

# THE DEVELOPER'S CONFERENCE

## Design Systems Como, quando e por quê?

TDC POA 2018 - Leonardo Merlin

# Sono?



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# *Olá, mundo!*



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Designers?

Devs?

Outros?



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Tem *Designer* disponível sobrando aí?

# *Times e proporção*



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1:25 → 1:9

2012



1:10 → 1:6

2013



1:5

2017



1:11 → 1:8

2010



1:8

2017



1:72 → 1:8

2012

2017

Fonte: <https://techcrunch.com/2017/05/31/here-are-some-reasons-behind-techs-design-shortage/> - 31/05/2017



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**1:110**

2012



**1:116**

2017

# *Consistência e Linguagem*



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Discard draft?

DISCARD CANCEL

Discard draft?

DISCARD CANCEL

Discard draft?

CANCEL DISCARD

Discard draft?

CANCEL DISCARD



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# Problemas? Labels

Usuário

 CPF

Senha

 Senha LDAP[Acessar](#)[Recuperar senha](#)

# *Bootstrap, lebram?*



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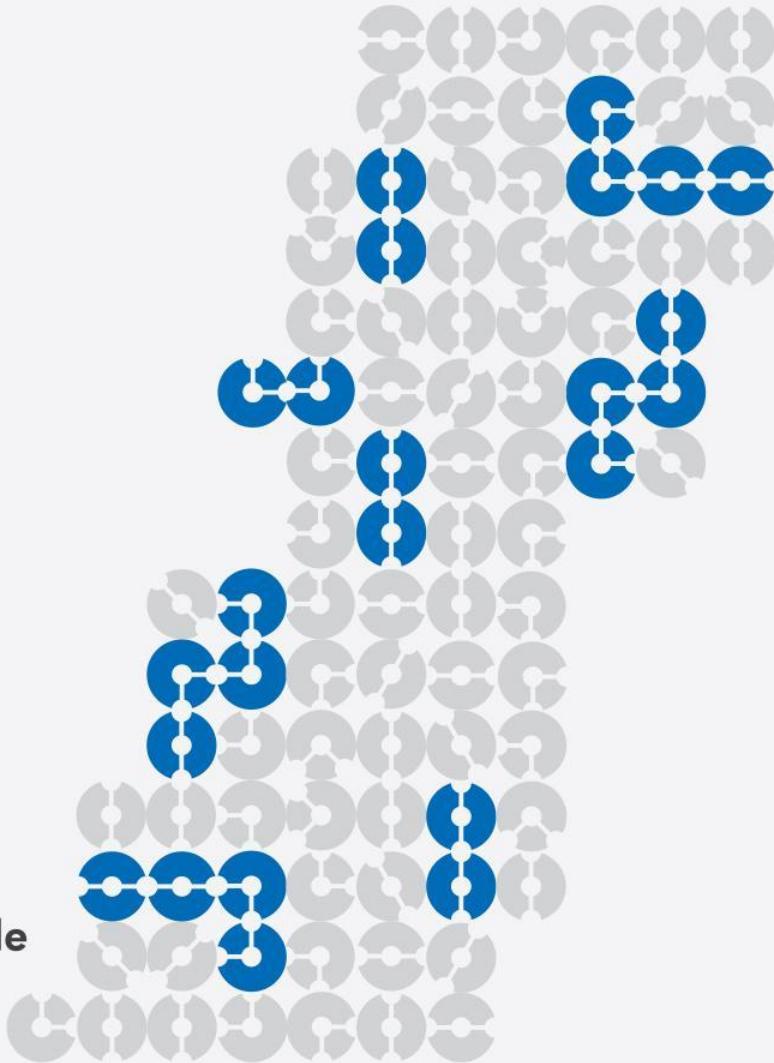
O que é *Design System* pra **você**?

# Aviso Legal

As opiniões apresentadas aqui são do autor e não necessariamente refletem os interesses desta empresa.



Soluções digitais que conectam governo e sociedade



# *Changelog*



**1.0.0** - em Dez/2014 - Princípios, LibUI, Site...



# *Changelog (resumido)*



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**1.0.0** - em Dez/2014 - Princípios, LibUI, Site...

**2.0.0** - em Ago/2015 - Prefixo css

# *Changelog (resumido)*



**1.0.0** - em Dez/2014 - Princípios, LibUI, Site...

**2.0.0** - em Ago/2015 - Prefixo css

**3.0.0** - (Angular, Vue, React)

# *Changelog (resumido)*



**1.0.0** - em Dez/2014 - Princípios, LibUI, Site...

**2.0.0** - em Ago/2015 - Prefixo css

**3.0.0** - (Angular, Vue, React)

...agora, **Design System!**?



# O que é *Design System*?



"A design system **is not** a pattern library, brand guidelines or a Sketch file. It's a system of living **principles, guides** and **components** used by designers and developers to build consistent products and experiences. A design system is a product: it has users, roadmaps, releases, features, maintenance, bugs, documentation and support."

— **Yaili de León**, Microsoft



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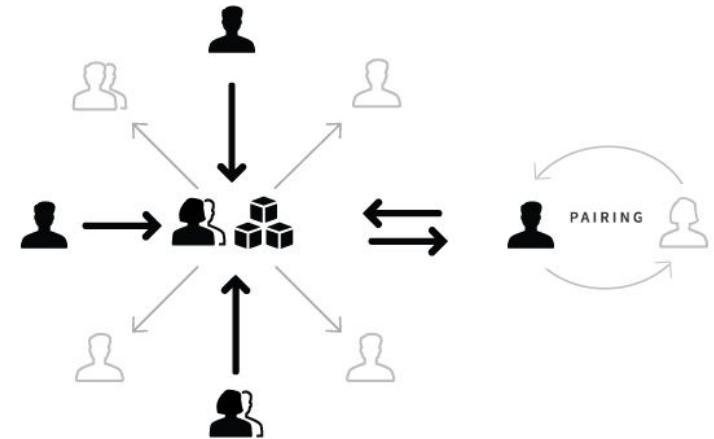
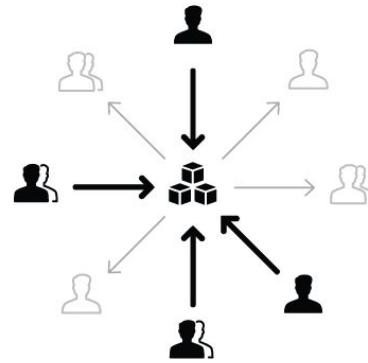
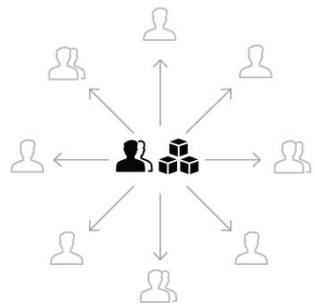


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— **Yaili de León**, Microsoft

# *Modelos de Time*



Fonte: <https://medium.com/eightshapes-llc/team-models-for-scaling-a-design-system-2cf9d03be6a0>

# *De uma Lib UI*



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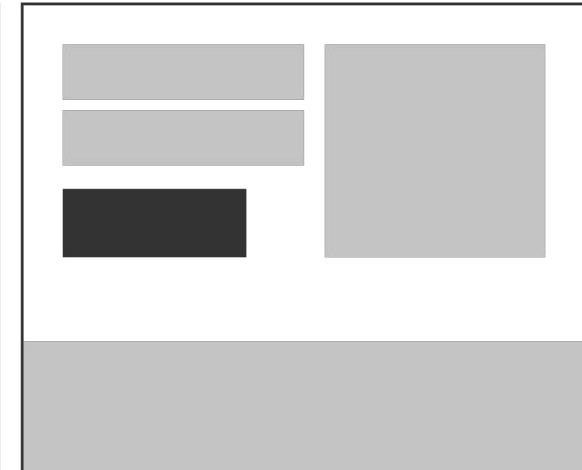
Componente



Componente Comp.



Páginas

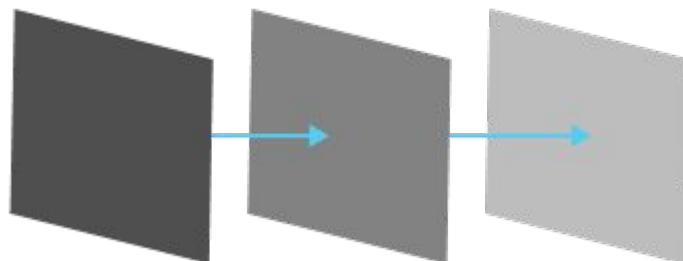


# *Para fluxos e comportamentos*

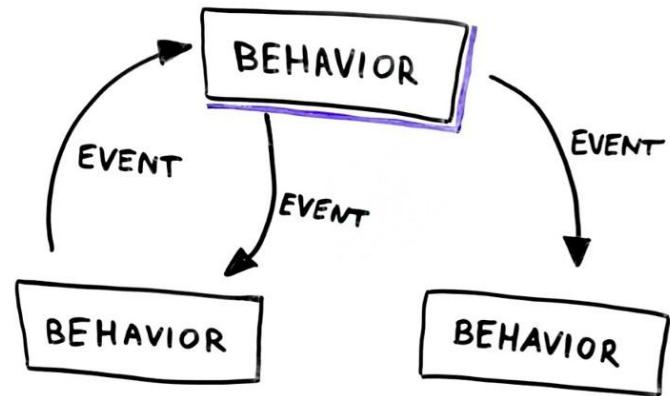


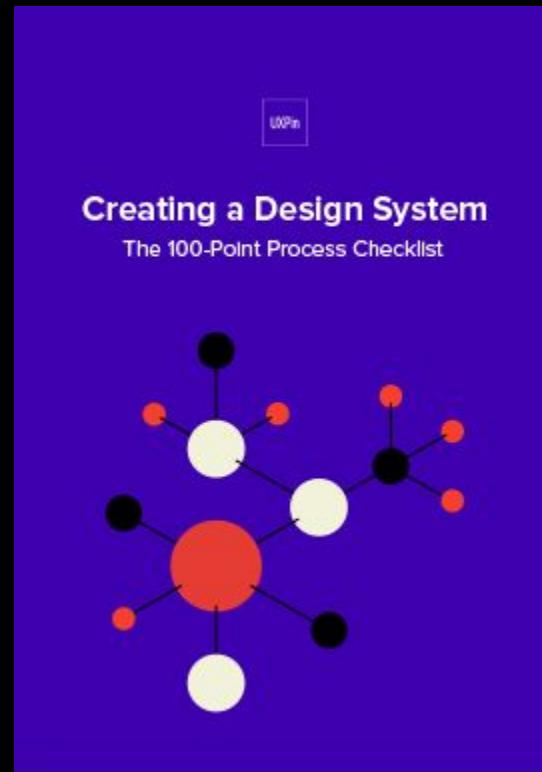
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Modelos de Interação



Estados





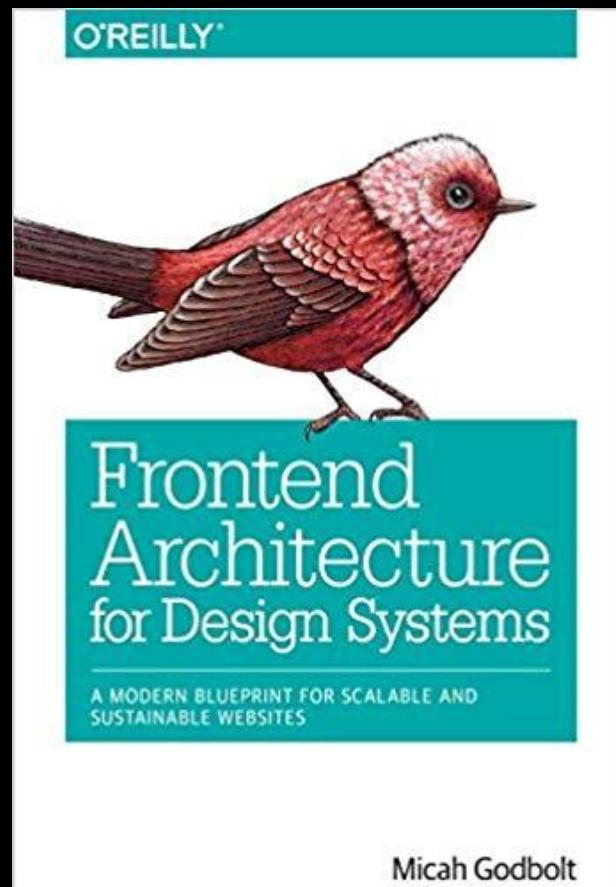
<https://www.uxpin.com/studio/ebooks/>  
by UXPin



DesignBetter.Co  
by InVision



<https://www.designbetter.co/design-systems-handbook>  
by InVision



<https://www.amazon.com/Frontend-Architecture-Design-Systems-Sustainable-ebook/dp/B01B6WS868>  
(recomendado por **Felipe Nzongo** ;-)



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# CASE: **DNIT**

1. (problemas)
2. Inventário: cores, tipografia, ícones, grid...
3. Montamos o time de ataque!
4. “Pitch”
5. 1º MVP (4 sprints = 1mês).
6. (sustentação)



*“Design System da teoria à prática - um case com aplicações da suíte RFB”*

– Paulo André

<http://assiste.serpro.gov.br/supde/video.php?nome=230638>



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# Quando?

Design Systems, when and how much? – Diana Mounter

## When?



No System



It really hurts not having one



18:28 / 21:41

Scroll for details



Diana Mounter - Github (PrimeCSS)  
Fonte: [https://www.youtube.com/watch?v=Hx02SaL\\_IH0](https://www.youtube.com/watch?v=Hx02SaL_IH0)



# *Lições Aprendidas*



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Invista em  
**Documentação**



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não force a  
**ADOÇÃO**



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quebre

**REGRAS**



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# Rodízio



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O que é *Design System* pra **você**?

# Vamos Conversar ?



Obrigado!  
@leonardo**merlin**



[bit.ly/tdc-ds](http://bit.ly/tdc-ds)