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
Value in practice

Add new condition

Condition
Input Text

Label

Active  Inactive

Cancel  Save

Add new condition

Condition
Text field

Start date
YYYY/MM/DD

Active  Inactive

Cancel  Save

Add new condition

Condition

Placeholder text

Date label
03/15/2019

Active  Inactive

Cancel  Save

Lightning Design System (Salesforce)

ADG (Atlassian)

Carbon Design System (IBM)
“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