**Marius Wilms & Christoph Labacher** 

# Discovering Principles for Design System Tools

code.talks Hamburg — 24.10.2019

Atelier Disko



We are ...

## Marius Wilms Technical Director at Atelier Disko

Christoph Labacher Interaction Designer at Atelier Disko



Our Talk

# What are Design Systems? What is DSK? Lessons Learned: Principles



# Design Systems are repositories of organizational knowledge on design.



## Styleguide





## Styleguide

## Component Library



### Documentation of Principles



### **Case Studies**

### Culture

### Component Library



What is DSK?

# DSK is a workbench for collaboratively creating and documenting Design Systems.



#### What is DSK?

# Live Demo of DSK





Lessons Learned: Principles



#### Principle I

# Designed for Process





# Many tools help you with the outcome, and little with the process.



Outcome

# »We want a documentation website for our Design System.«



Process

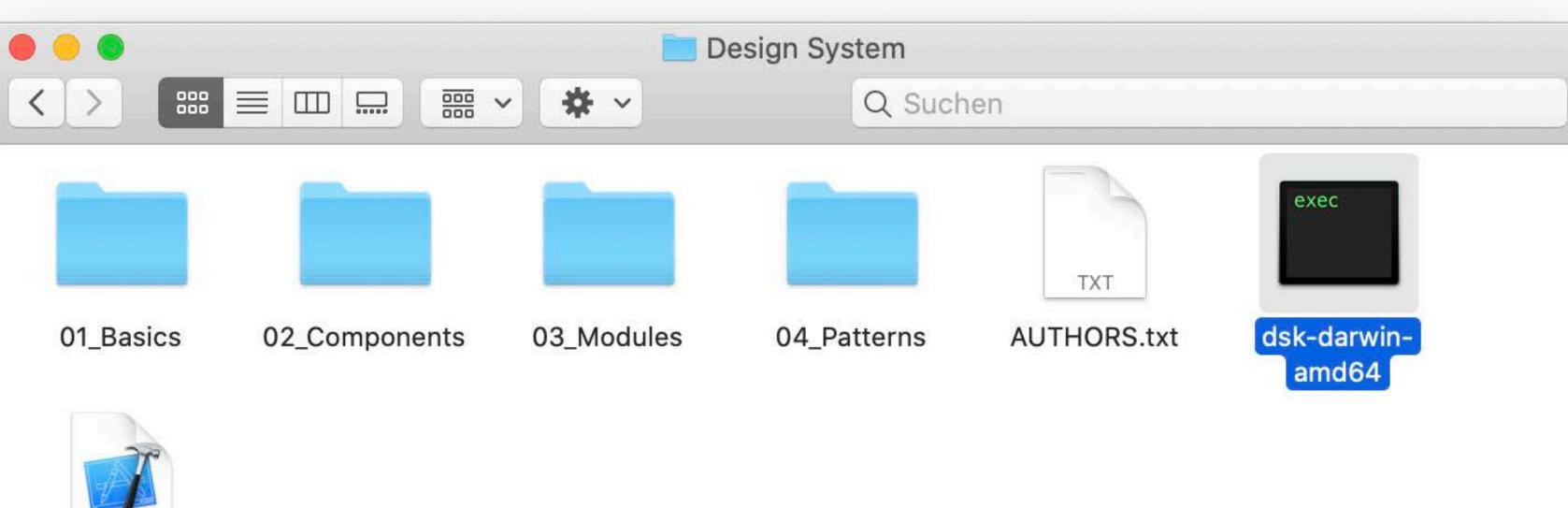
# »We need to build a design system, and we're creating it from scratch!«



# Many tools help you with the outcome, and little with the process.



## **Process** in DSK



Start Locally

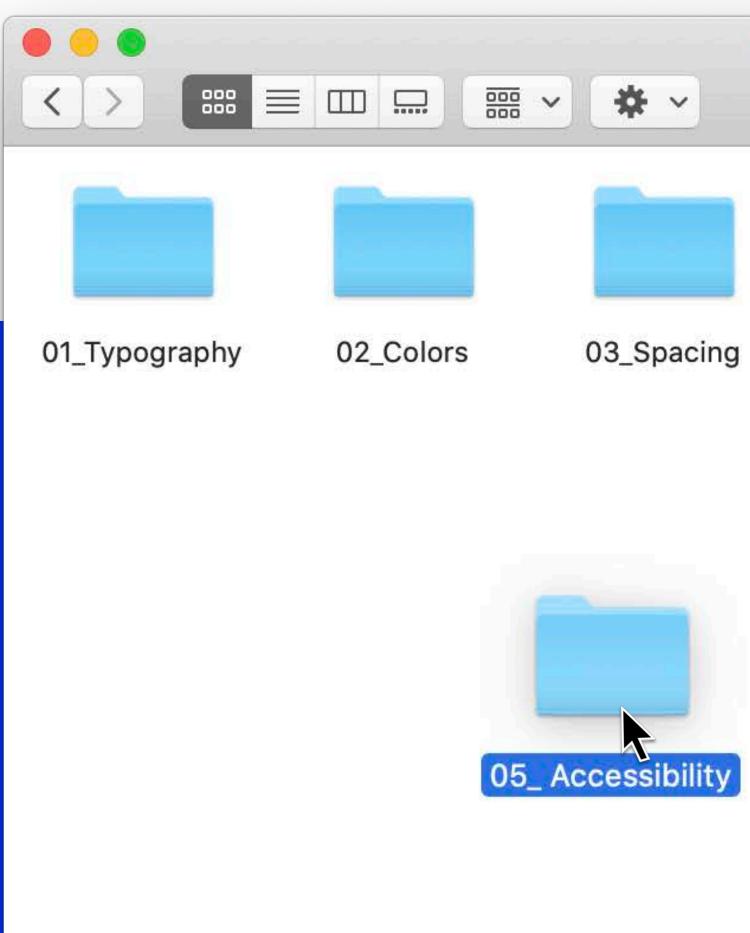
**Direct Manipulation** 

dsk.yaml

Vanilla Markdown



## **Process** in DSK



Start Locally

#### **Direct Manipulation**

Vanilla Markdown





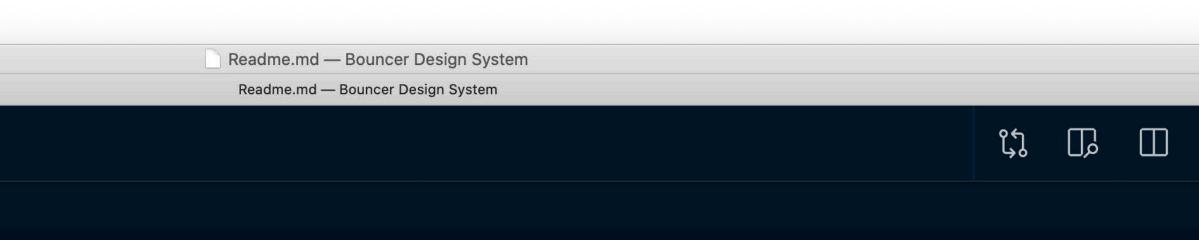
## **Process** in DSK

#### Start Locally

#### **Direct Manipulation**

Vanilla Markdown

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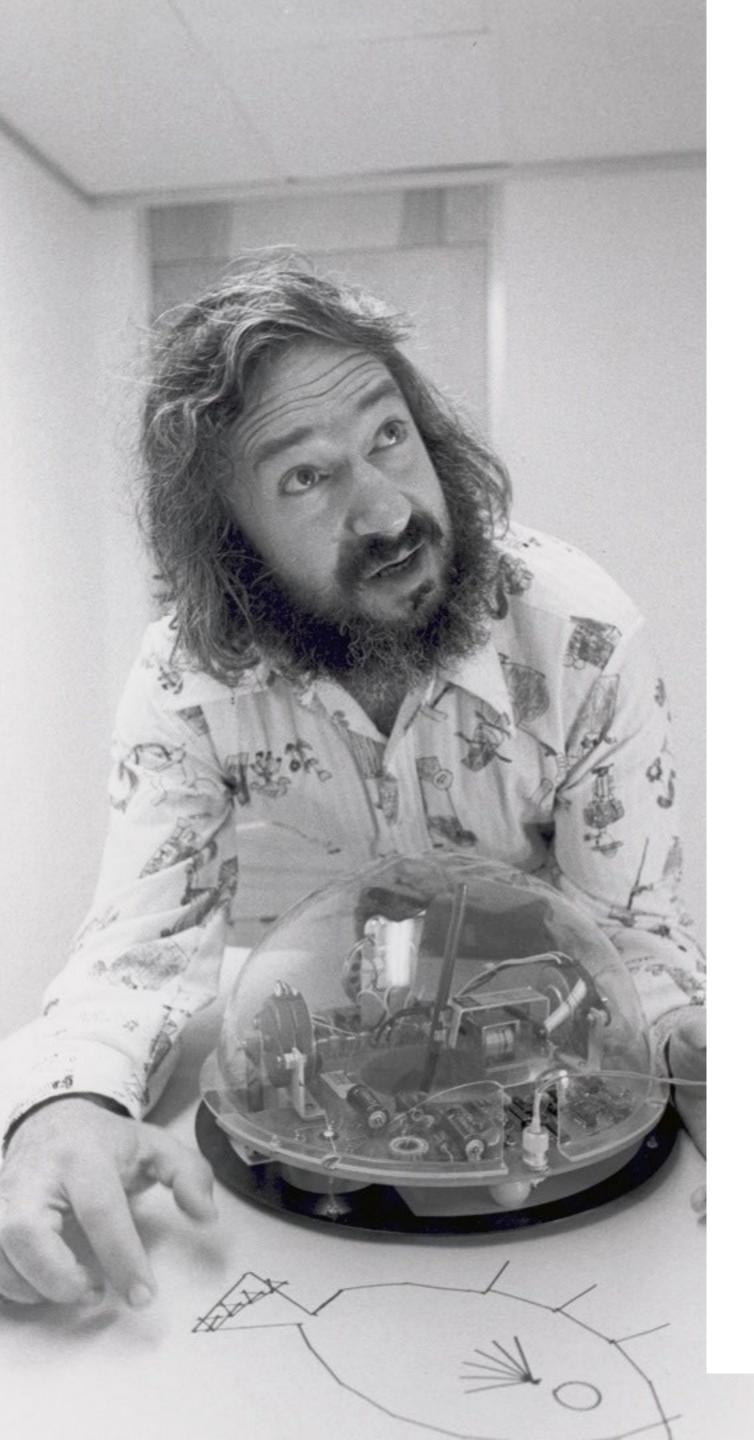
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# DSK is a tool for supporting creativity, not a website generator.





»For a technology to be effective, [Seymour Papert] said, it should provide easy ways for novices to get started (low floor) but also ways for them to work on increasingly sophisticated projects over time (high ceiling).«

[Resnick 2016]





»For a more complete picture, we need to add an extra dimension: wide walls. It's not enough to provide a single path from low floor to high ceiling; we need to provide wide walls so that kids can explore multiple pathways from floor to ceiling.«

[Resnick 2016]

Principle II

# low floor — easy to start high ceilings — scalable wide walls — many ways



#### **Low Floor** in DSK

Image: Components



dsk.yaml

Start Locally

**Direct Manipulation** 

Vanilla Markdown





#### **Low Floor** in DSK

 Image: Control of the second secon

Start Locally

#### **Direct Manipulation**

Vanilla Markdown







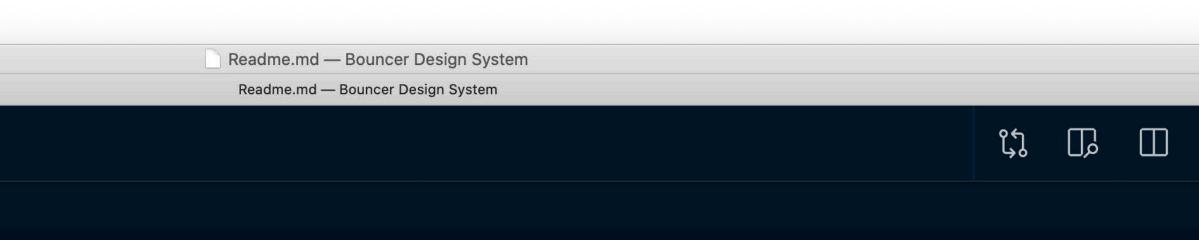
#### Low Floor in DSK

#### Start Locally

#### **Direct Manipulation**

Vanilla Markdown

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Documentation Components

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Versions

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#### Hosted

Documentation Components

#### Search

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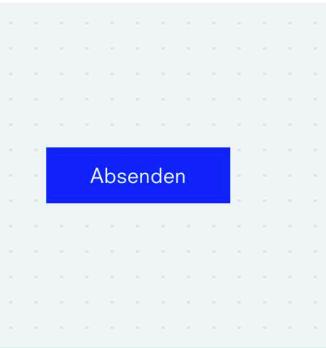
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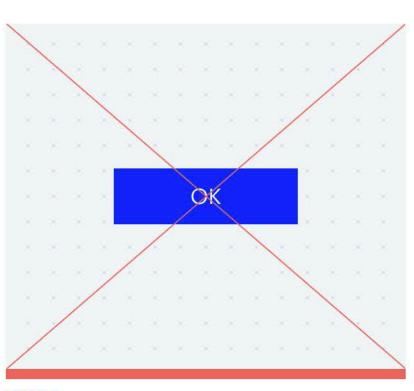
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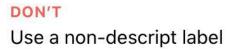
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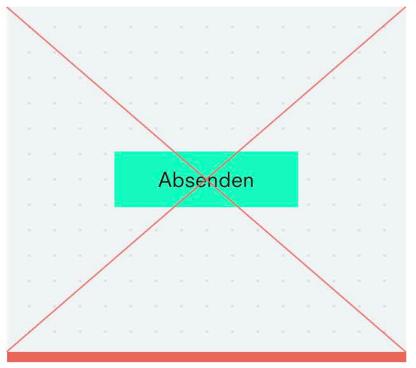
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#### Hosted

Documentation Components

#### Search

#### Versions

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#### Hero

A Hero is an image that at the top of a page, below the Header and title of the page.

/Components/Hero

#### Headings

Headings structure pages in a semantic or visual way.

/Components/Headings

#### Header

A Header displays the global navigation of the site.

/Components/Header

#### **Content underneith Header**

/Patterns/Content-underneith-Header

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Documentation Components

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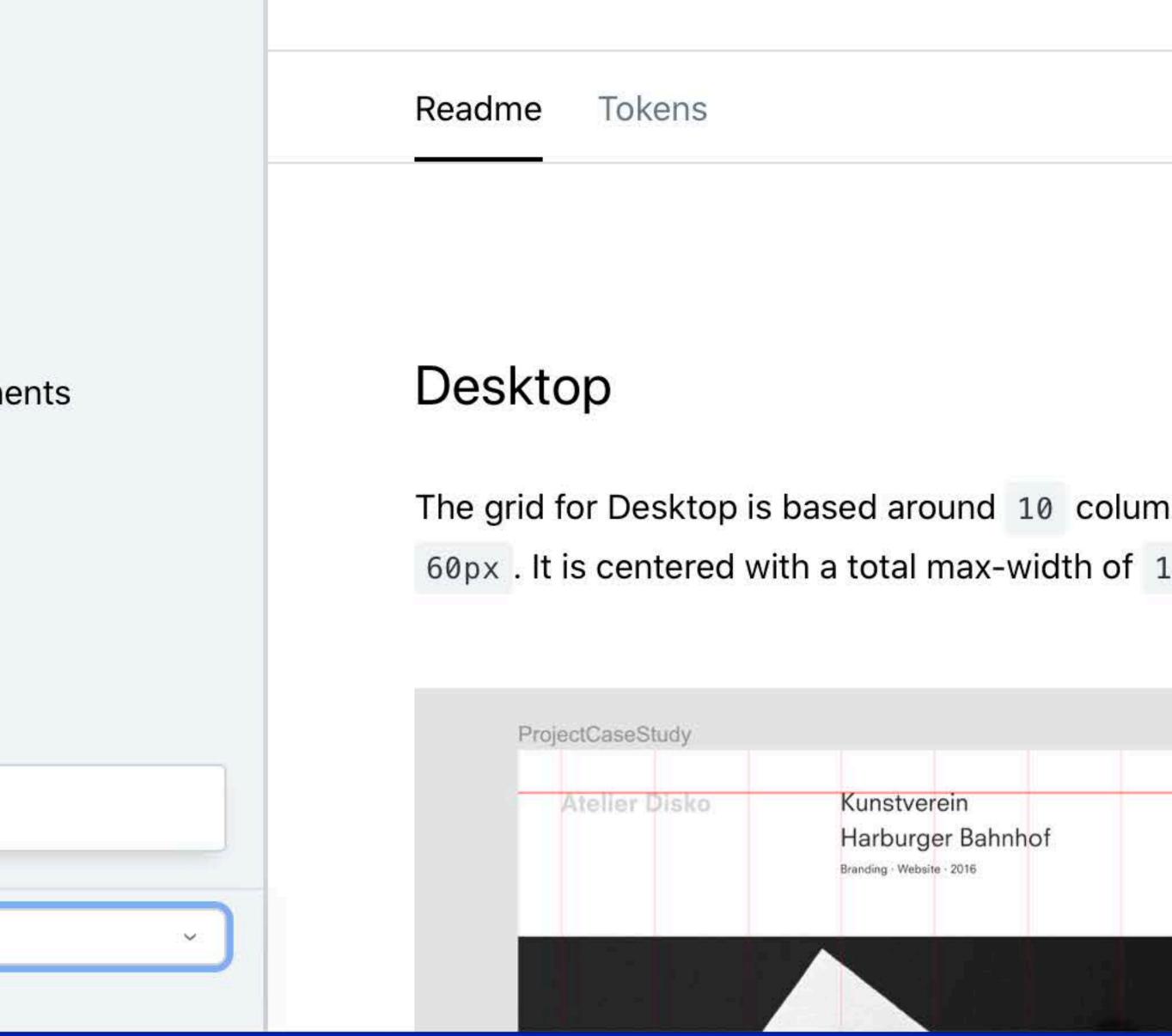
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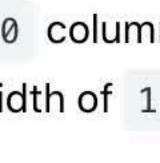
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Version: live

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Documentation Components

#### Search

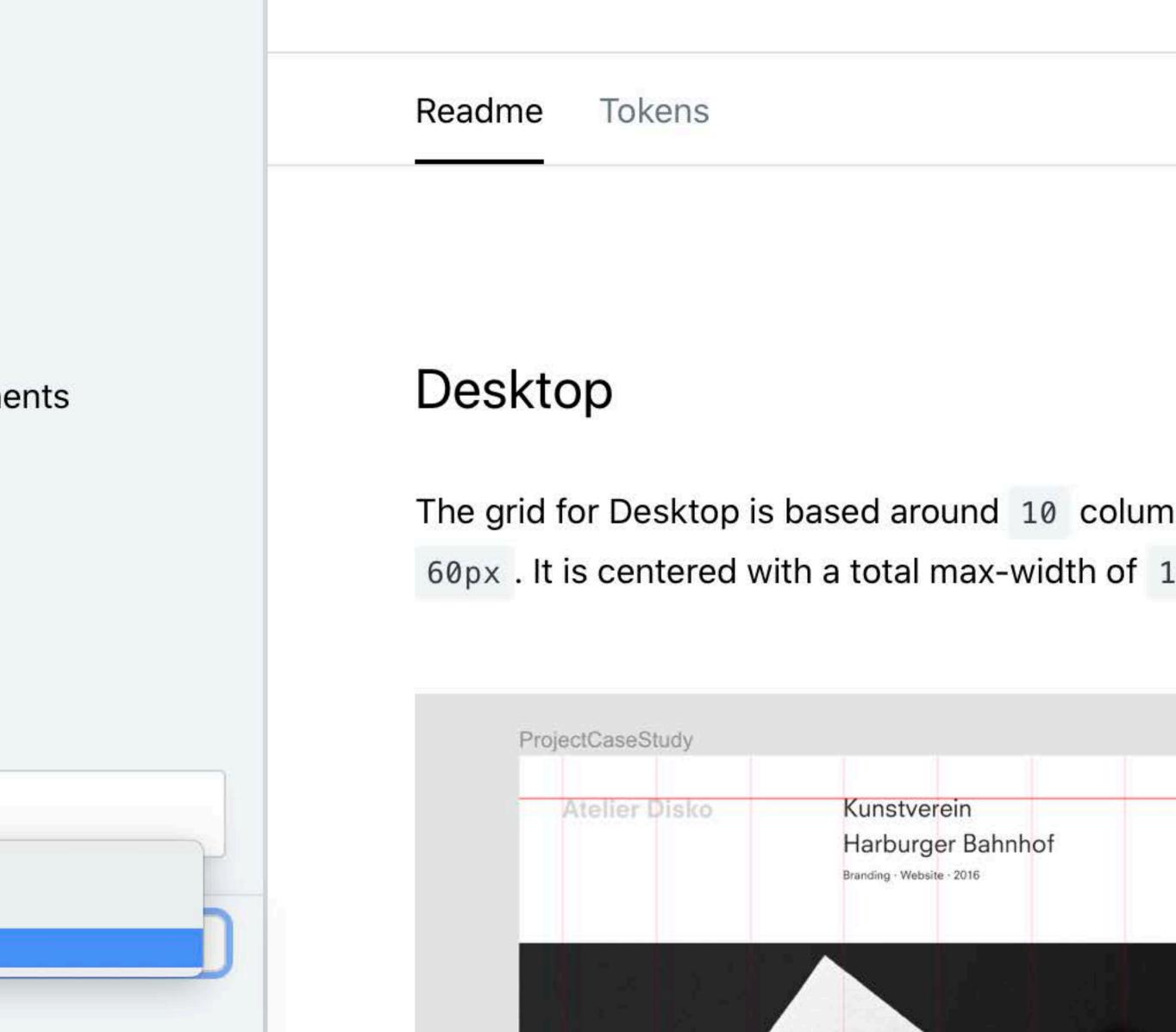
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#### Filter Aspects

- Version: version-1
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[Resnick et al. 2005]

»When evaluating the use of creativity support tools, we consider diversity of outcomes as an indicator of success.«



#### Wide Walls in DSK

#### API

#### Custom Frontends

Custom Documentation Components

#### ••• Atelier Disko / Bouncer Design System Basics Typography — Colors — Spacing — Grid — Accessibility Components — Form Elements - Button — Dropdown — Fileupload - Input — Textarea Layouts — Article - Chaos Grid Longread — Client Backend Components Document — Tag — Ticket — Ticket Stack Address Dannar Filter Aspects Eastura Caroucal Version: live Powered by $\underline{\text{DSK}} \cdot \underline{\text{Get in Touch}}$

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     "description": "The Grid organizes the horizontal space of every page.",
     "authors": [],
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#### Wide Walls in DSK

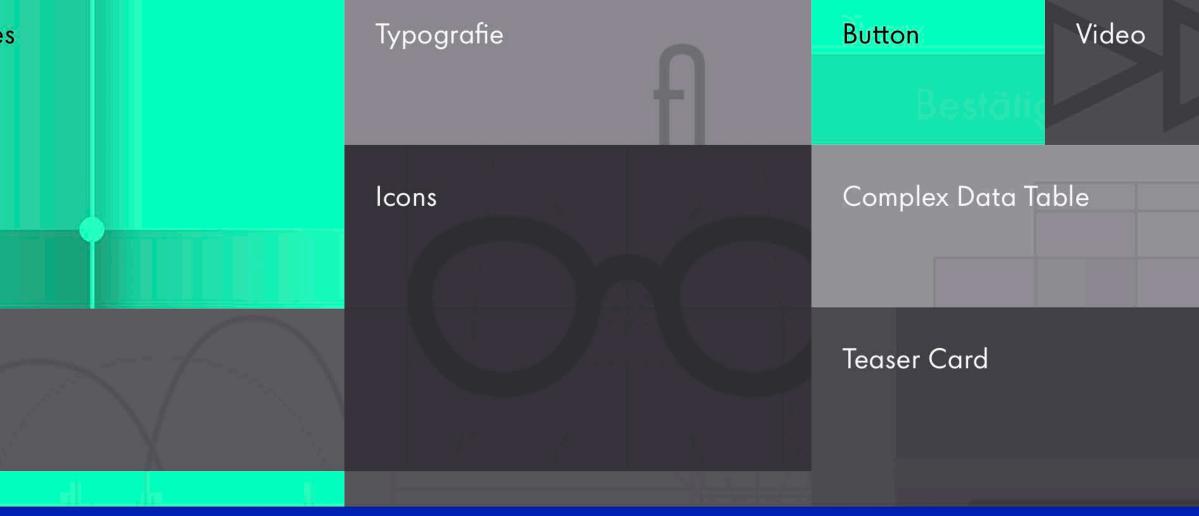
#### API

#### Custom Frontends

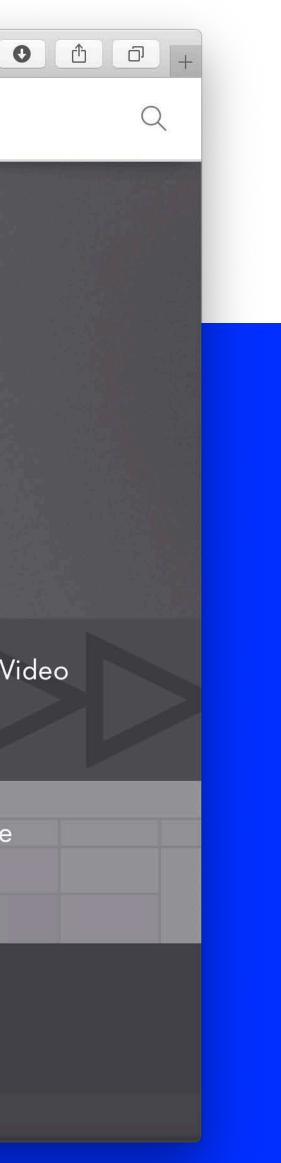
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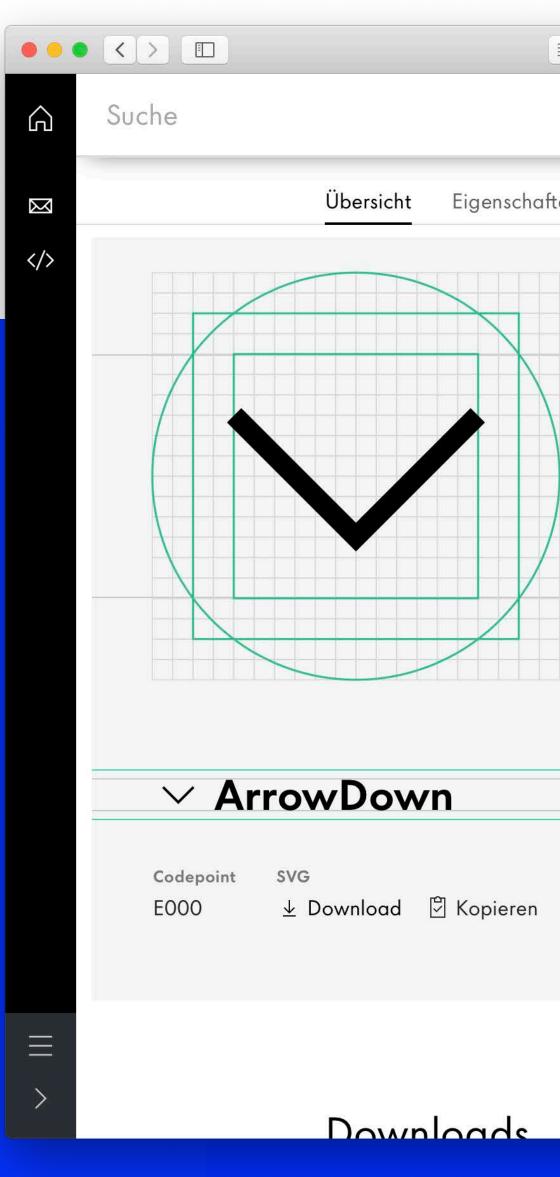


#### Wide Walls in DSK

#### API

#### Custom Frontends

#### Custom Documentation Components



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Principle II

# low floor — easy to start high ceilings — scalable wide walls — many ways



#### Principle III

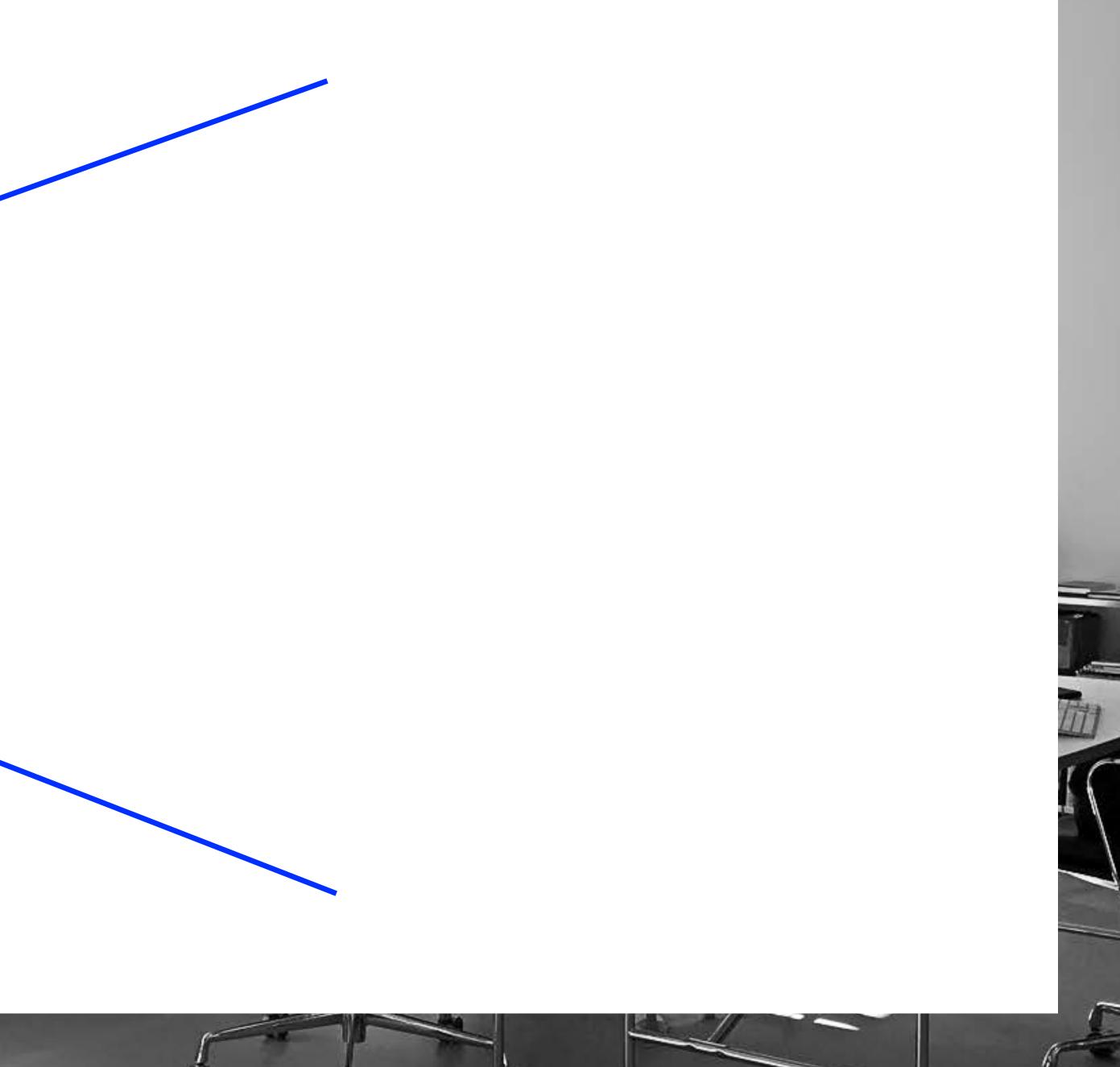
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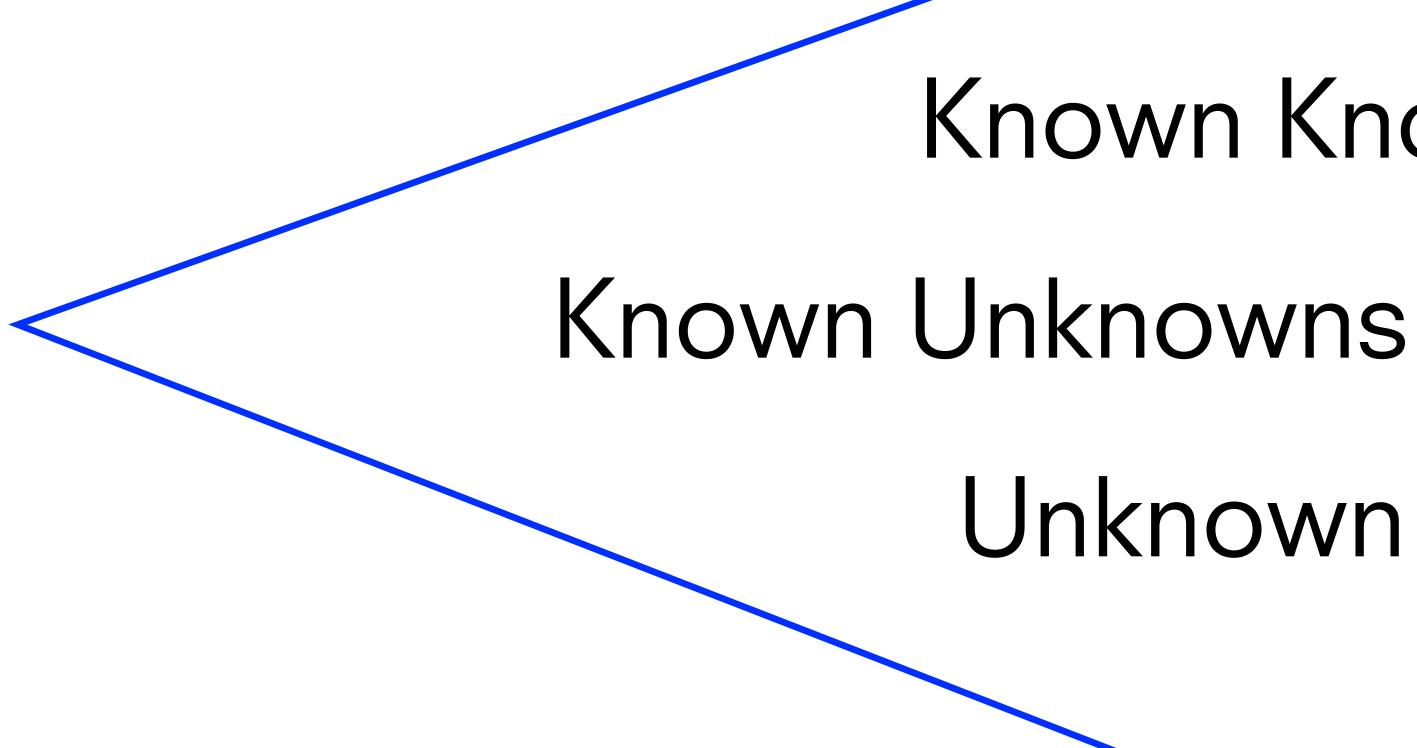
#### Principle III

## Designed for Uncertainty









### Known Knowns

## Unknown Unknowns



## Designed for Uncertainty



## Compass

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## Maps





— Develop new skills Reflect on past successes — Seek support from ones you trust — Control what you can — Ask for help



# Uncertainties in product development should anticipated.



## Sustain uncertainties for a while, resist immediate clarification.



## Have a phase of divergence at all.





## DSK is built for content that is uncertain.



### As users of DSK we needed a place...

### ... to »shape« the Design System



### As users of DSK we needed a place...

... for fragments ... that allows for chaos ... that allows for structure ... with flexibility to adapt ... to »shape« the Design System

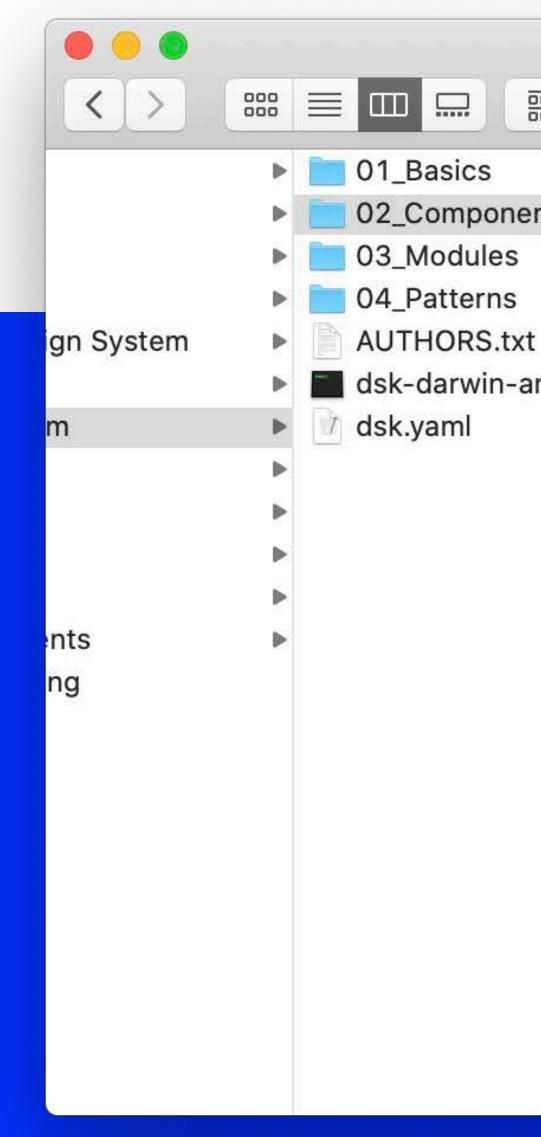


#### **Uncertainty** in DSK

#### Stubs & Placeholders

Change Your Mind

Copies Are Cheap



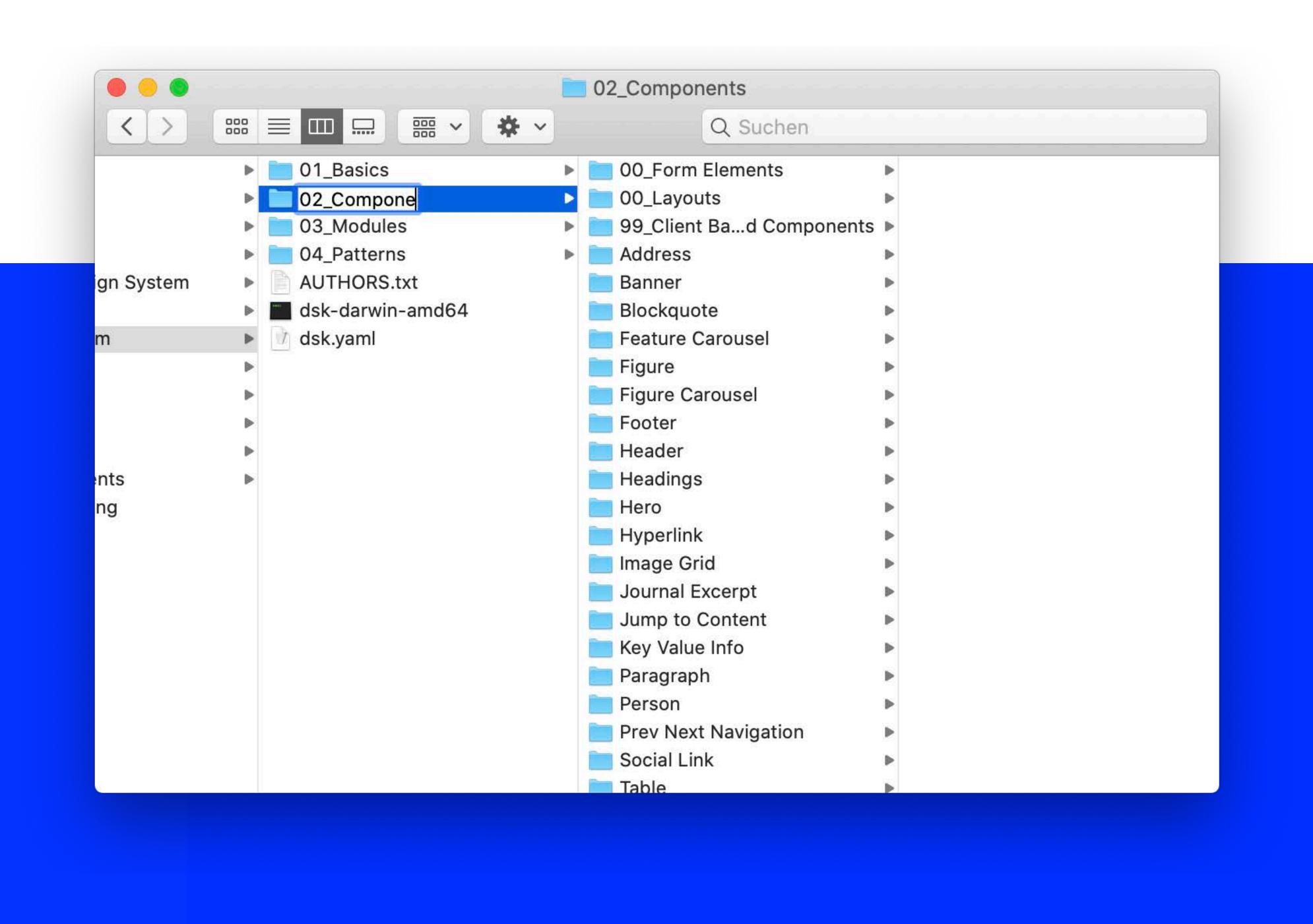
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#### **Uncertainty** in DSK

#### Stubs & Placeholders

#### Change Your Mind

Copies Are Cheap



#### **Uncertainty** in DSK

Image: System Copy

Stubs & Placeholders

Change Your Mind

Copies Are Cheap





#### Principle IV

## Resourcefulness





## Services are well practiced, but long-term product building is not fully understood.



## No extra budget, therefore a by-product on a running project.



## DIY?





## We are no geniuses and are not infinitely capable.



#### Principle IV

## Resourcefulness





## Prioritized features by our capabilities.



## Worked with existing components and knowledge.



## We didn't forget about our emotional resources.



## Practiced »release early release often« paradigm.



#### **Resourcefulness** in DSK



#### Filesystem

#### Architecture

**Existing Formats** 

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#### Resourcefulness

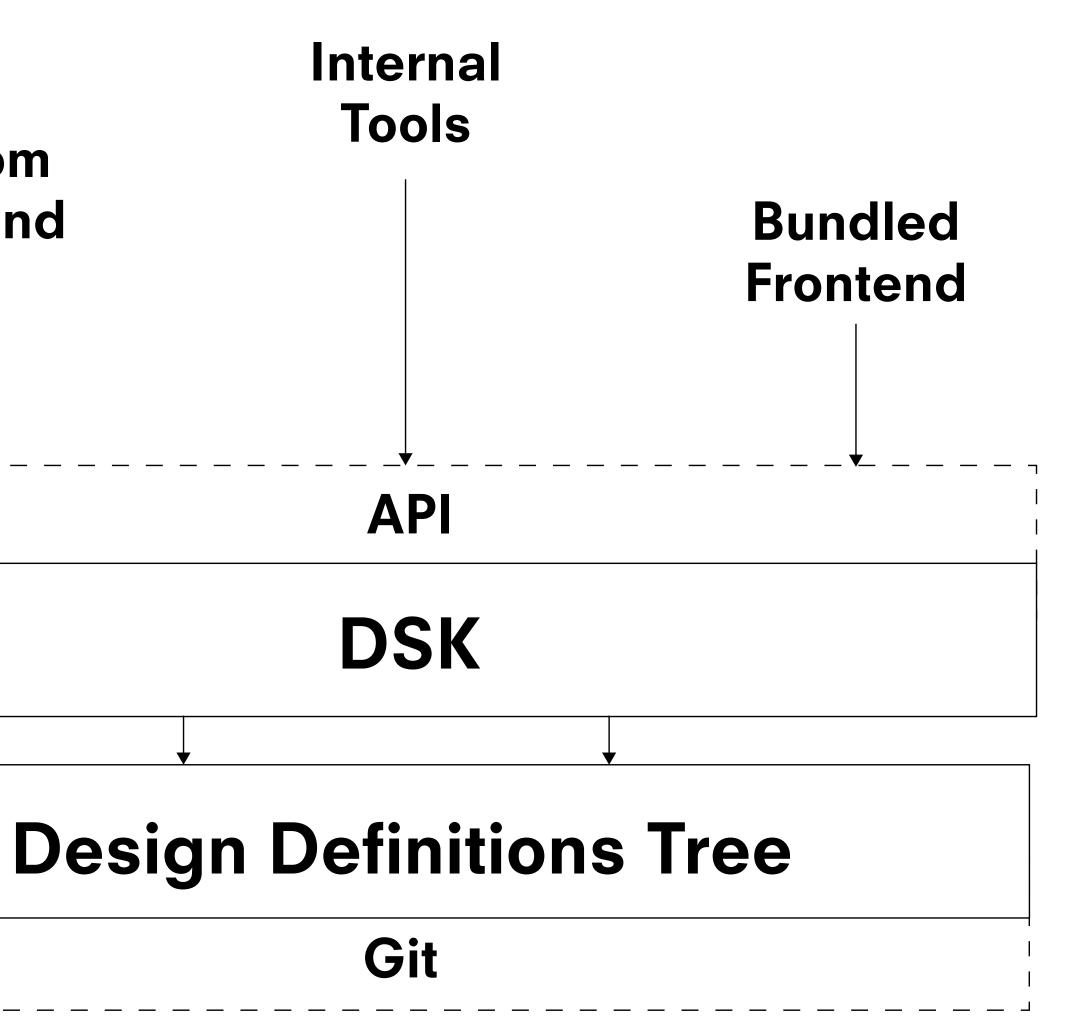
in DSK

#### Custom Frontend

#### Filesystem

#### Architecture

**Existing Formats** 





#### **Resourcefulness** in DSK

Filesystem

#### Architecture

**Existing Formats** 

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#### Principle V

## Being Principled





## Principles guide you and help develop a coherent product.



# Some principles are worth sticking to through the whole lifetime of a product.



## Sometimes it's time to let go.



# let go — zero configuration sticked to — low floor questioning — format agnostic



## You don't need a principle to start: discover them.



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## Thank You!

## rundsk.com github.com/atelierdisko/dsk atelierdisko.de



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- -ExpandableStation
- -Hypepenkink

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