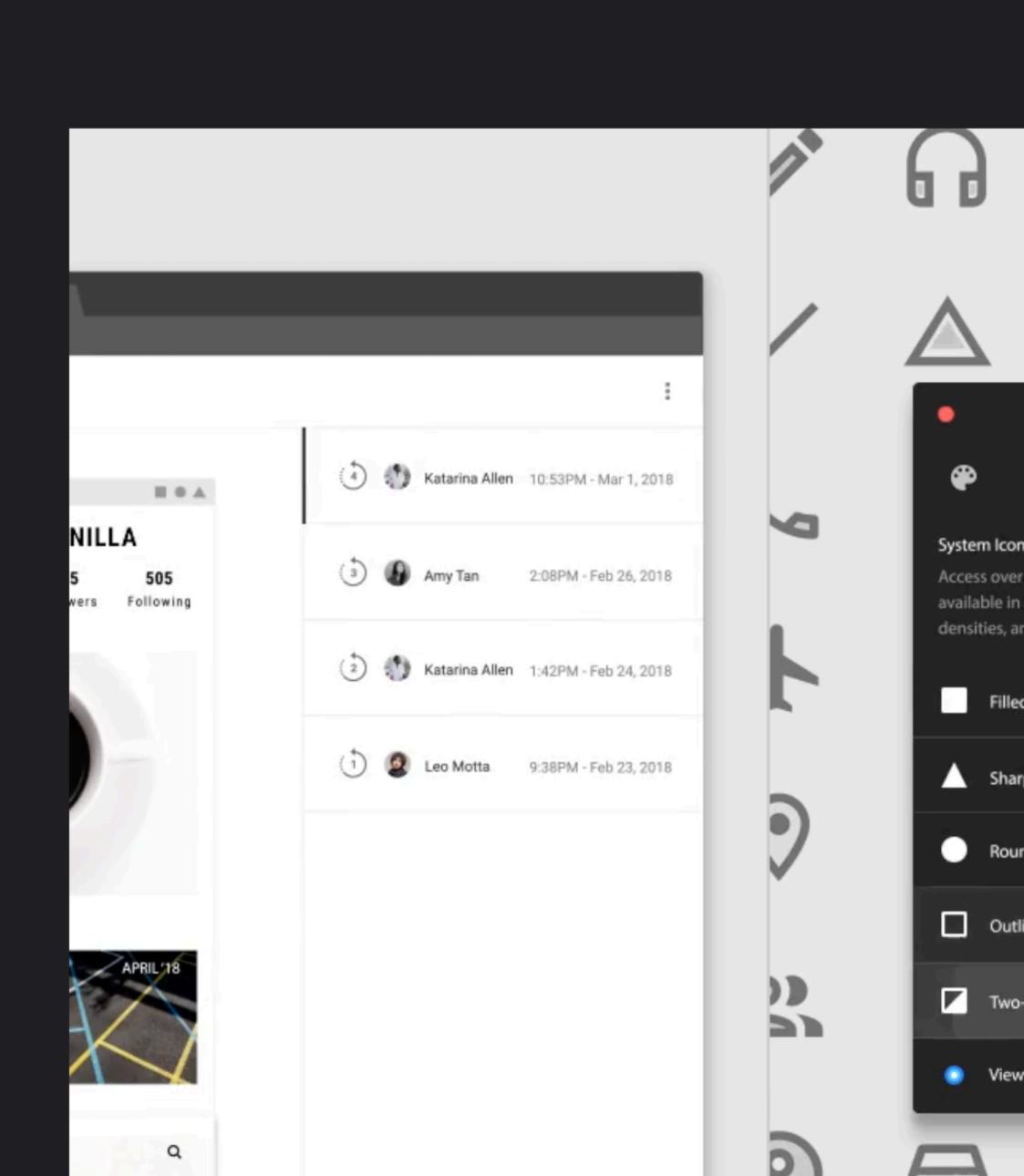
Make beautiful products, faster.

Material is a design system –

backed by open-source code – that
helps teams build digital experiences

- Design flexibly
- Develop across platforms
- Collaborate seamlessly

Design and build faster with new tools that make it easy to customize Material and share work across teams.





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What's New

Getting Started

Platforms

Design Guidelines

Accessibility

Component Blueprints

Utilities

Design Tokens

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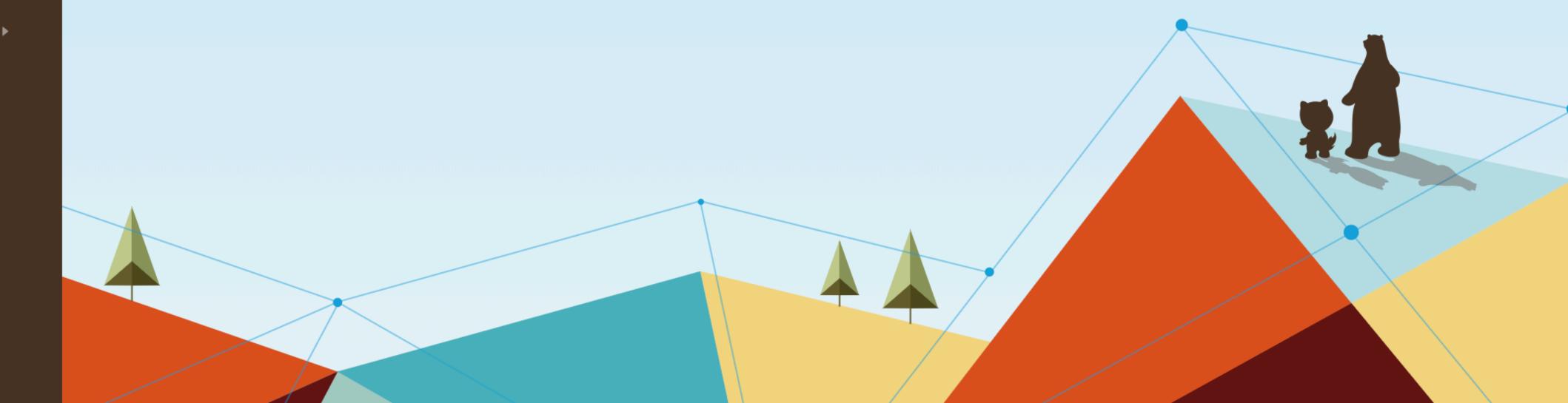


LIGHTNING DESIGN SYSTEM

Create the world's best enterprise app experiences.

GET STARTED

Current release: Winter '19 (SLDS 2.7.0) | Archives



"Design system acts as a connective tissue that brings the portfolio together."

Meet PatternFly

Get Started

Pattern Library

Styles

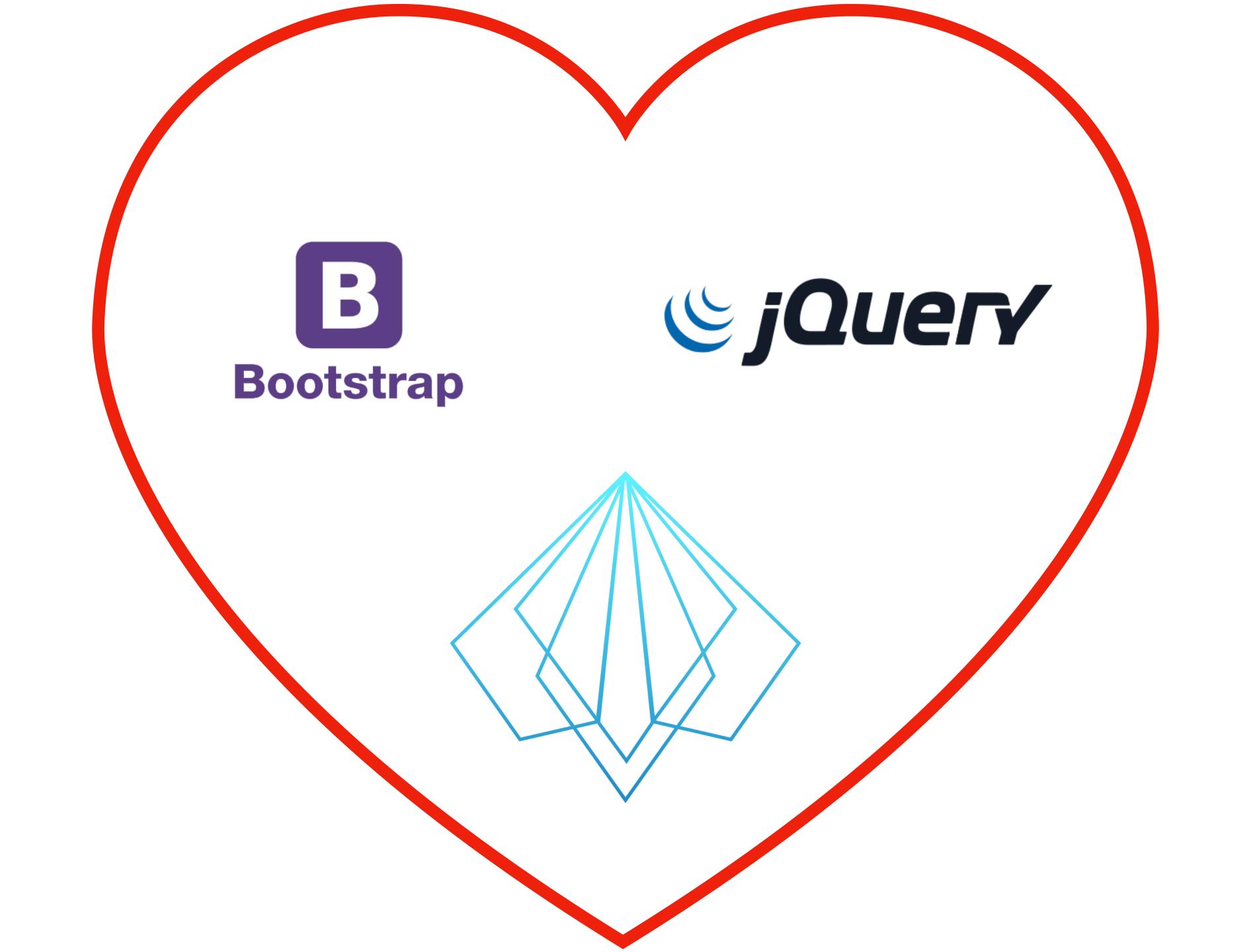
Blo





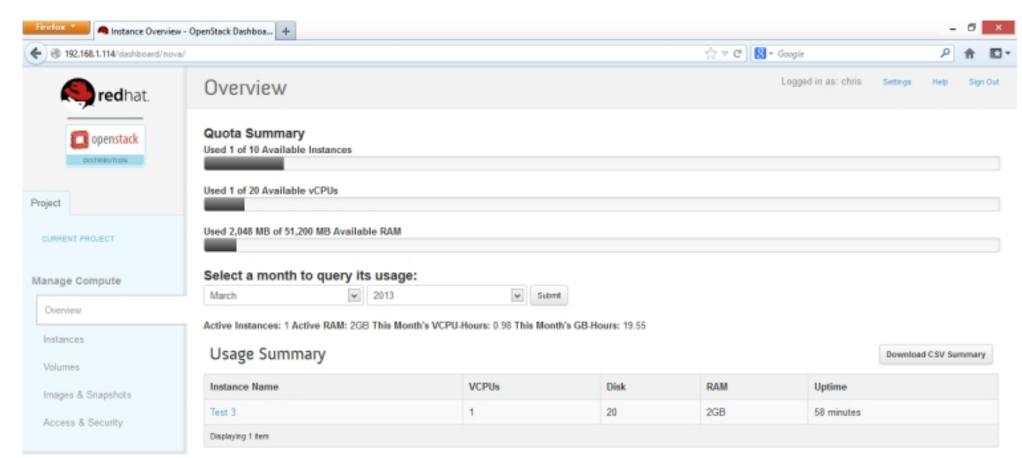
PatternFly

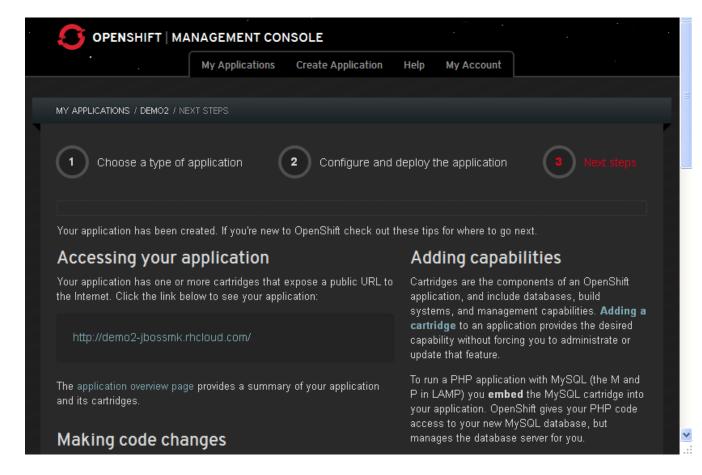
A community of designers and developers collaborating to build a UI framework for enterprise web applications.

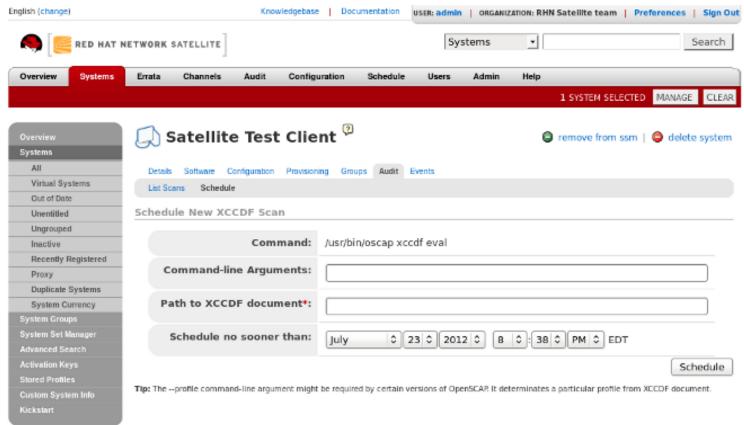


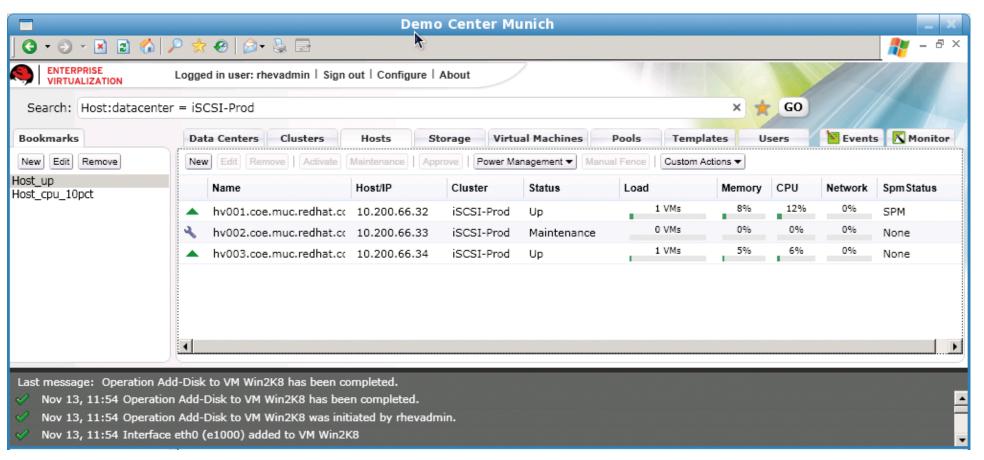
The first success

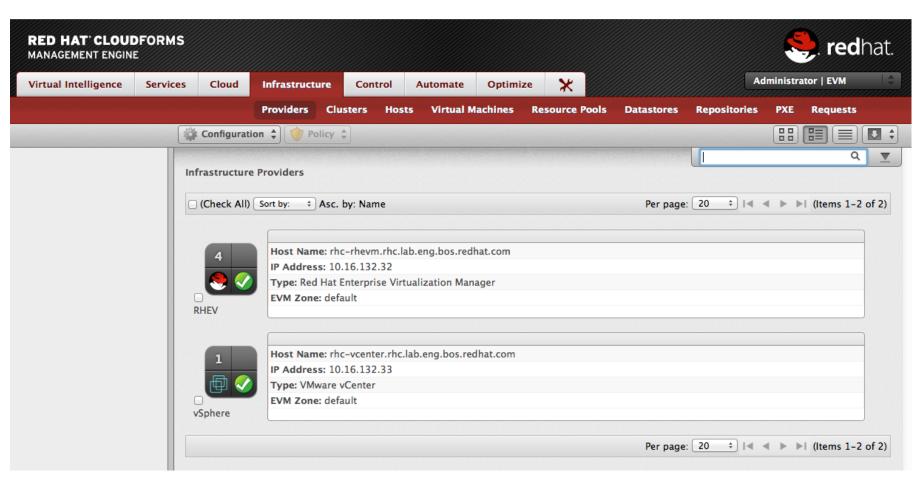


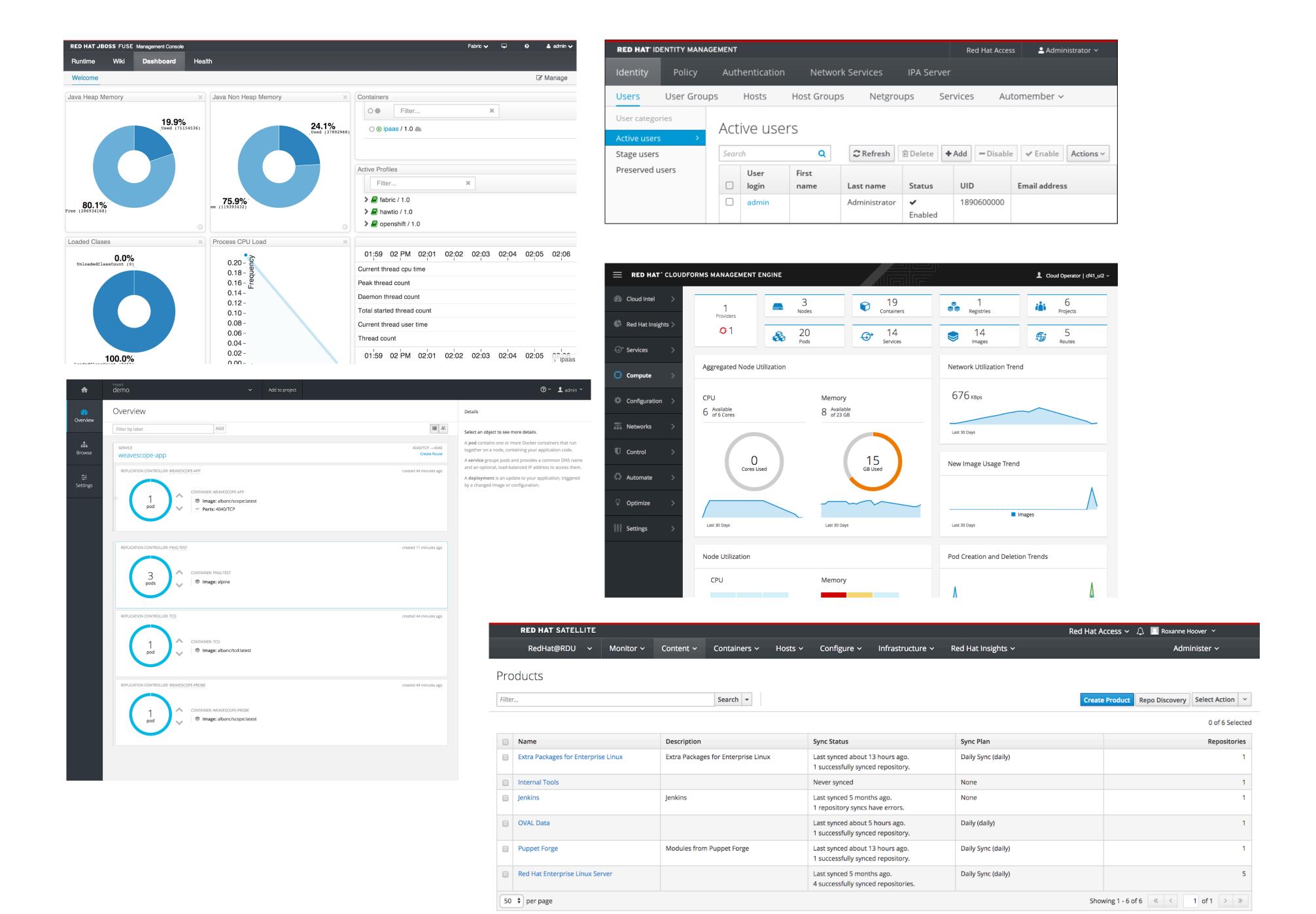














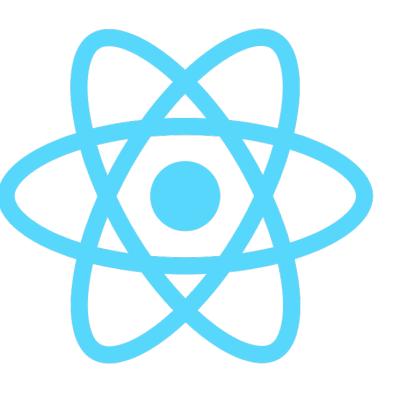
Frontend Libraries

The problem was that our engineers started using these libraries and we didn't have support, so our engineers ignored PatternFly.



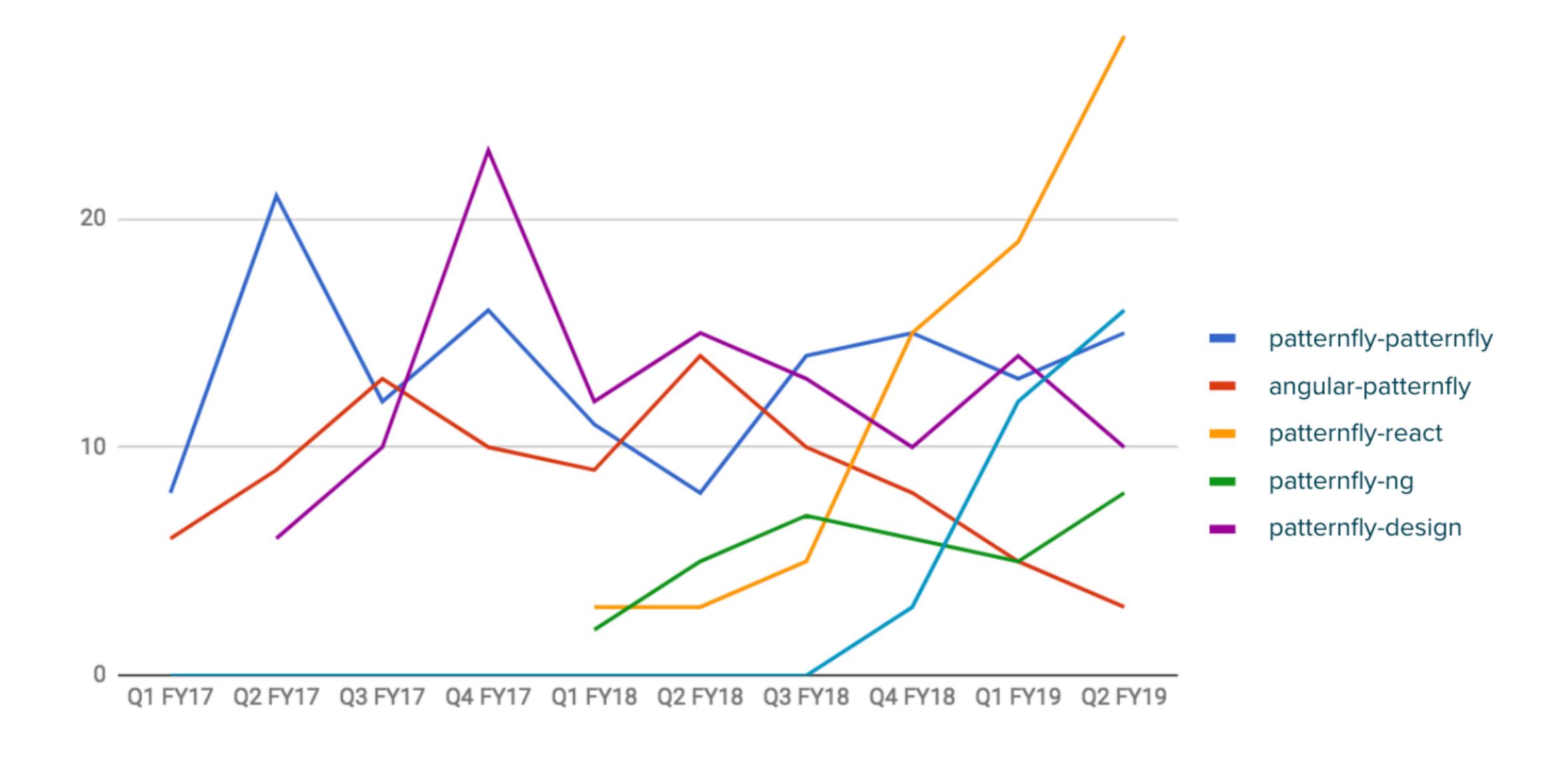
EjQuery





INCONSISTENCY





We learned

We need a universal solution

HOW STANDARDS PROLIFERATE: (SEE: A/C CHARGERS, CHARACTER ENCODINGS, INSTANT MESSAGING, ETC.)

SITUATION: THERE ARE 14 COMPETING STANDARDS.



500N:

SITUATION: THERE ARE 15 COMPETING STANDARDS. components components components

- Remove any JavaScript from the core repo
- Split up PatternFly to very small components
- Each component acts as a mini-library
- Use only one framework to implement them -> React
- It can coexist with other frameworks to ease transition

Bootstrap?

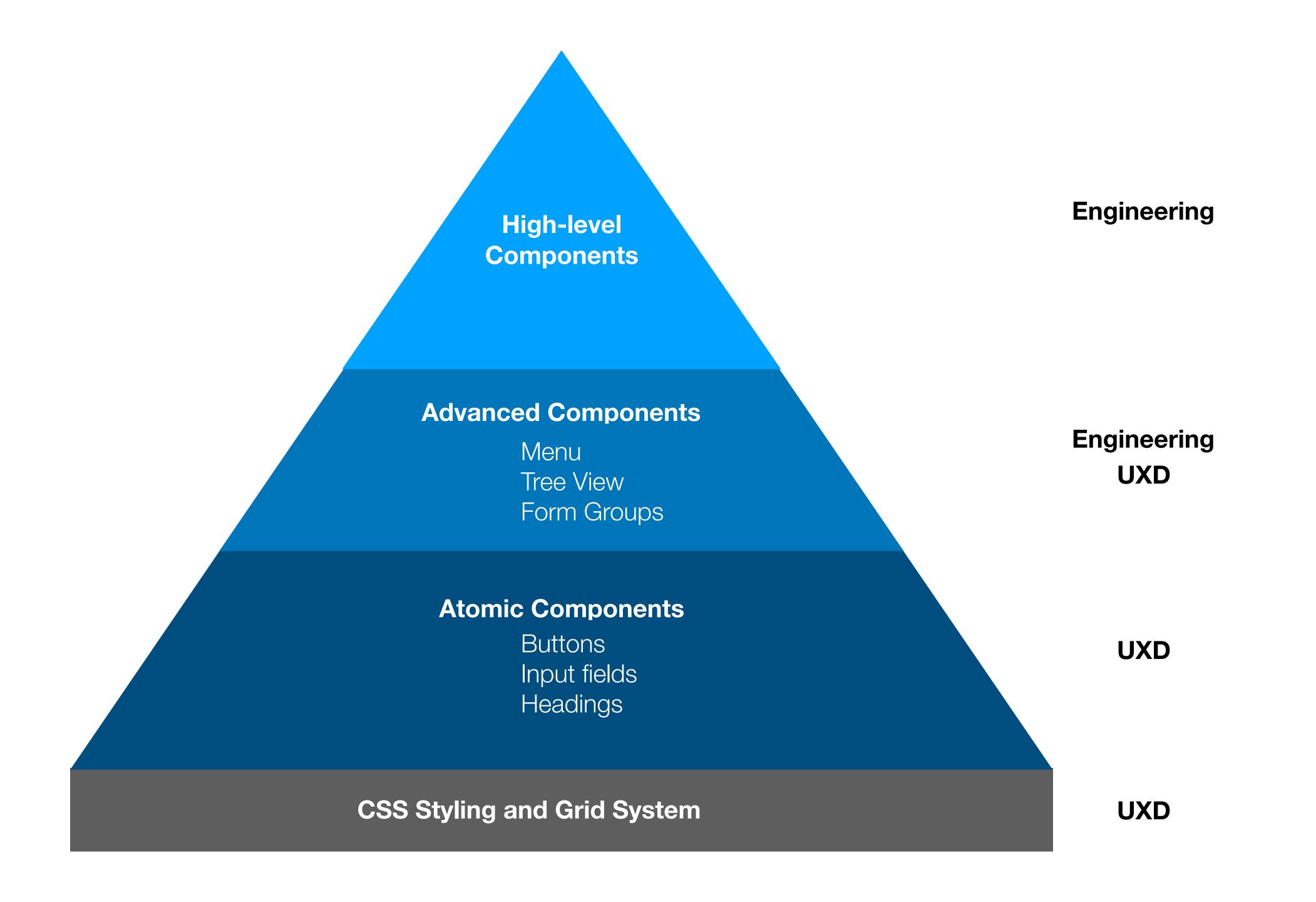
We no longer need Bootstrap





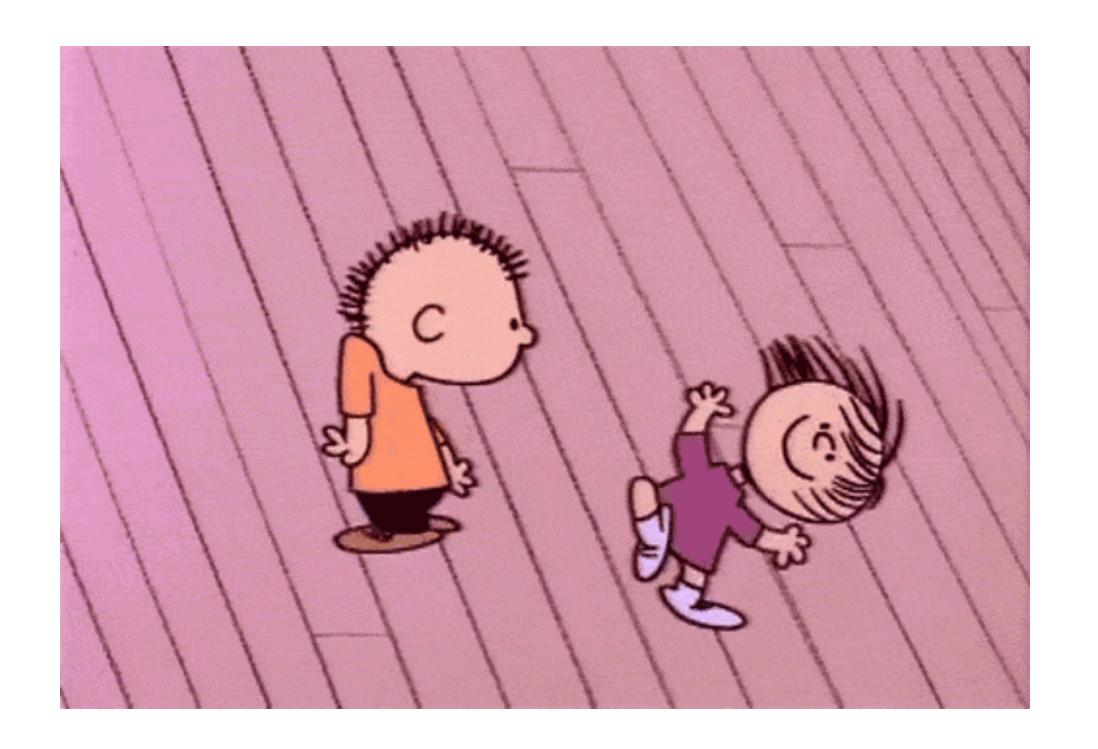
Meet PatternFly Next

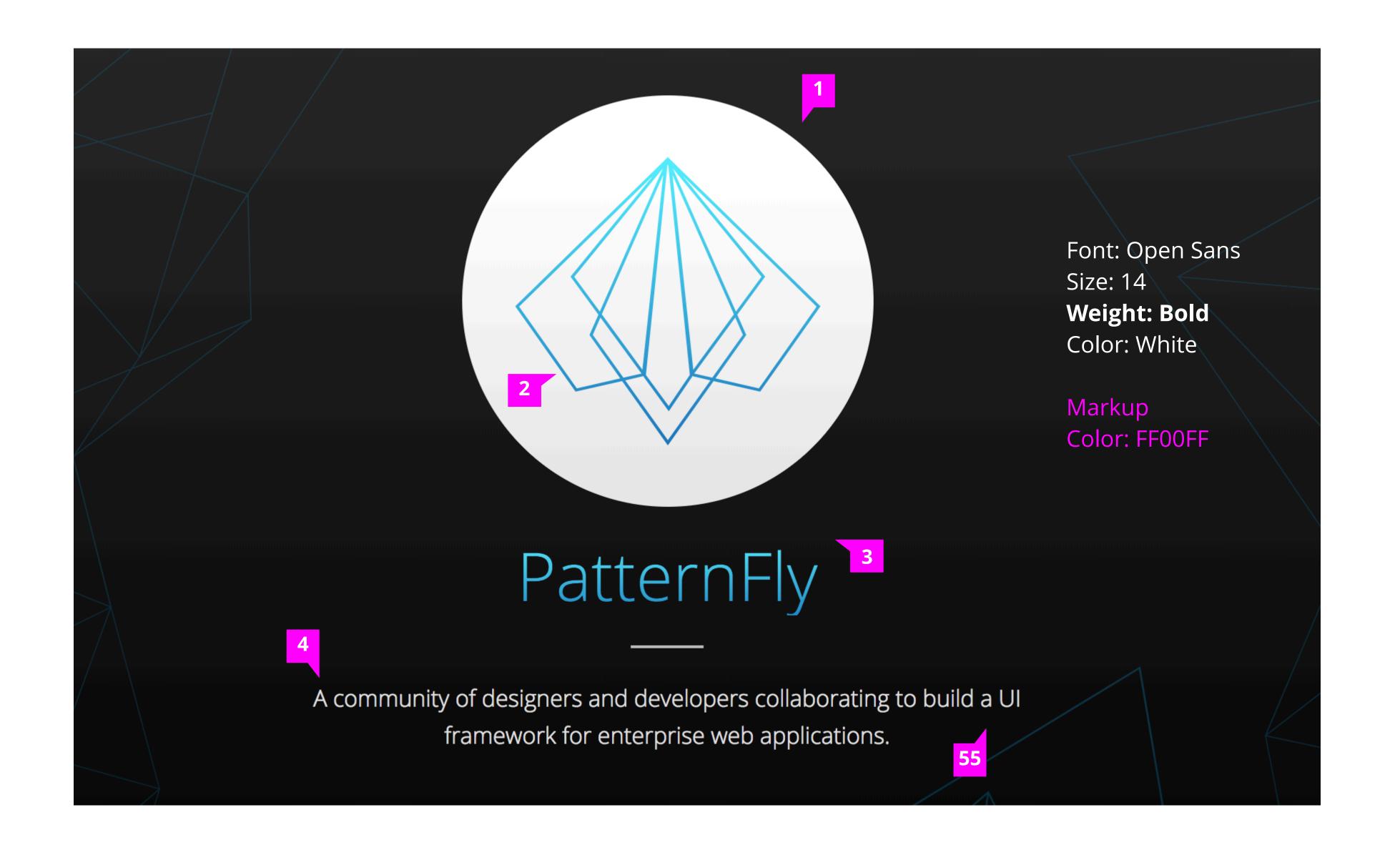
PF4



This is how we collaborate.

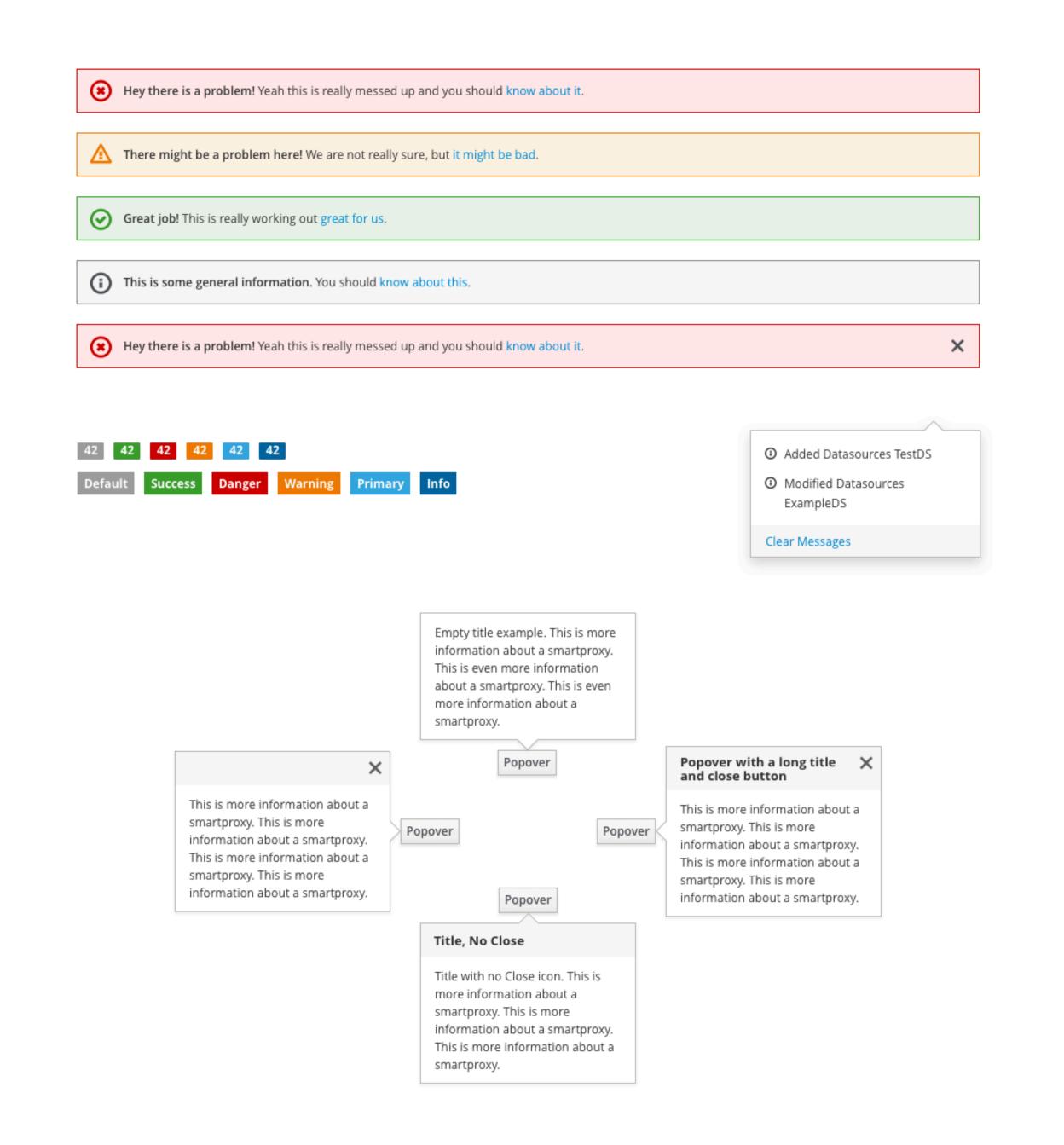
It's fun to work with each other.

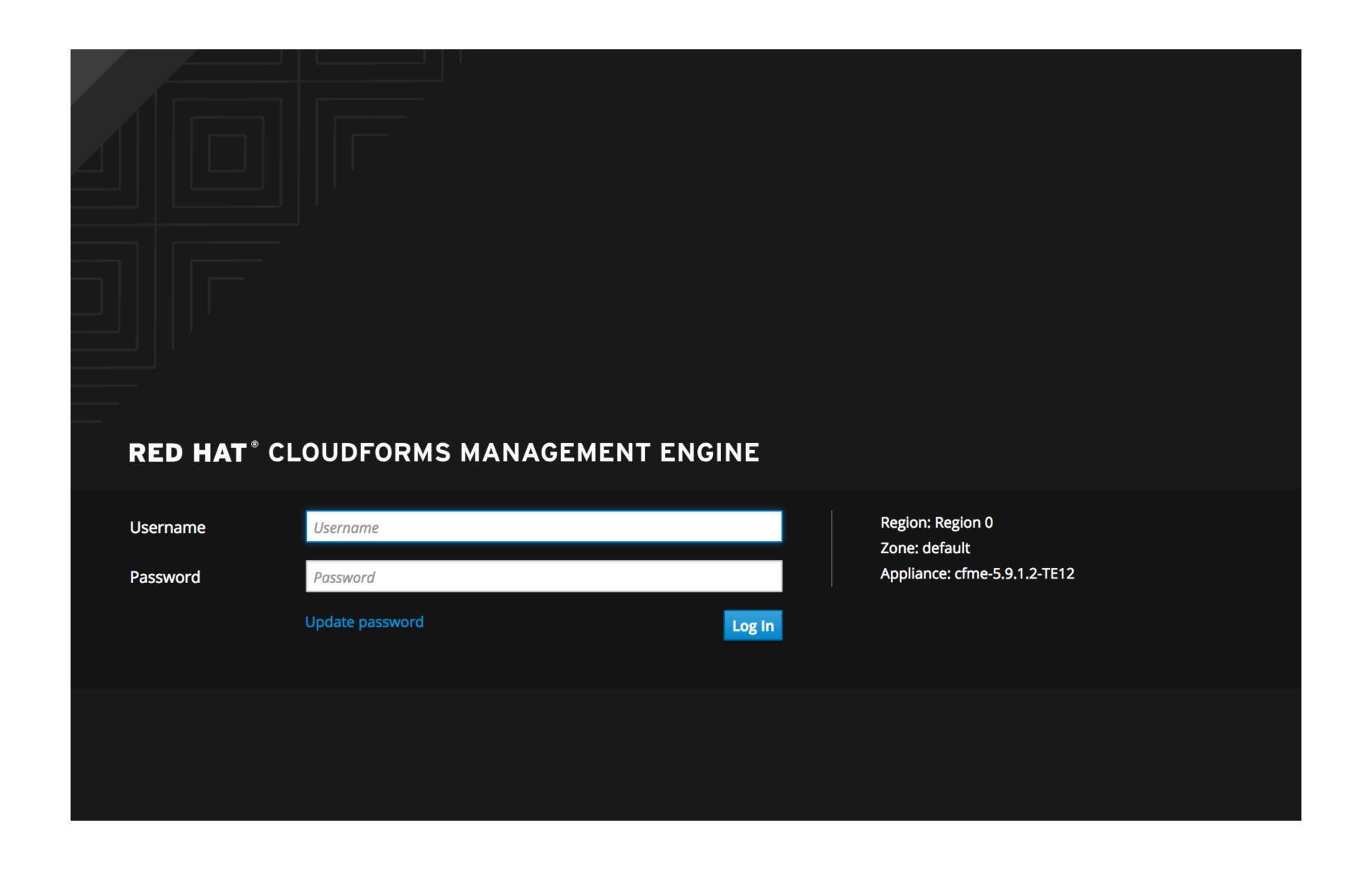




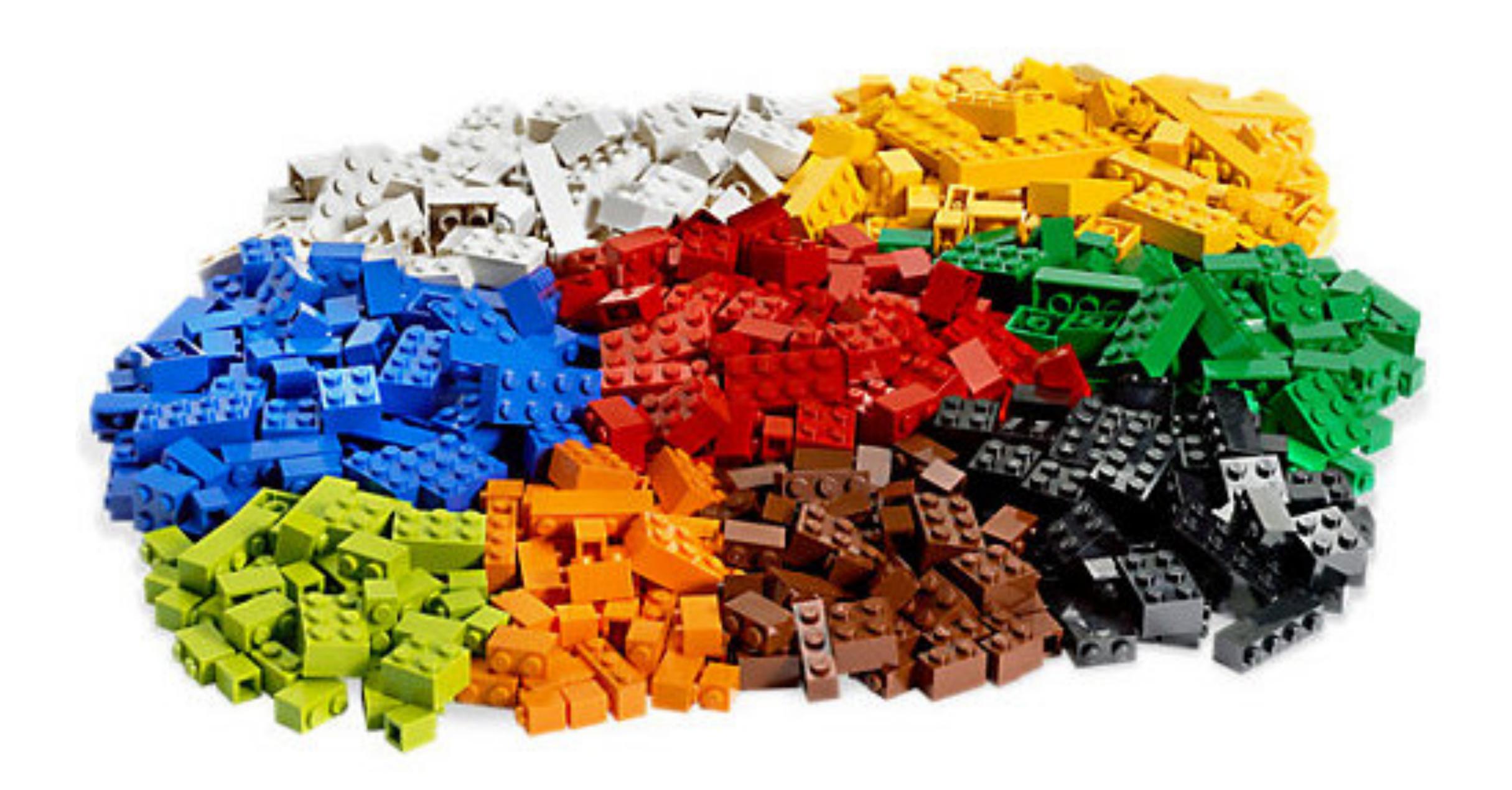
"Consistency is one of the most powerful usability principles: when things always behave the same, users don't have to worry about what will happen."

Jakob Nielsen



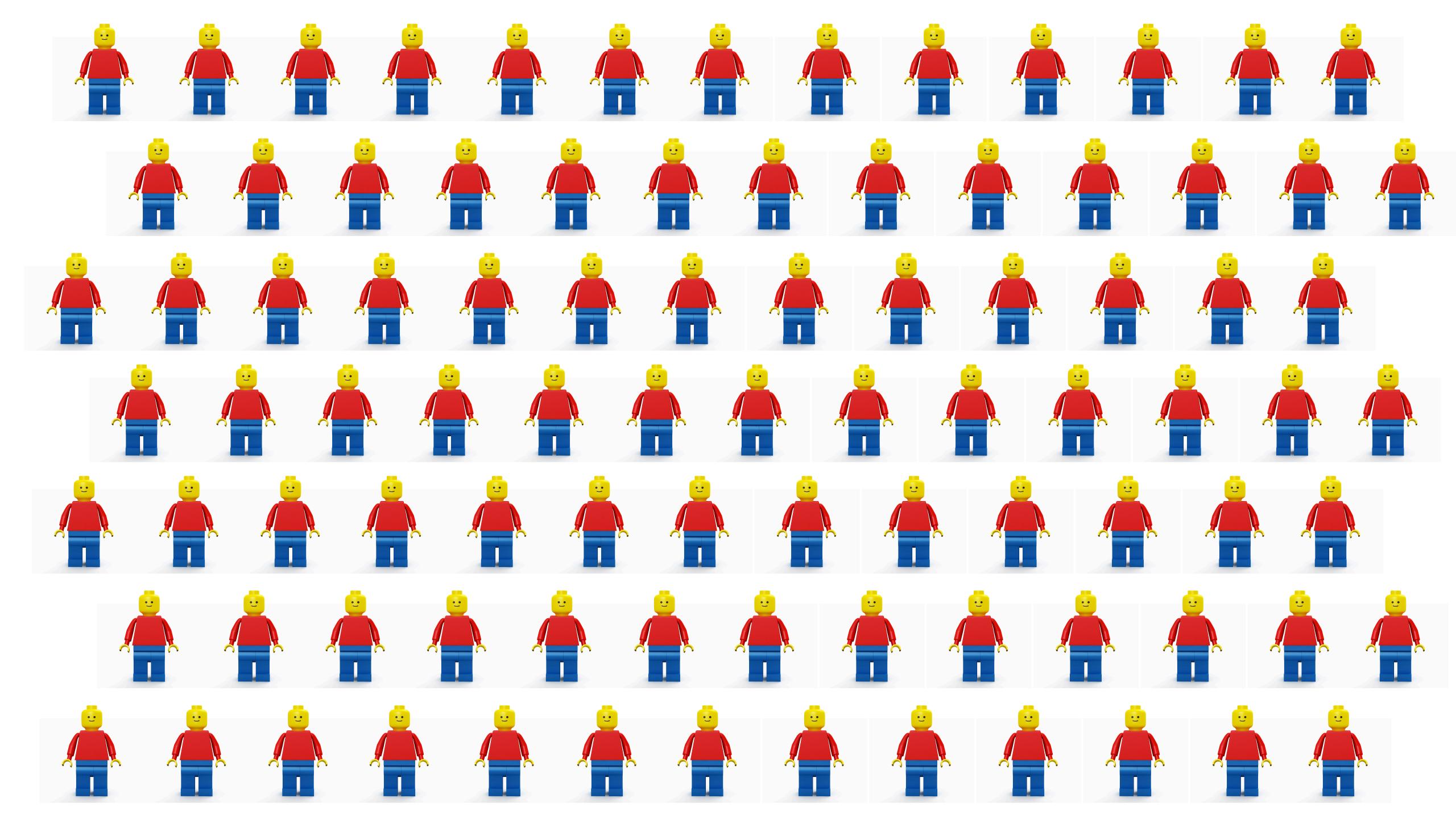




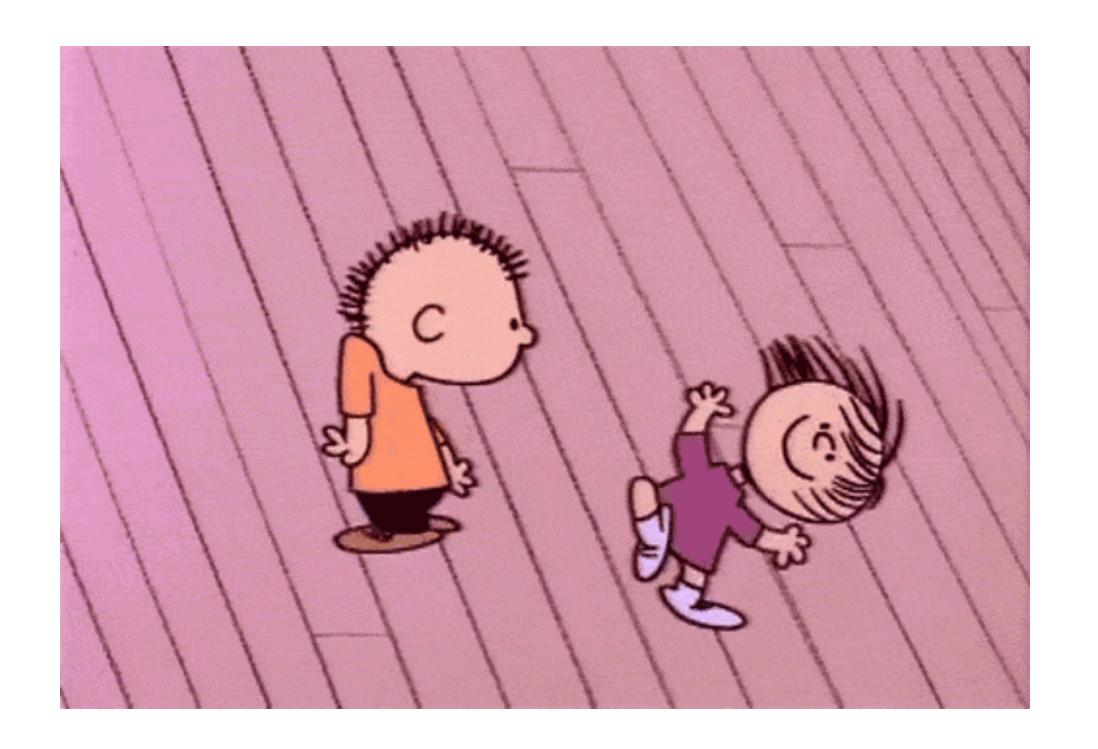




UXD



It's fun to work with each other.



Design + Engineer teamwork

"Systems are build to change."

Tack så mycket!



Thank you.



Q&A

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