

### Design systems

What can they do for us?

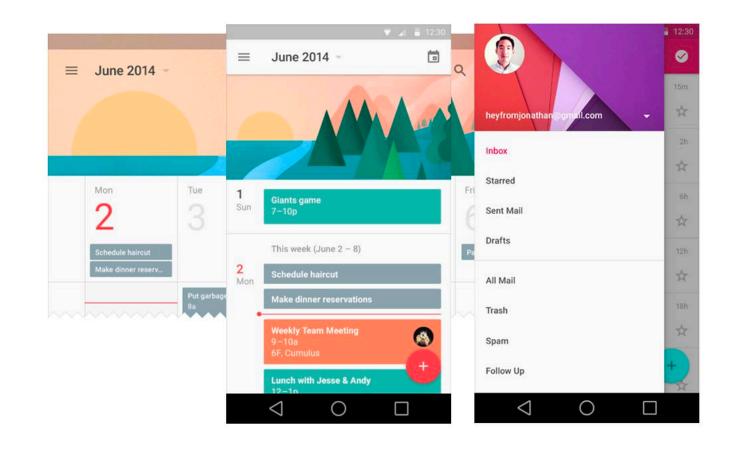
### What is a design system?

- Single source of truth
- · Outlines principles, styles, behaviours, guidelines
- More than a style guide -> patterns -> code components
- Brings design and development closer together

### Why use a design system?

- Focus design resources on solving OpenMRS specific problems
- Speed up product development
- Ensure accessibility from the beginning
- Gives a framework for design decision making

### Some (famous) examples



Material Design (Google)

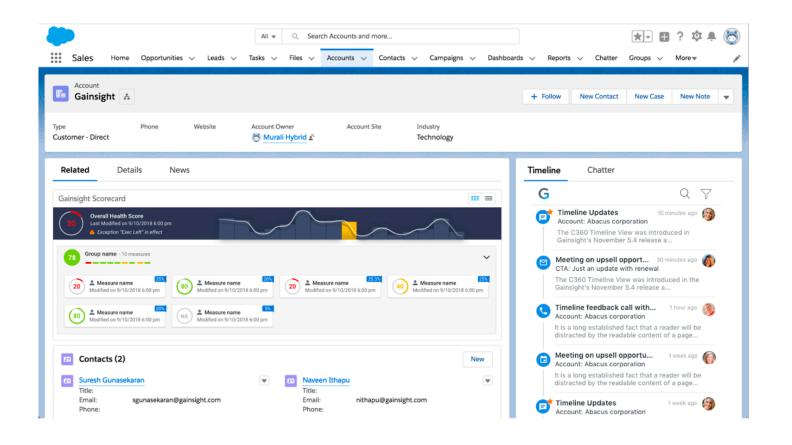


Human Interface Guidelines (Apple)

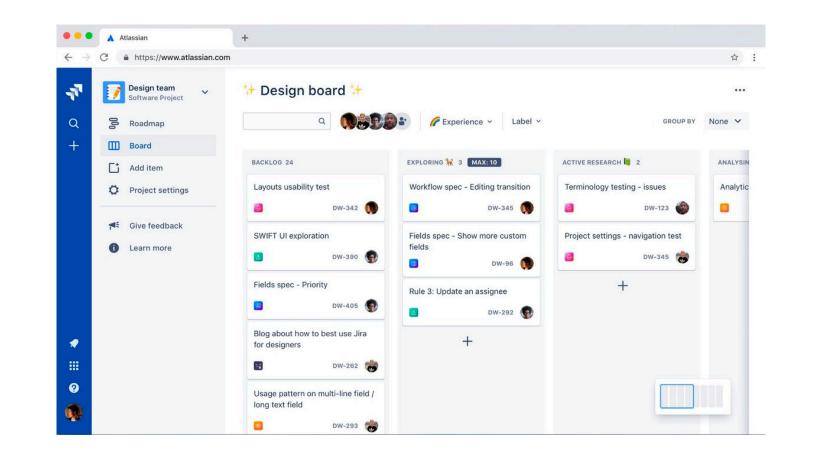


Fluent Design System (Microsoft)

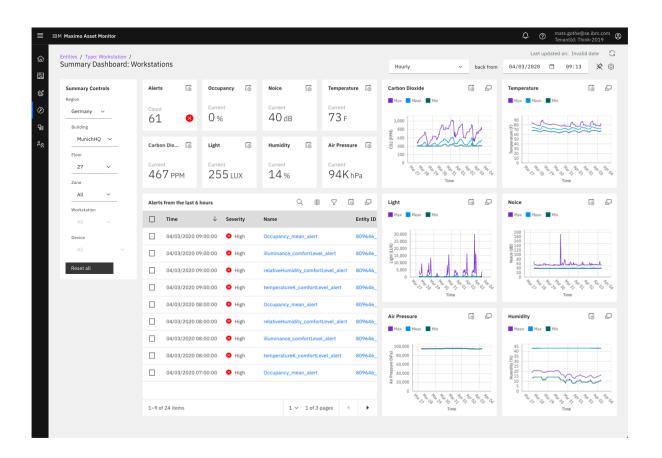
### Other examples



Lightning Design System (Salesforce)



ADG (Atlassian)

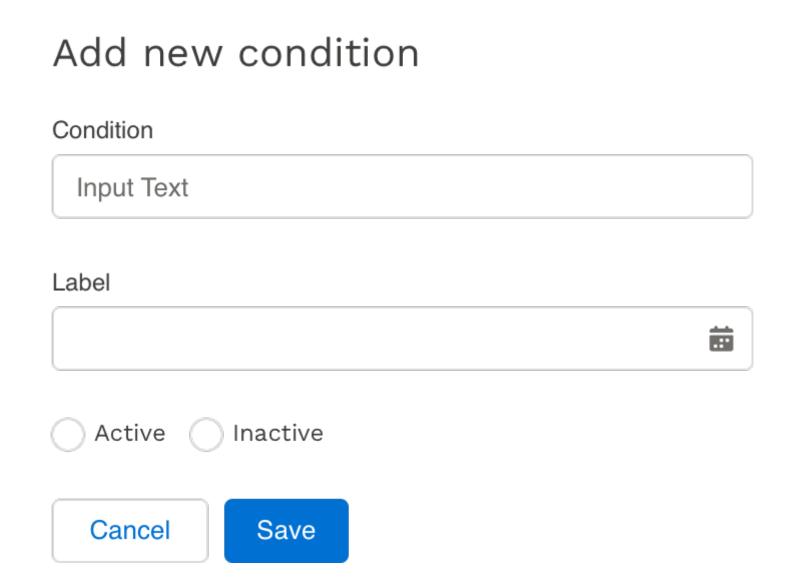


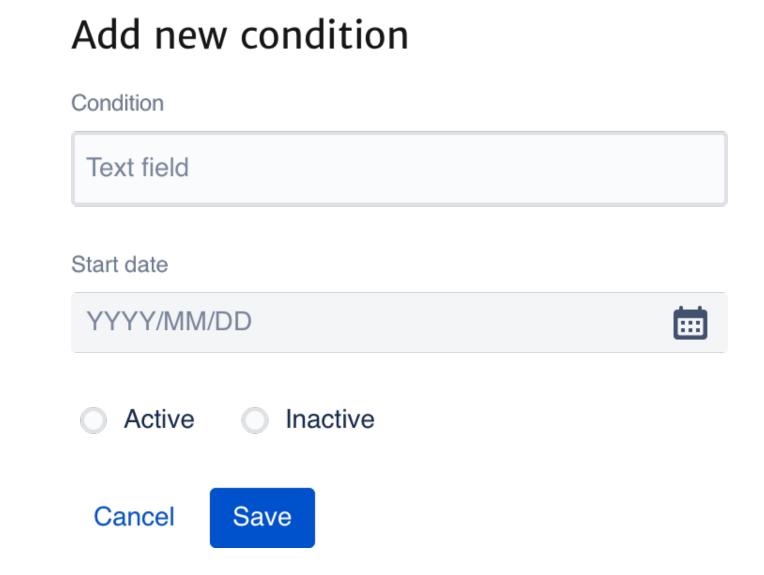
Carbon Design System (IBM)

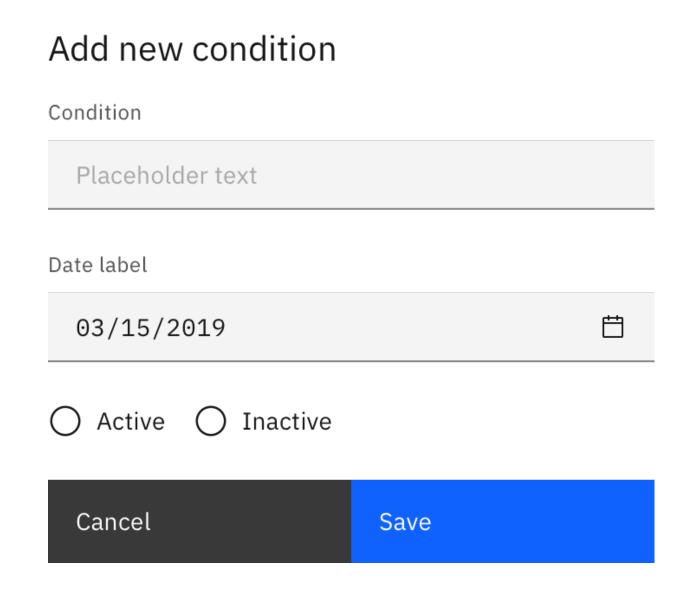
### Value in practice



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## "Good designers copy – great designers steal"

Pablo Picasso

### "The best pattern is the one the user knows already"

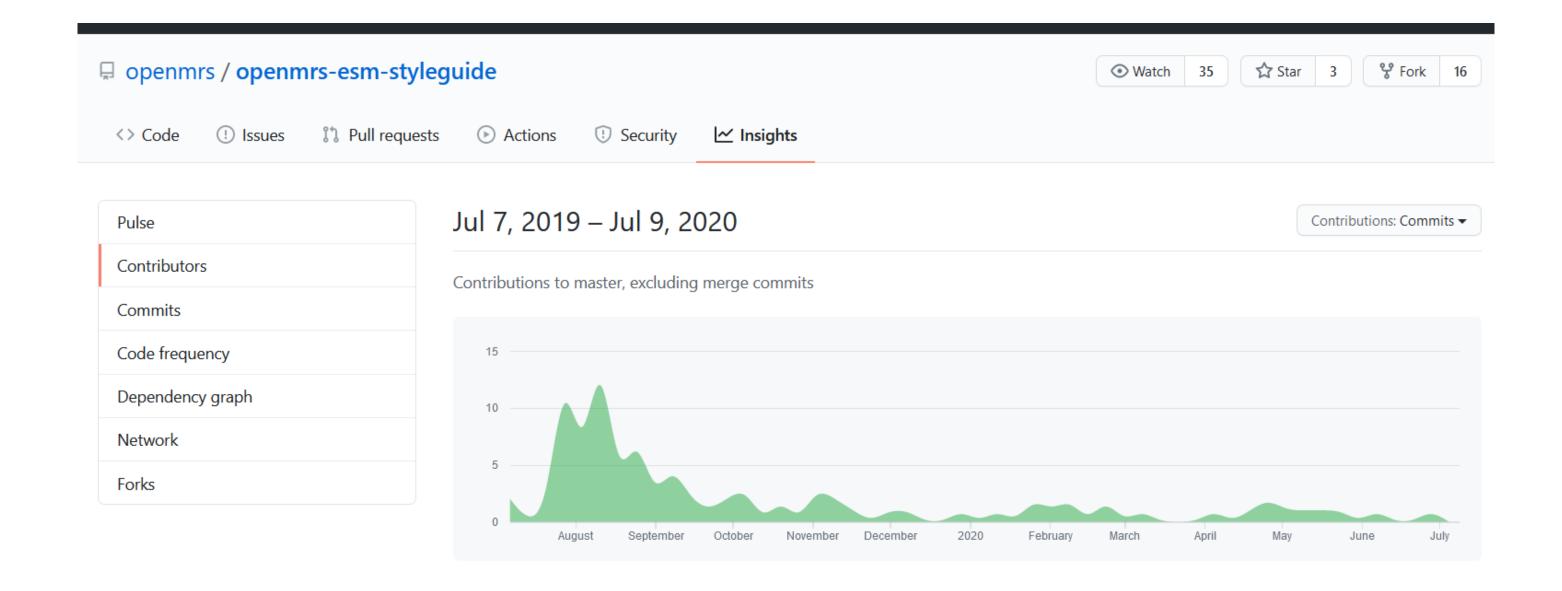
### How do we choose a design system?

- Look who's already solved key challenges (data and trends, complex tables)
- Look at analogous domains (consumer, enterprise, health)
- Look at how we implement (take the code components we need, rebuild / customise others)

#### Common reservations

- Doesn't this bloat our code?
- Aren't we just outsourcing the styling?
- Can't we just create our own style guide / design system?

### Create our own style guide?



#### Recommendations

- Start off design work: research / explore systems to ground design decisions
- Explore feasibility of using code components directly
- Work on customising components through design
- Implement that, create a style guide of custom
  OpenMRS components, build and adapt from there

# Thanks

Let's discuss