### Gatekeepers to Gardeners Design Systems for Every Developer

Maryann M. Bell
Senior Engineering Manager @ Adobe

#### Our platform, Ethos, serves all of Adobe

3K

developers using Ethos across Adobe

3.5K 18K

services on Ethos from across Adobe

deployments to production in the last 3 months

#### Goals of every developer

- 1. Make cool stuff
- 2. Deliver quickly
- 3. Work well together

#### We were working with limited resources

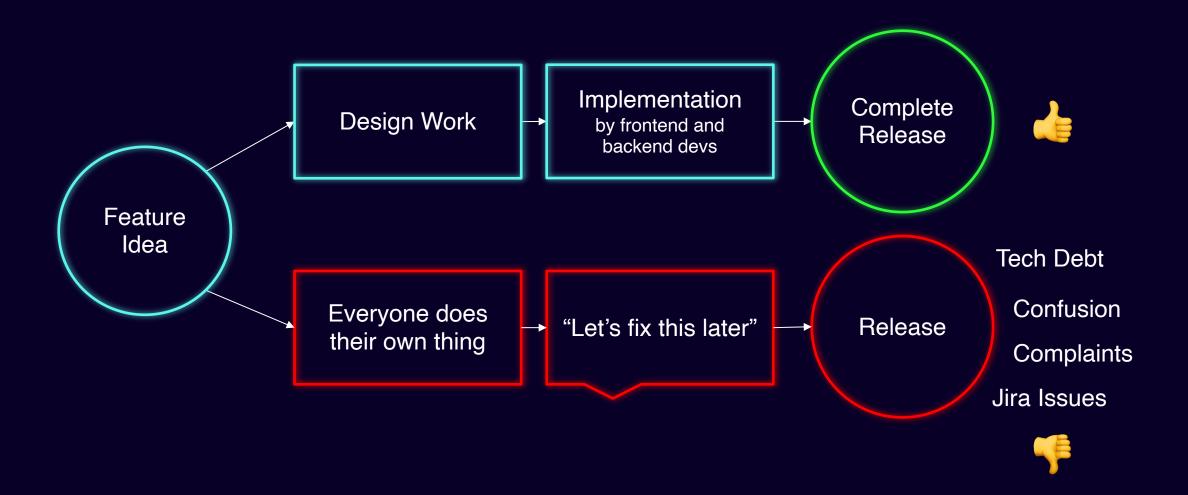


Backend & systems developers

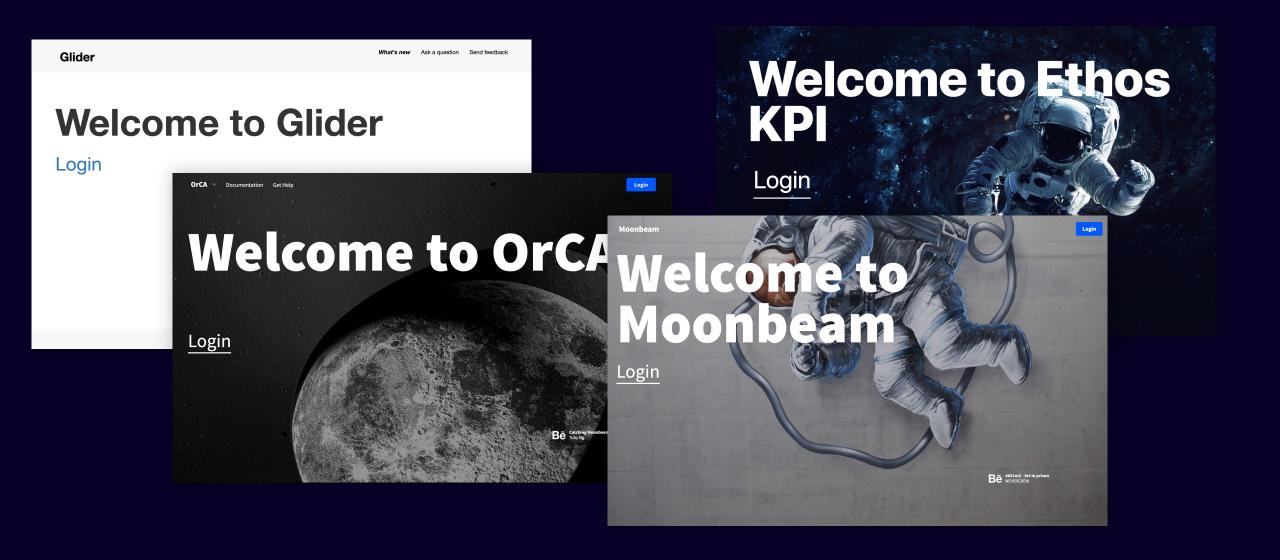


Frontend developers / designers

#### Feature development was a problem



#### The problems were showing up in our product



#### Goals of every developer

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- 3. Work well together

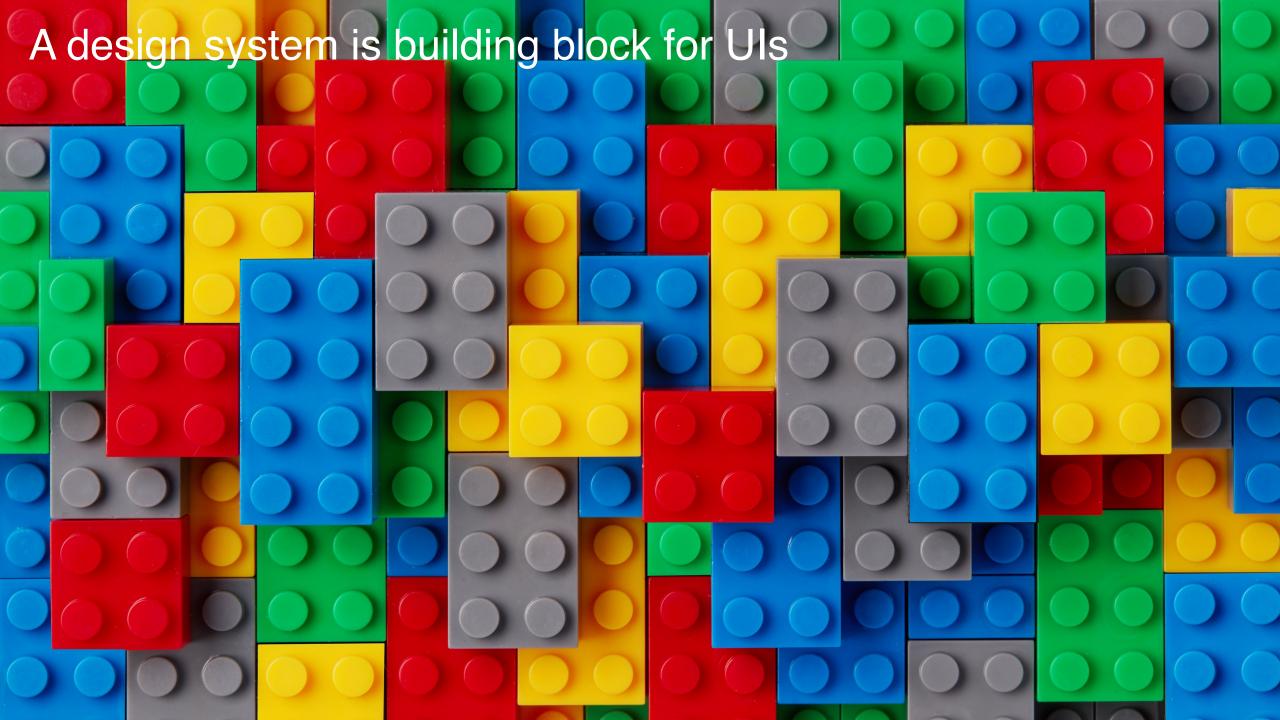




A design system is...

range of products.

A design system is a collection of reusable functional elements—components and patterns—guided by clear standards that product teams use to create a consistent experience across a



#### 4 parts of a design system



Principles & Guidelines



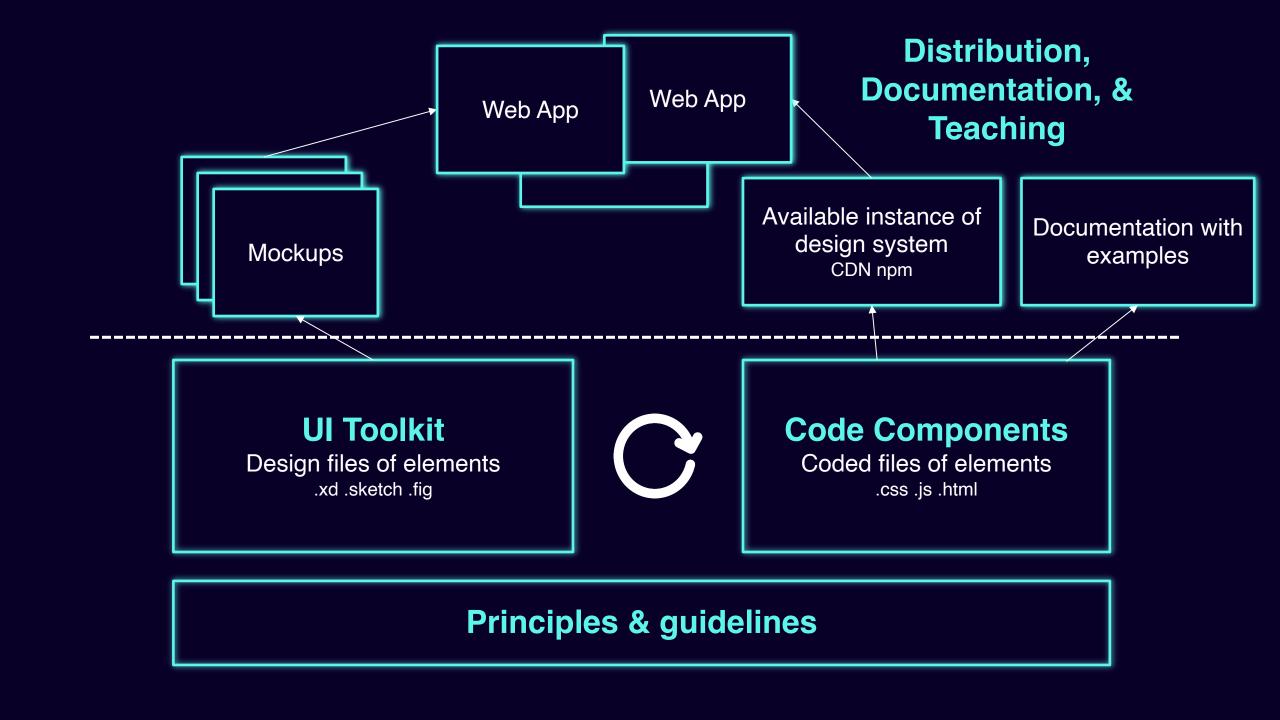
**UI Toolkit** 



**Coded Components** 



Distribution, Documentation, & Teaching



#### A seed was planted for an Ethos design system



# Adopting a design system mindset will help scale the impact of your frontend work while empowering and unblocking every developer.

#### Gatekeeper to gardener mindset

Let people into the garden.

Give people the tools to do what they want.

Think beyond your own plot of land.

Remove the walls.









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#### A list of benefits if you'd like to convince someone

- 1. Scale the impact of frontend work
- 2. Only solve problems once don't duplicate work
- 3. Create **consistent** user experiences
- 4. Make UI development quicker and easier
- 5. Democratize UI design and development

#### A list of benefits if you'd like to convince someone

- 1. Scale the impact of frontend work
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- 5. Democratize UI design and development

Caveat: Is it the right time?

Introducing ... Stardust

#### Take an iterative approach

- You can start today
- You can start on your own
- Start taking small steps now
- Plan to iterate

#### Gatekeeper to gardener mindset

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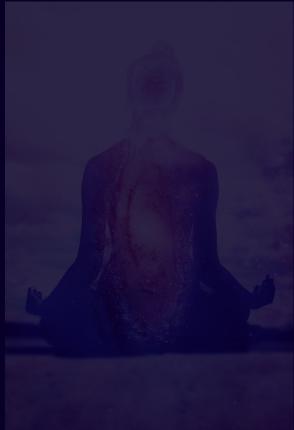
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UI Toolkit



**Coded Components** 

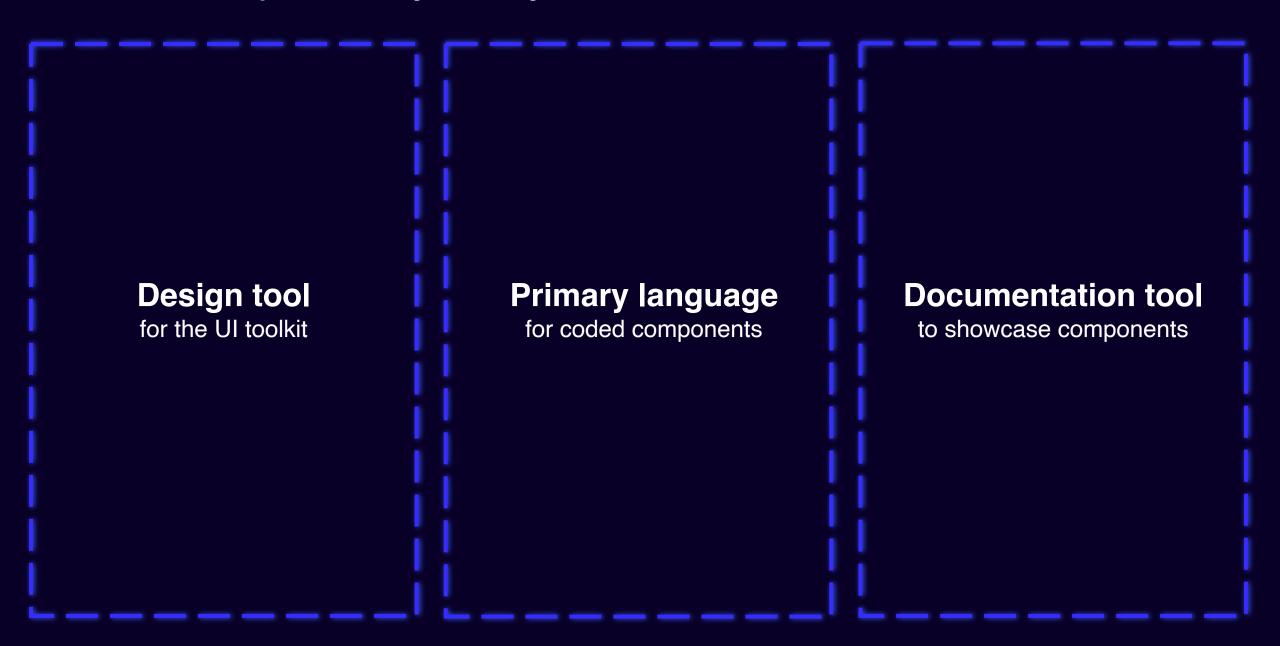


Distribution, Documentation, & Teaching

#### Make key decisions at the beginning

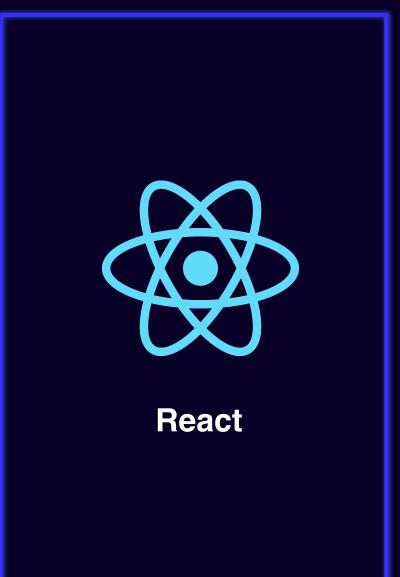
- What matters? What doesn't?
- Methodologies like BEM
- How many components to start with
- Flexible vs opinionated
- Tools and languages to use

#### Choose the parts of your system

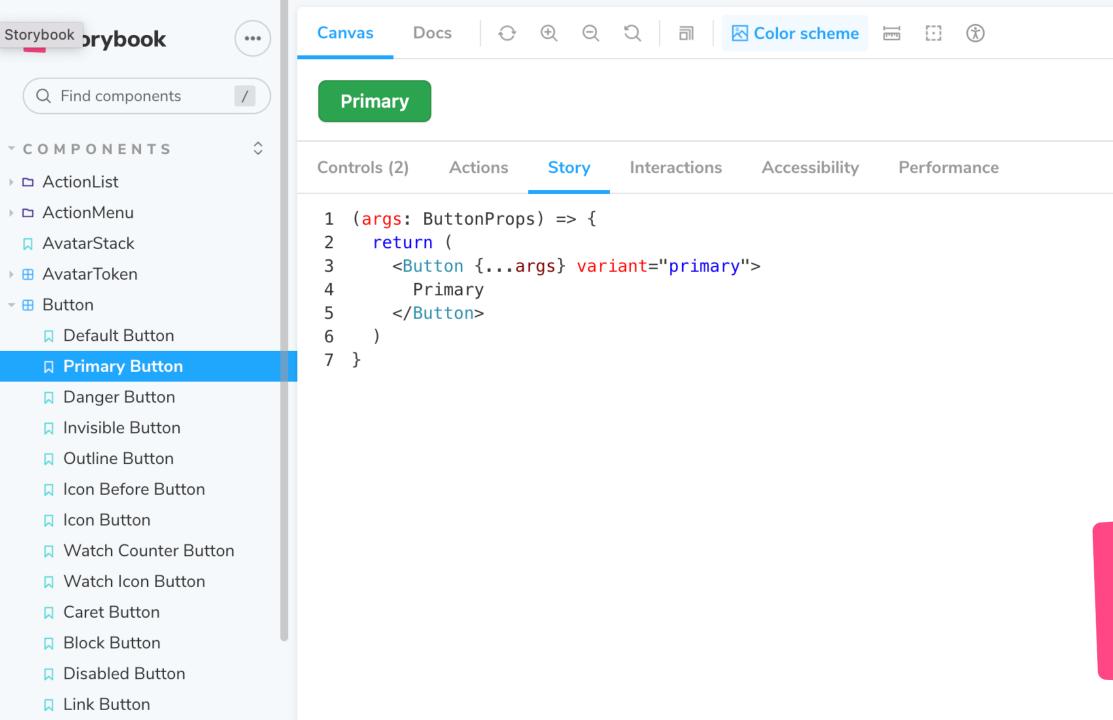


#### The standard I recommend now



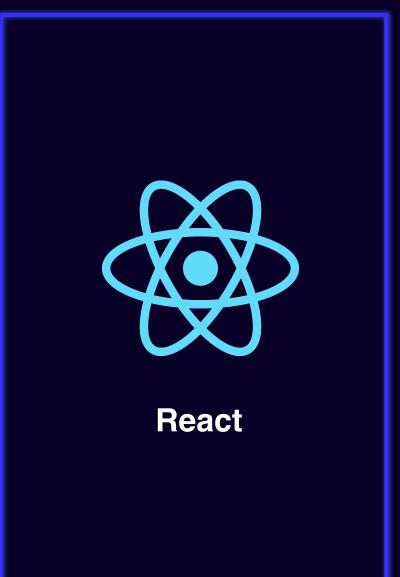






#### The standard I recommend now







#### What we went with at the time









Principles & Guidelines



UI Toolkit

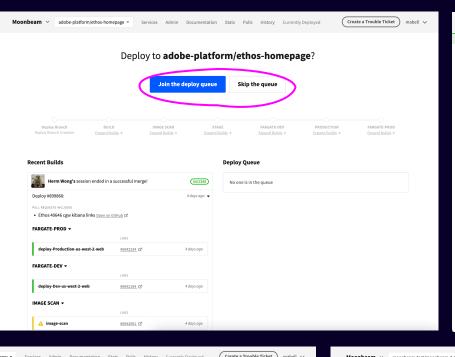


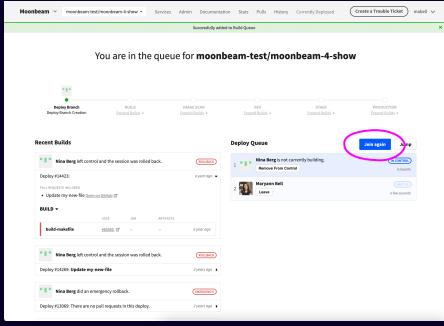
**Coded Components** 

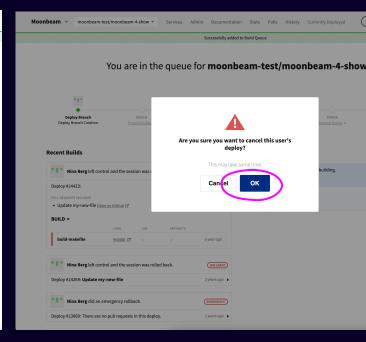


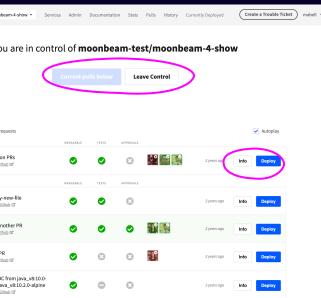
Distribution, Documentation, & Teaching

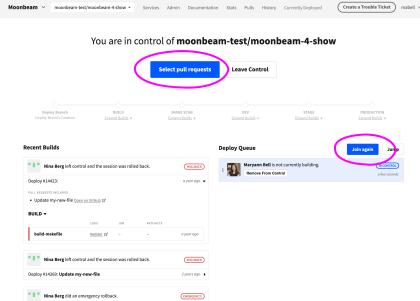
#### Audit the existing code & design

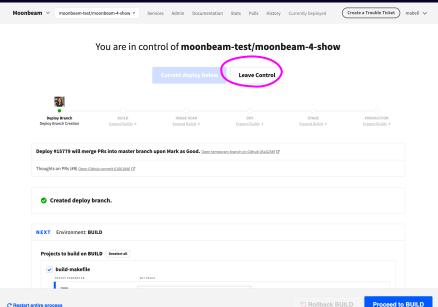












## Create the UI toolkit using your design tool Secondary Dropdown -Secondary



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UI Toolkit

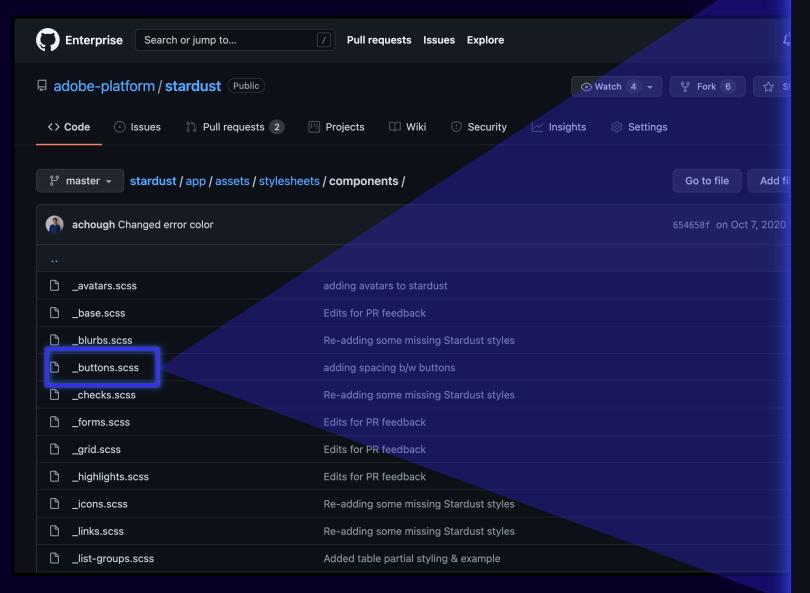


**Coded Components** 



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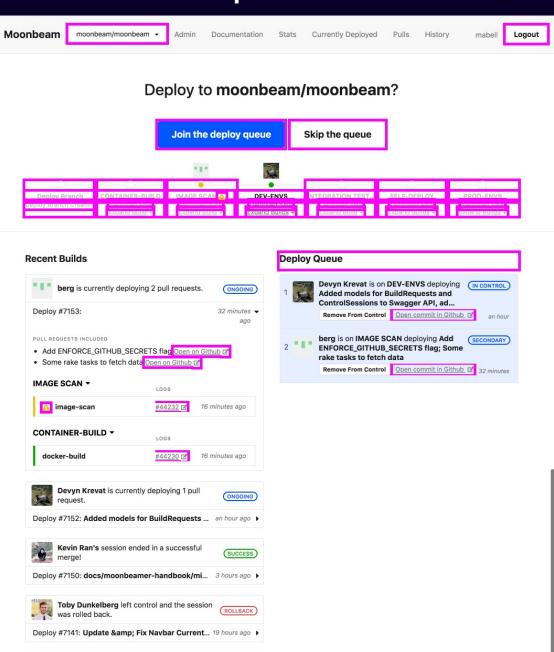
#### Create the coded components



```
326 lines (255 sloc) 4.97 KB
      // Buttons
      $btn-padding-y: 8px;
      $btn-padding-x: $btn-padding-y * 1.8;
      .rf-btn,
      .rf-btn[type="button"],
     %rf-btn {
        -webkit-appearance: initial;
       border: 1px solid transparent;
       border-radius: $border-radius;
        cursor: pointer;
        display: inline-block;
        font-weight: bold;
        height: auto;
        line-height: 1.1em;
        padding: $btn-padding-y $btn-padding-x;
        position: relative;
        text-align: center;
        text-decoration: none !important;
        touch-action: manipulation;
        vertical-align: middle;
        white-space: nowrap;
        user-select: none;
        @include hocus {
          outline: none;
          text-decoration: none !important;
```

#### As you expand coverage, track with CSS namespace

```
[class^="rf-"],
[class*=" rf-"] {
  outline: 5px solid #ff00ff;
}
```



#### Gatekeeper to gardener mindset

Let people into the garden.

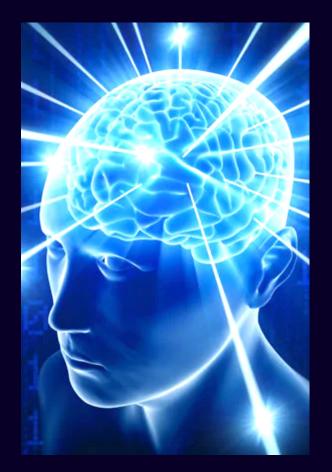
Give people the tools to do what they want.

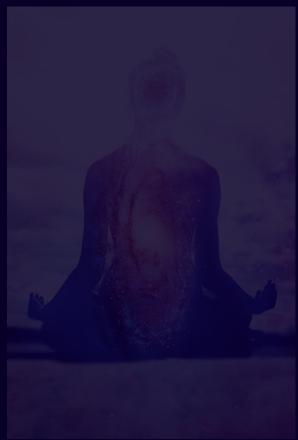
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**UI** Toolkit

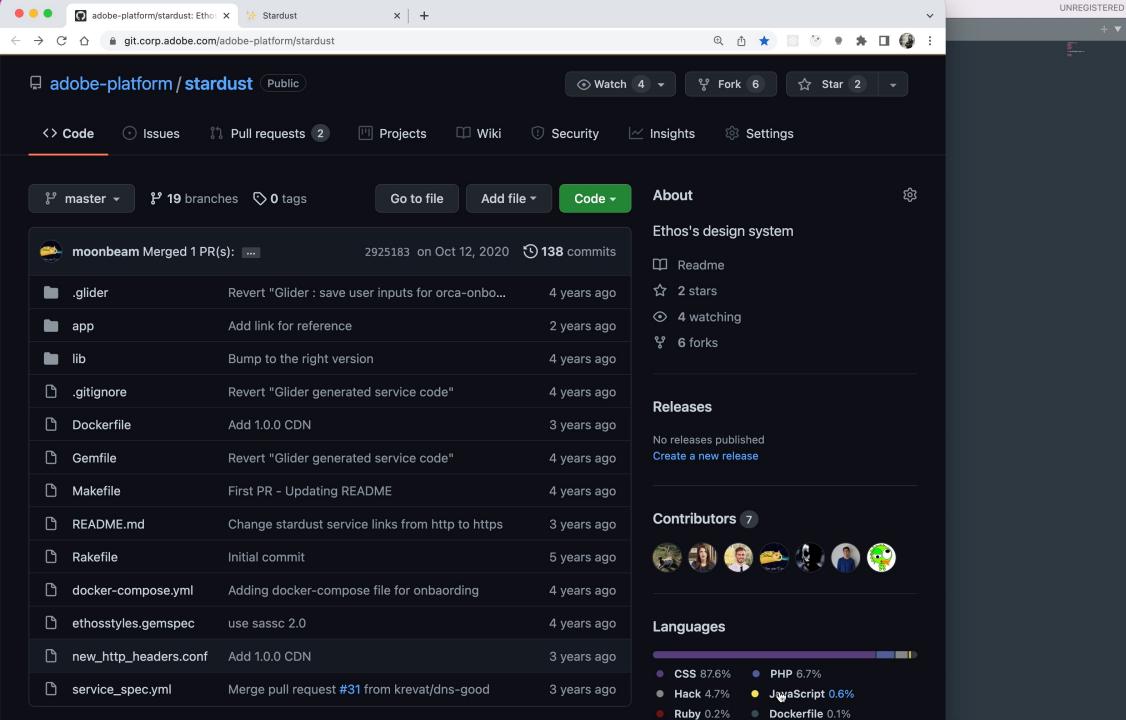


**Coded Components** 



Distribution, Documentation, & Teaching



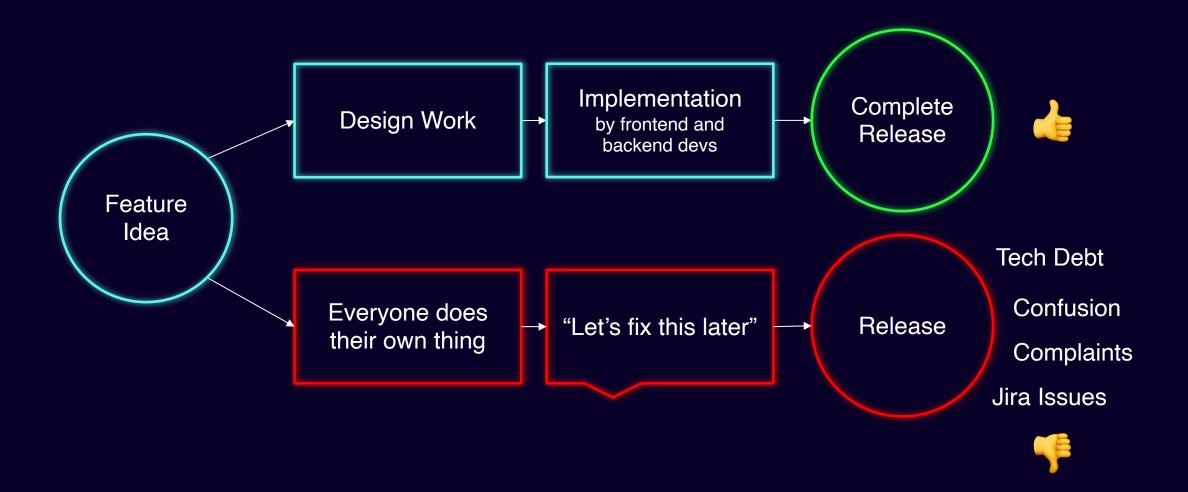


## Use the community playbook to expand knowledge

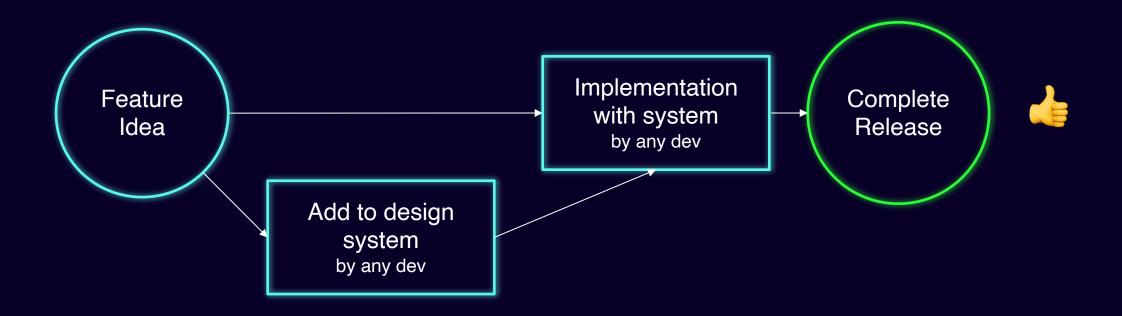
- Slack channel
- In-person training sessions / bootcamps
- Office hours
- Community sessions / brown bags
- 1:1 screenshares
- Don't forget to record!

## What were the results?

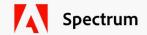
## Old development lifecycle



## New feature lifecycle



## Just when things were turning around...





Spectrum

**Foundation** 

Content

Components

**Patterns** 

Tools and resources

Support

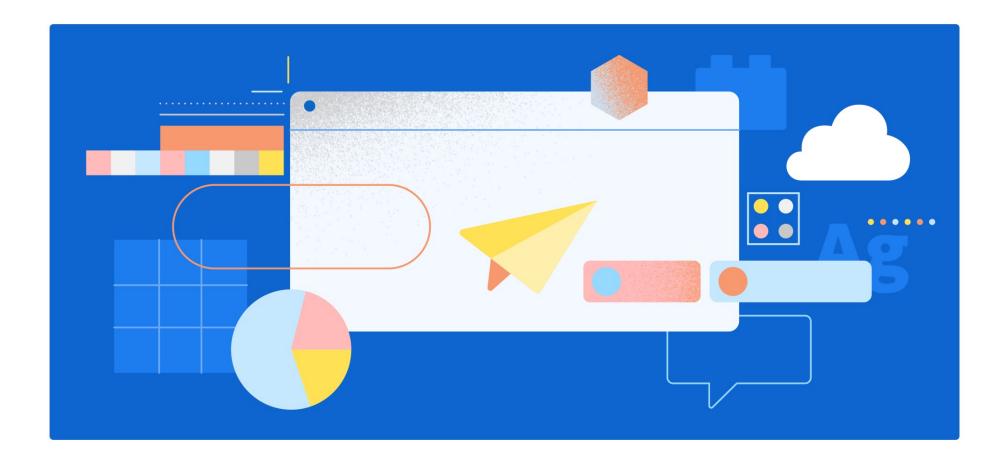
Spectrum CSS

React Spectrum

Spectrum Web Components

## Spectrum, Adobe's design system

Spectrum provides components and tools to help product teams work more efficiently, and to make Adobe's applications more cohesive.



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Q Search

#### Spectrum

Principles

What's new

#### **Foundation**

Design tokens

Platform scale

Theming

Color

Typography

Object styles

Motion

States

Iconography

## **Principles**



#### Rational

Spectrum is based on real-world situations. Every component, pattern, and principle is informed by research and thoughtful testing.



#### Human

Spectrum places customer needs first. It's deeply committed to a high standard of accessibility, honesty, and respect for user attention.

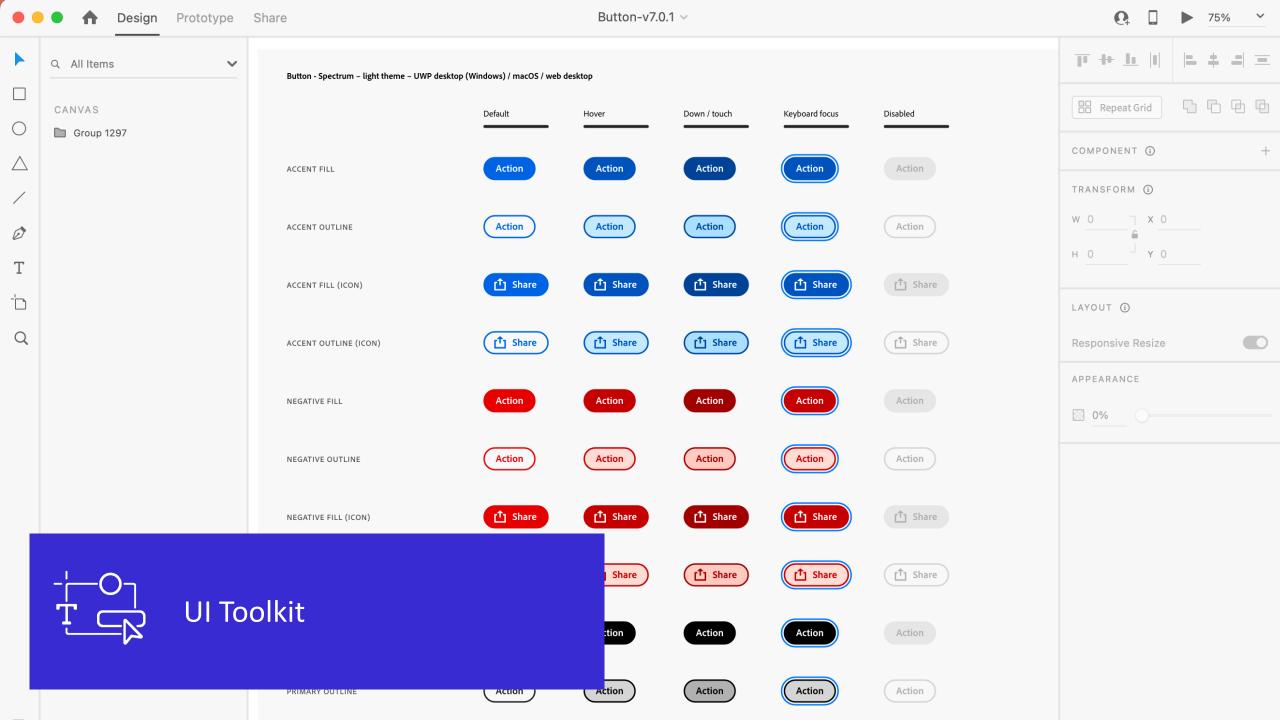


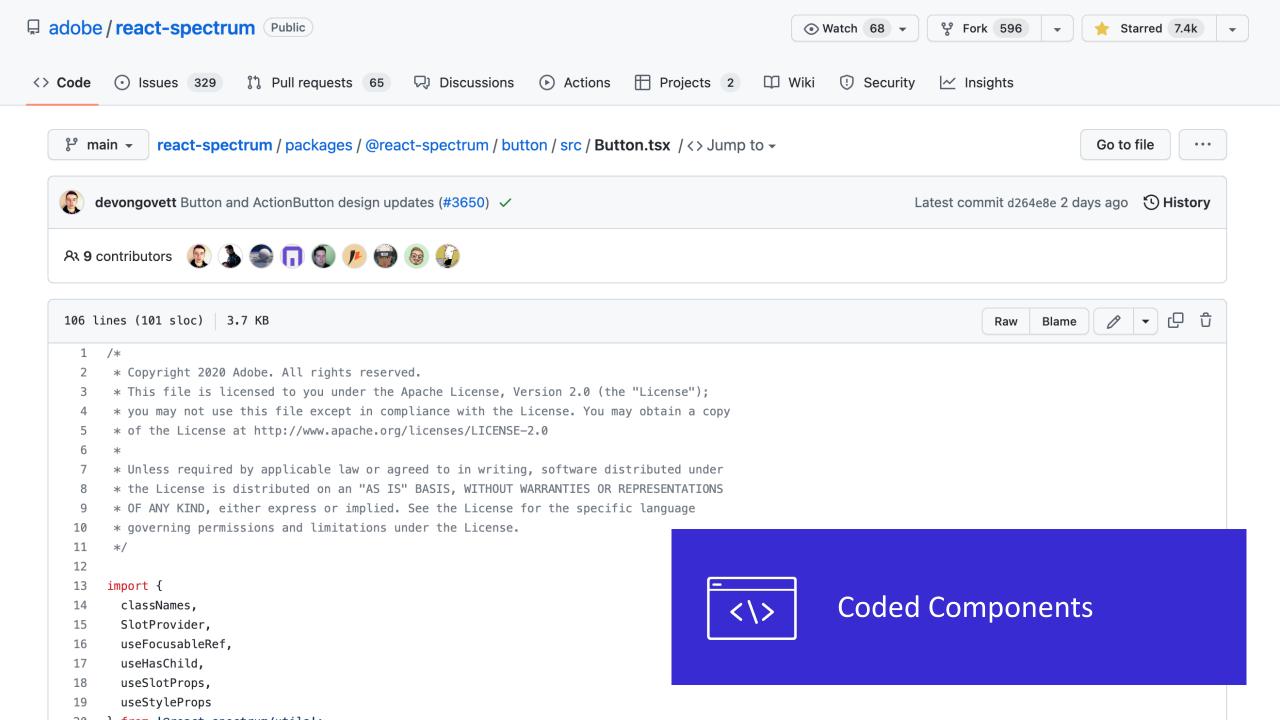
#### Focused

Spectrum strives to deliver what's needed, when it's needed. No unnecessary decoration or irrelevant content.



Principles & Guidelines







INTRODUCTION

**Getting Started** 

Versioning

CONCEPTS

Layout

Styling

**Testing** 

Theming

Server Side Rendering

Drag and Drop

APPLICATION

Provider

LAYOUT

Flex

Grid

## **Button**

Buttons allow users to perform an action or to navigate to another page. They have multiple styles for various needs, and are ideal for calling attention to where a user needs to do something in order to move forward in a flow.

yarn add @adobe/react-spectrum install

added 3.0.0

import {Button} from '@adobe/react-spectrum' usage



View guidelines

Spectrum



View repository GitHub



View package

NPM

#### **Contents**

#### Example

#### Content

Accessibility

Internationalization

**Events** 

**Props** 

#### Visual options

Call to action

Primary

Quiet primary

Secondary

Quiet secondary

#### Example

<Button variant="cta">Save





Distribution, **Documentation & Teaching** 

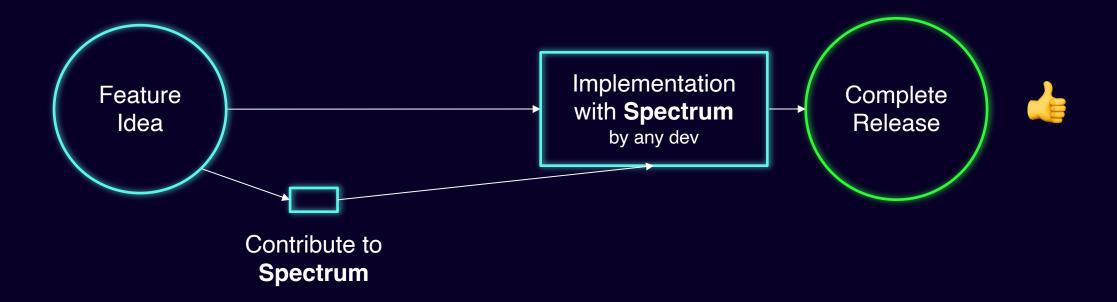
Icon only

## We decided to shift to using Spectrum

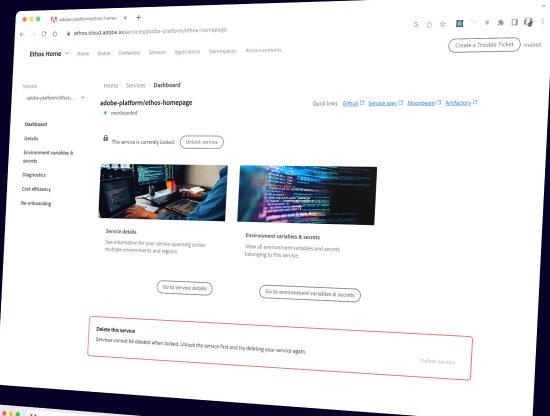
- Stop duplicating work
- Become contributors to a wider system
- Expand past Adobe through OSS

## What's it like now?

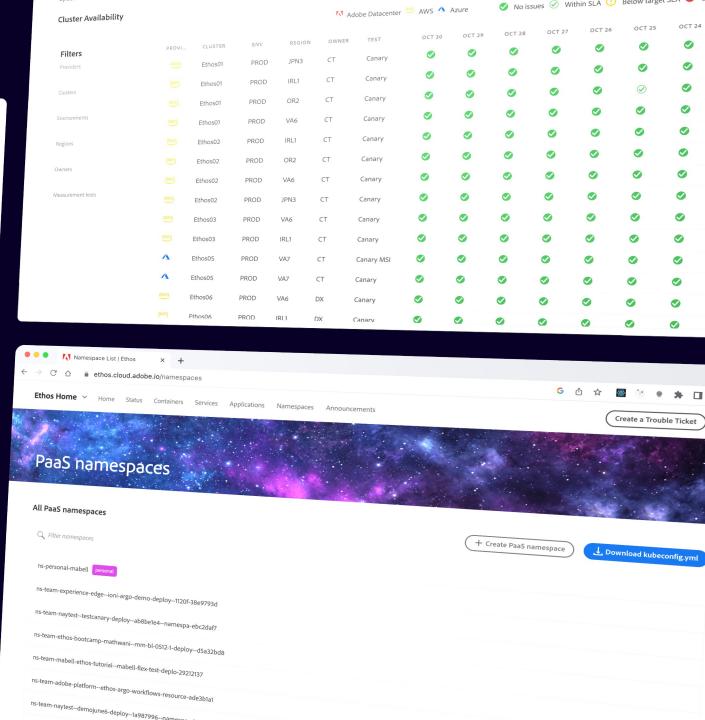
## Team is enabled with easiest workflow yet



## State of the product







## We're constantly improving and re-evaluating







Mindsets take time to change

Open source design system conflicts

Knowledge gap with frontend tech

## What's next in design systems?



If I had to start today...

- Build all pieces in parallel
- Use standard tooling
- Don't start from scratch

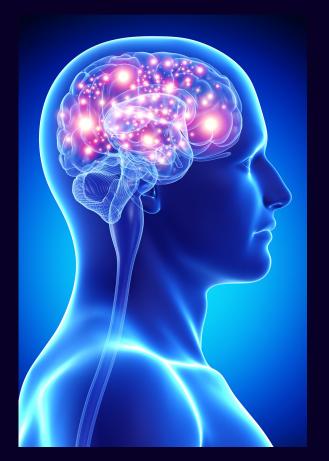
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# Letting go of control and helping people do what they want to do will make your work better and more fun.

## Thank you!

#### **Connect with me:**

Find me after this talk!

Twitter: <a href="https://twitter.com/maremarebell">https://twitter.com/maremarebell</a>

LinkedIn: <a href="https://www.linkedin.com/in/maryannbell">https://www.linkedin.com/in/maryannbell</a>



View & download slides

### Resources

- Storybook Tutorial
  - https://storybook.js.org/tutorials/design-systems-fordevelopers/react/en/introduction/
- Design Systems: Step-by-Step Guide to Creating Your Own
  - https://www.uxpin.com/create-design-system-guide/
- CSS Namespaces
  - https://csswizardry.com/2015/03/more-transparent-ui-code-with-namespaces/
- Spectrum, Adobe's Design System
  - https://spectrum.adobe.com/
- UX Tools Design System Survey 2020
  - https://uxtools.co/survey-2020/#design-systems