

- 1. WYSIWYG and UI/ UX Intro & History
- 2. Types of Design Systems
- 3. Future of Design
- 4. Proposal

WYSIWYG and UI/UX Intro 8 History

WYSIWYG

WYSIWYG (wiz-ee-wig) > what you see is what you get

A type of editing software that allows content to be edited in a form that resembles its appearance when printed or displayed as a finished product, such as a printed document, web page, or slide presentation

UI/UX

UI: User Interface (Visual design, layout, elements)

UX: User Experience (Usability, Accessibility, User Research)

GUI

GUI stands for graphical user interface which is a form of user interface that allows users to interact with electronic devices through graphical icons and visual indicators such as secondary notation









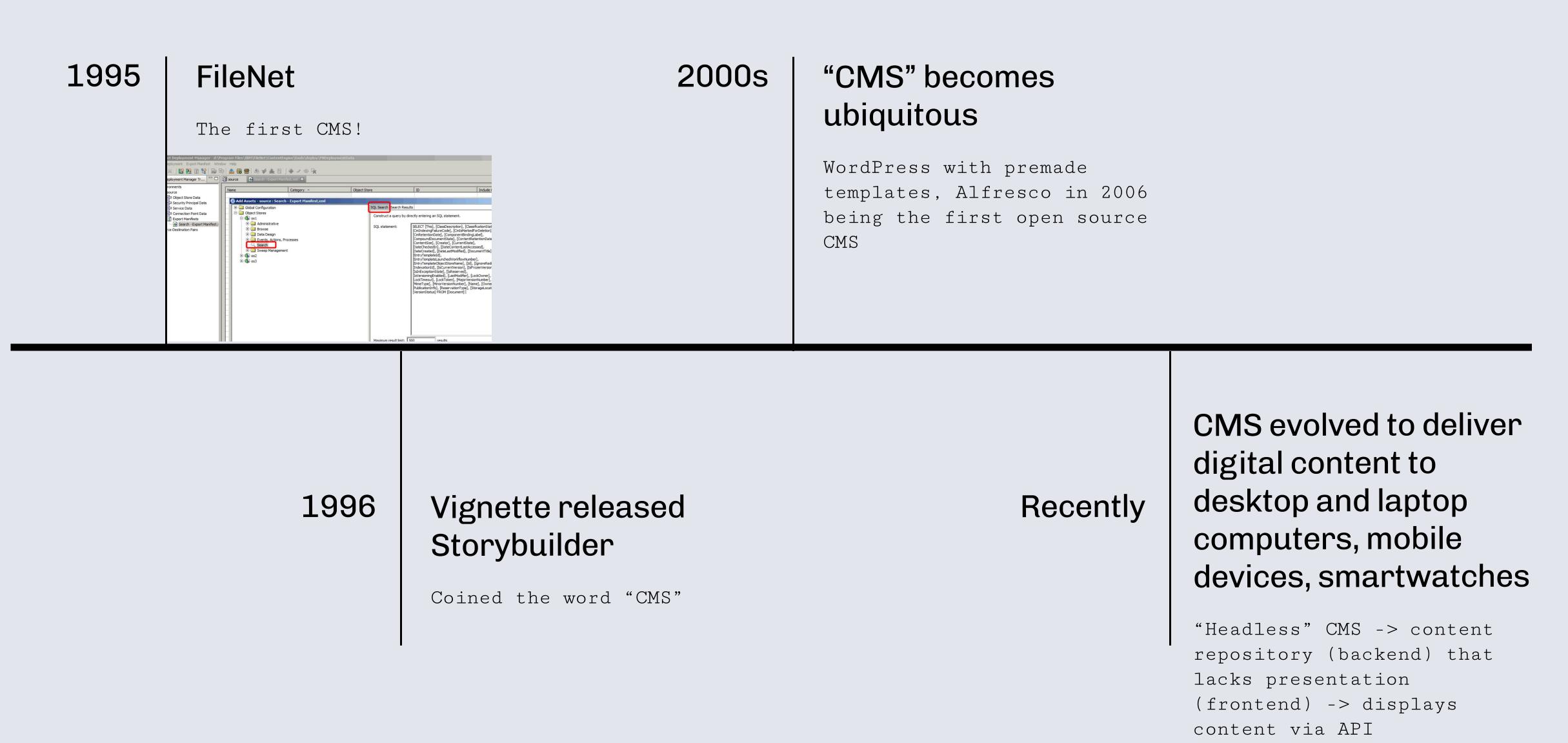






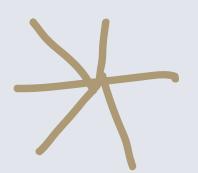


CMS: Content Management System (eg. Wordpress)

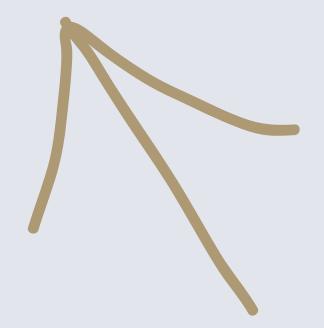


Used in Design

Design System (or Design Language)



The comprehensive set of design standards, documentation, and principles.



Atmosphere describes the feelings we get that are evoked by colour, texture and typography. You might already think of atmosphere in different terms. You might call it "feel", "mood" or even "visual identity." Whatever words you choose, the atmosphere of a design doesn't depend on layout. It's independent of arrangement and visual placement. It will be seen, or felt, at every screen size and on every device.

https://atomicdesign.bradfrost.com/table-of-contents/

Atomic Design

1: Atoms \longrightarrow 2: Molecules \longrightarrow 3: Organisms \longrightarrow 4: Templates \longrightarrow 5: Pages

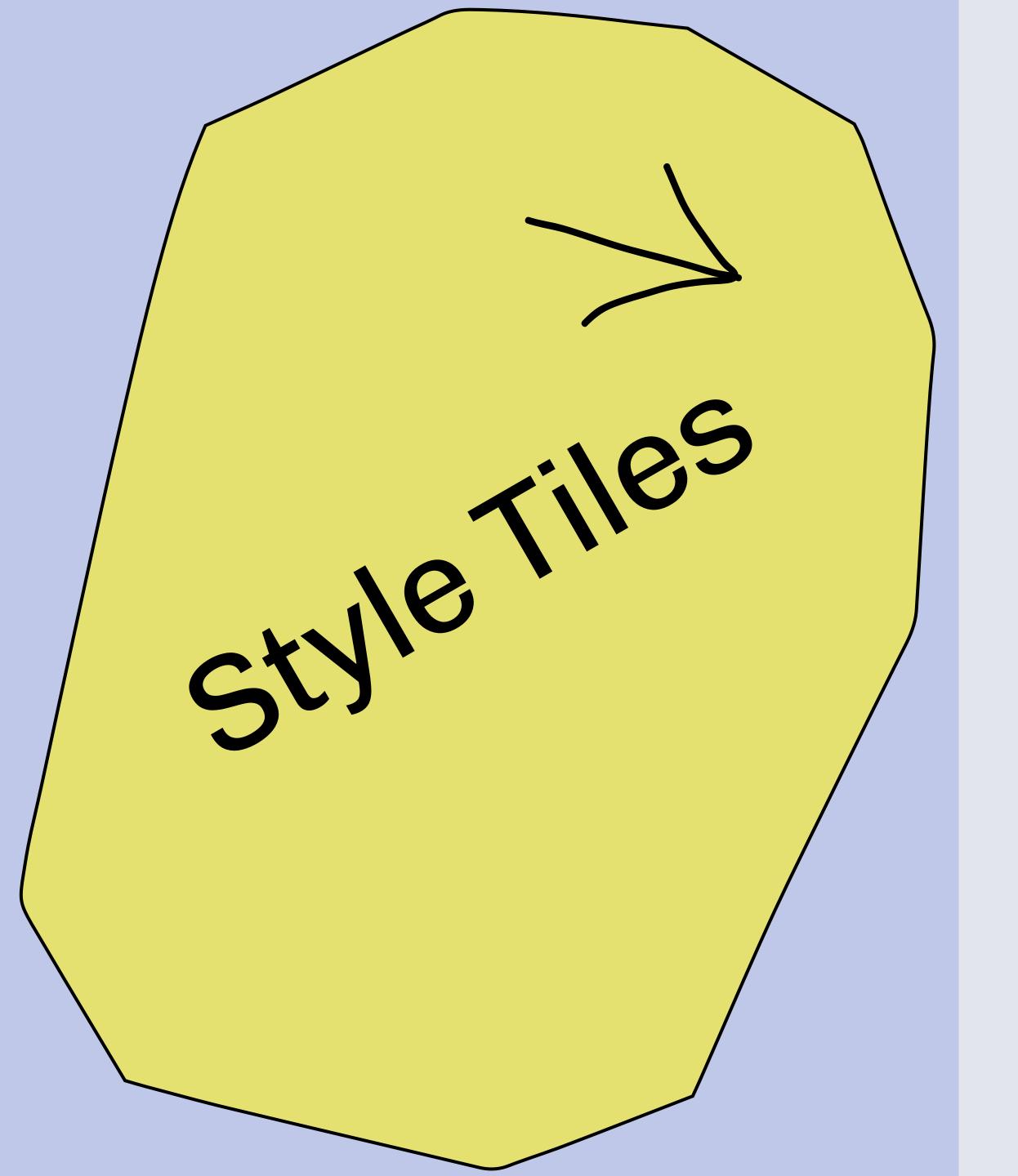
Building blocks
with innate
properties (eg.
HTML elements,
<text>)

Atoms come
together (simple
UI elements, eg.
a form label,
search input, and
button = search
form molecule)

More complex UI
and distinct
patterns (eg. a
search form in a
header bar ->
header bar is
standalone
section with
smaller pieces of
interface, logo,
text, etc)

Page level
objects that
place components
into layout and
articulate
content structure
(Eg. a homepage
template)

Instances of templates that show UI with real content, text, media, etc.





PROJECT: Style Tiles

VERSION: 1.0

Possible Colors



Textures













■ THIS IS A SUB HEAD ■

Typography

Font: PT Sans Bold - Google Webfonts #324a57

Lorem ipsum dolor sit amet, consectetuer adipiscing elit, sed diam nonummy nibh euismod tincidunt ut laoreet dolore magna aliquam erat volutpat. Ut wisi enim ad minim veniam, quis nostrud exerci tation ullamcorper suscipit lobortis nisl ut aliquip.

This is a text link Font: PT Sans - Google Webfonts #333333

Style Tile version:1

Election Headline

Font: Kulturista Web Bold by Typekit

Election Subhead

Font: Kulturista Web Rugular by Typkit

Lorem ipsum dolor sit amet, consectetuer adipiscing elit, sed diam nonummy nibh euismod tincidunt ut laoreet dolore magna aliquam erat volutpat. Ut wisi enim ad minim veniam, quis nostrud exerci tation ullamcorper suscipit lobortis nisl ut aliquip ex ea commodo consequat. Duis autem vel eum iriure dolor in hendrerit in vulputate velit esse molestie consequat, vel illum

This is an example of a Text link >

Learn More ⊙

Possible Colors









Possible Patterns







Current Comprehensive Smart Stimulating

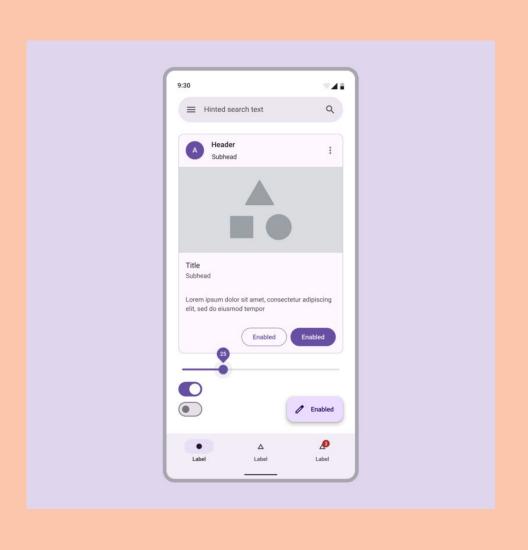
Examples of Design Frameworks

Different principles on color, sizes, layout, responsiveness, etc.

Material

Designed by Google (consistency, predictability, simplicity)

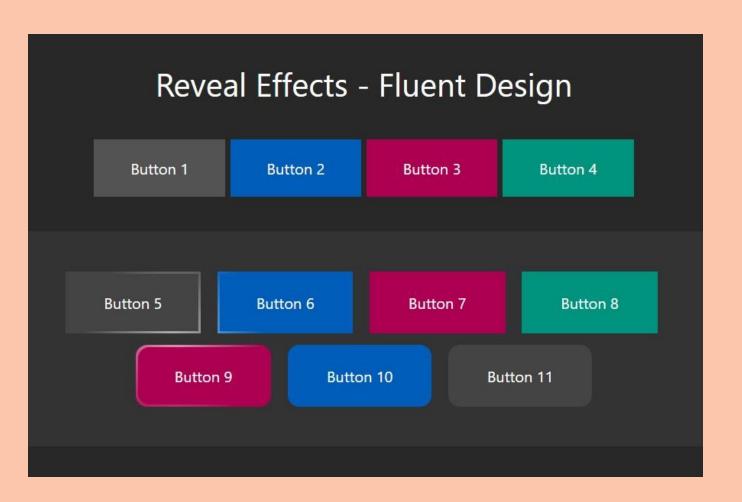
Gmail, Google Drive...



Fluent

Designed by
Microsoft (Light,
Depth, Motion,
Material, and
Scale)

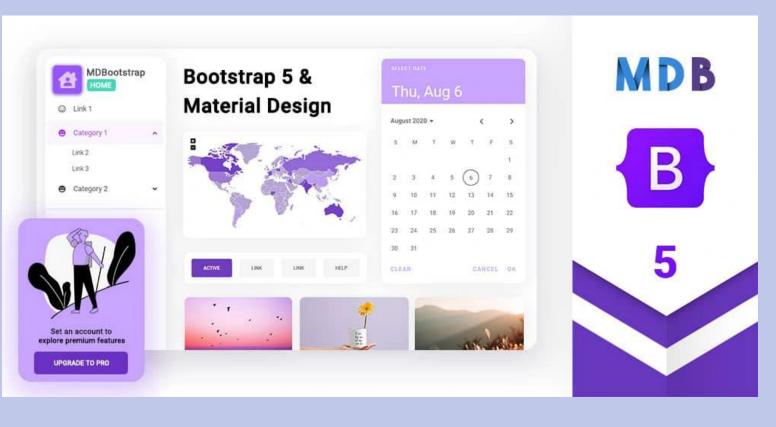
Windows 11, Microsoft Office



More Examples

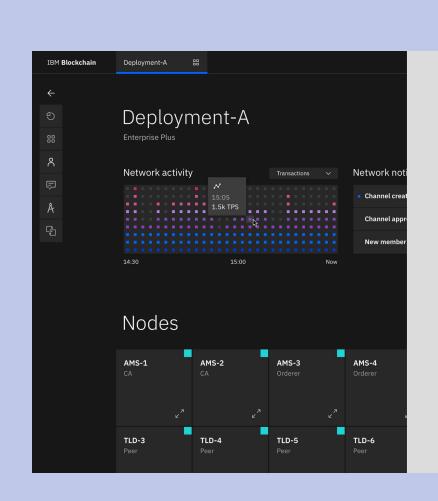
Bootstrap

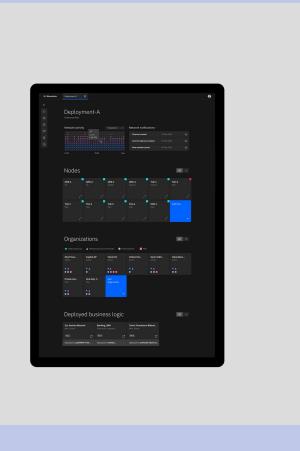
Designed by
Twitter (ready
made elements,
grid system)



Carbon Design System

Designed by IBM (accessibility and consistency, large library of React elements)









D

Adele

The repository of publicly available design systems and pattern libraries

Start Exploring Systems

Why Adele?

Find publicly available design systems and pattern libraries!

Three Future of Design

Why is Web Design "dead"? (Sergio Nouvel)

- "Exhausted possibilities"
 - UX Design > Web Design
- "enhancing user satisfaction by improving the usability, ease of use, and pleasure provided in the interaction between the user and the product"

- 1. Commodifying of Templates
- 3. AI and Automation
- 5. Mobile is killing the web

- 2. Web patterns are mature
- 4. Facebook pages = new small business page

Issues with Patterns

1 2 3

Misuse of patterns

Design is "already" completed" by templates and no need for designer as you can take it off the shelf

Outcomes > context

eg. a scheduler for a regular medical appointment vs an emergency appointment

User needs are conflated

"How can I check the progress of my application?"

"Can I update or change my delivery address?"

"Can I quickly repeat or renew an application?"

to:

"How can we get all the details we need from users to allow them to register for an account?"

Democratization of Design?

The field is more accessible: good or bad?

"the bar for being able to get into design is lower than it's ever been" which to designers is both a blessing and a curse.



Decentralization and NFTs

Do NFTs help designers make more money? Or are they harmful?

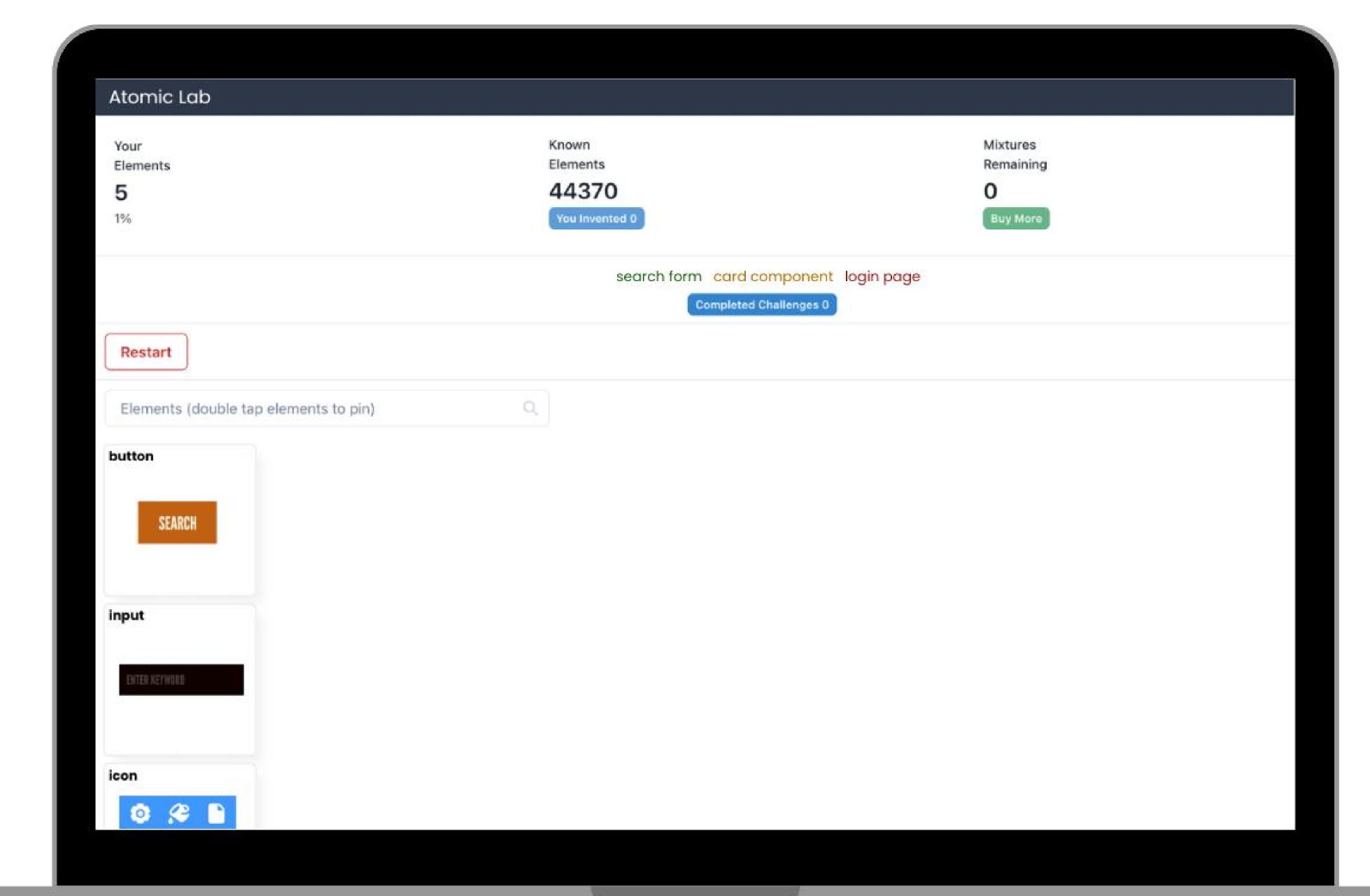
Artificial Intelligence

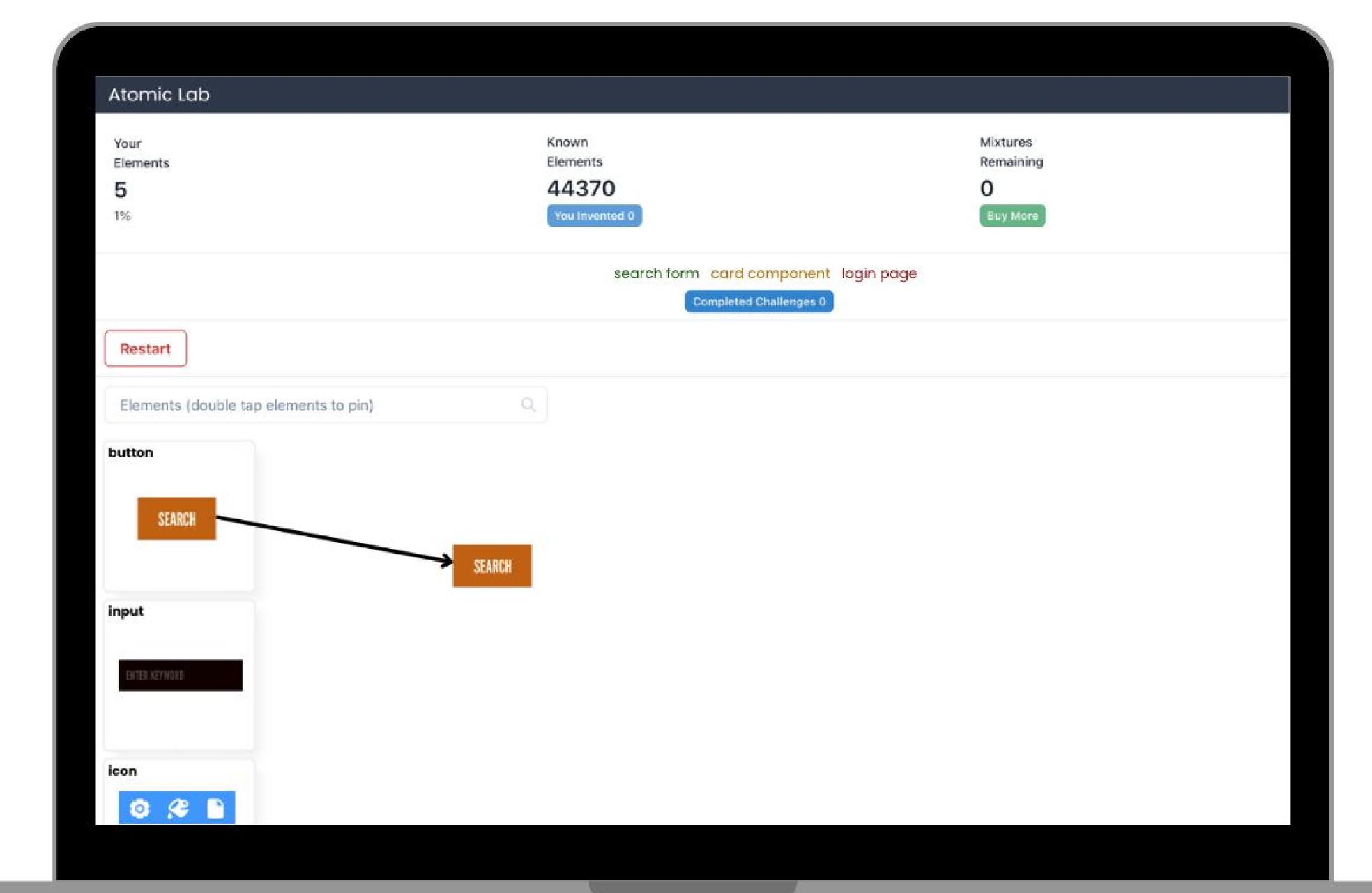
Give designers more tools or replace designers altogether?

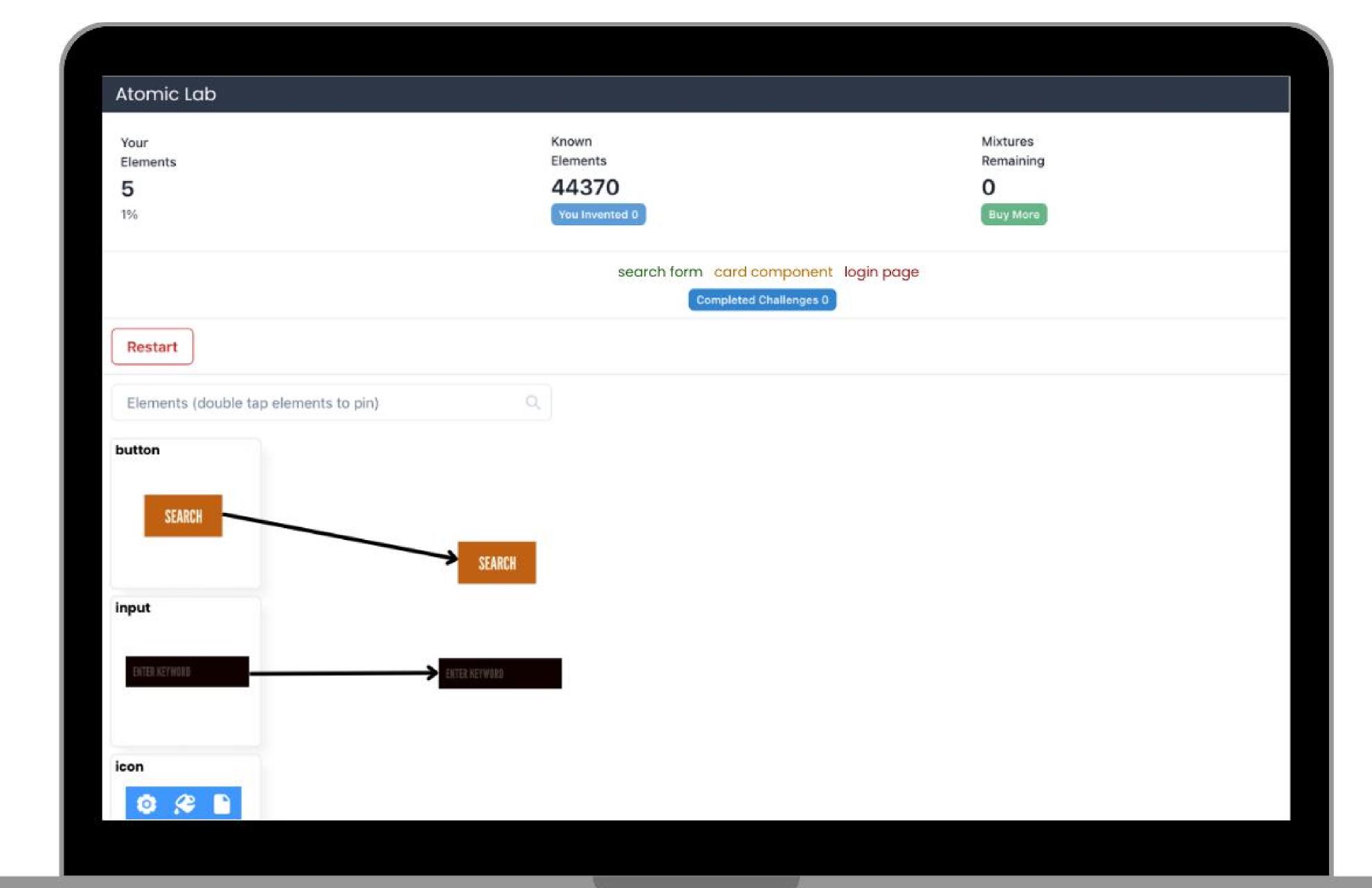


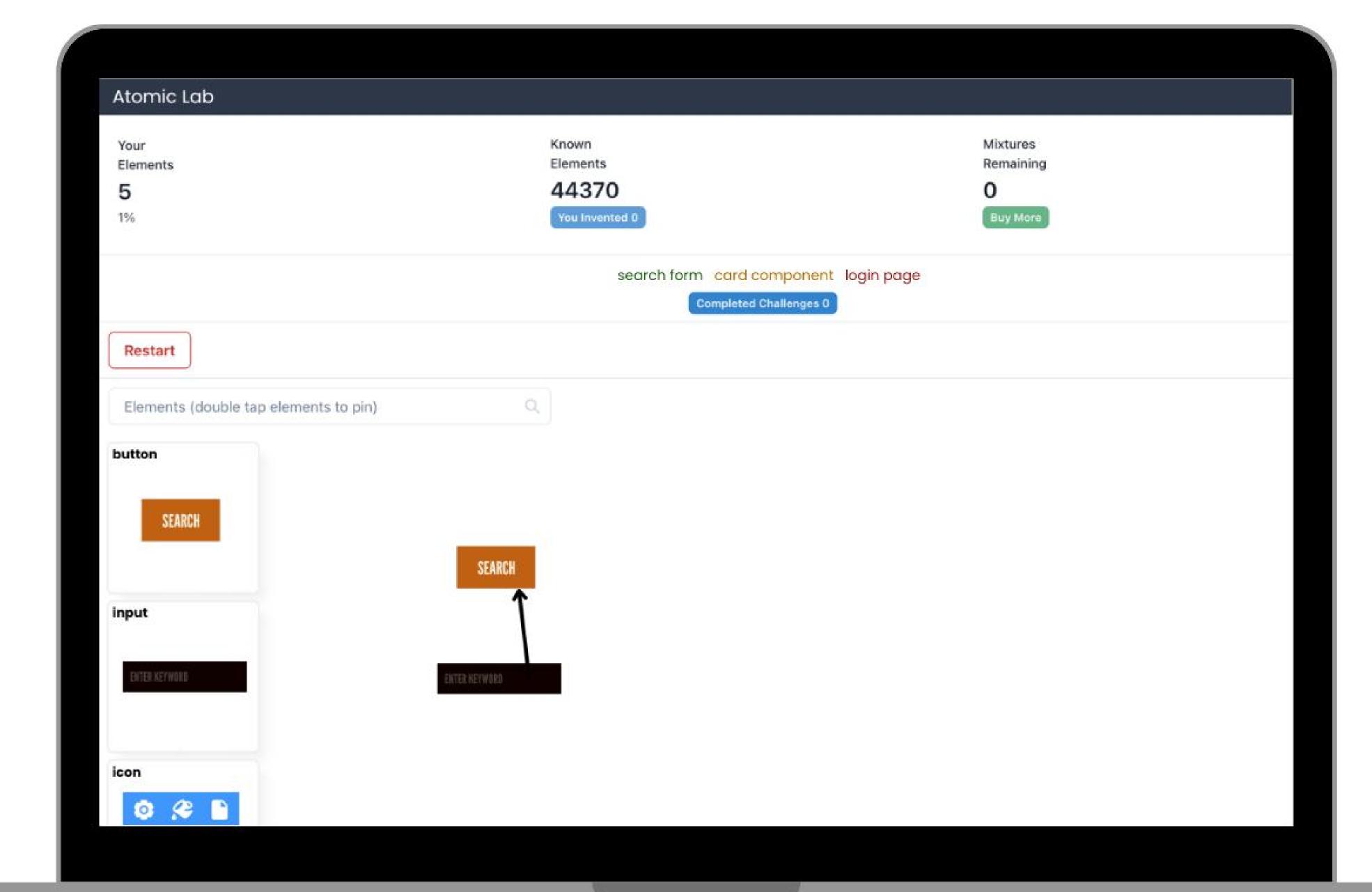


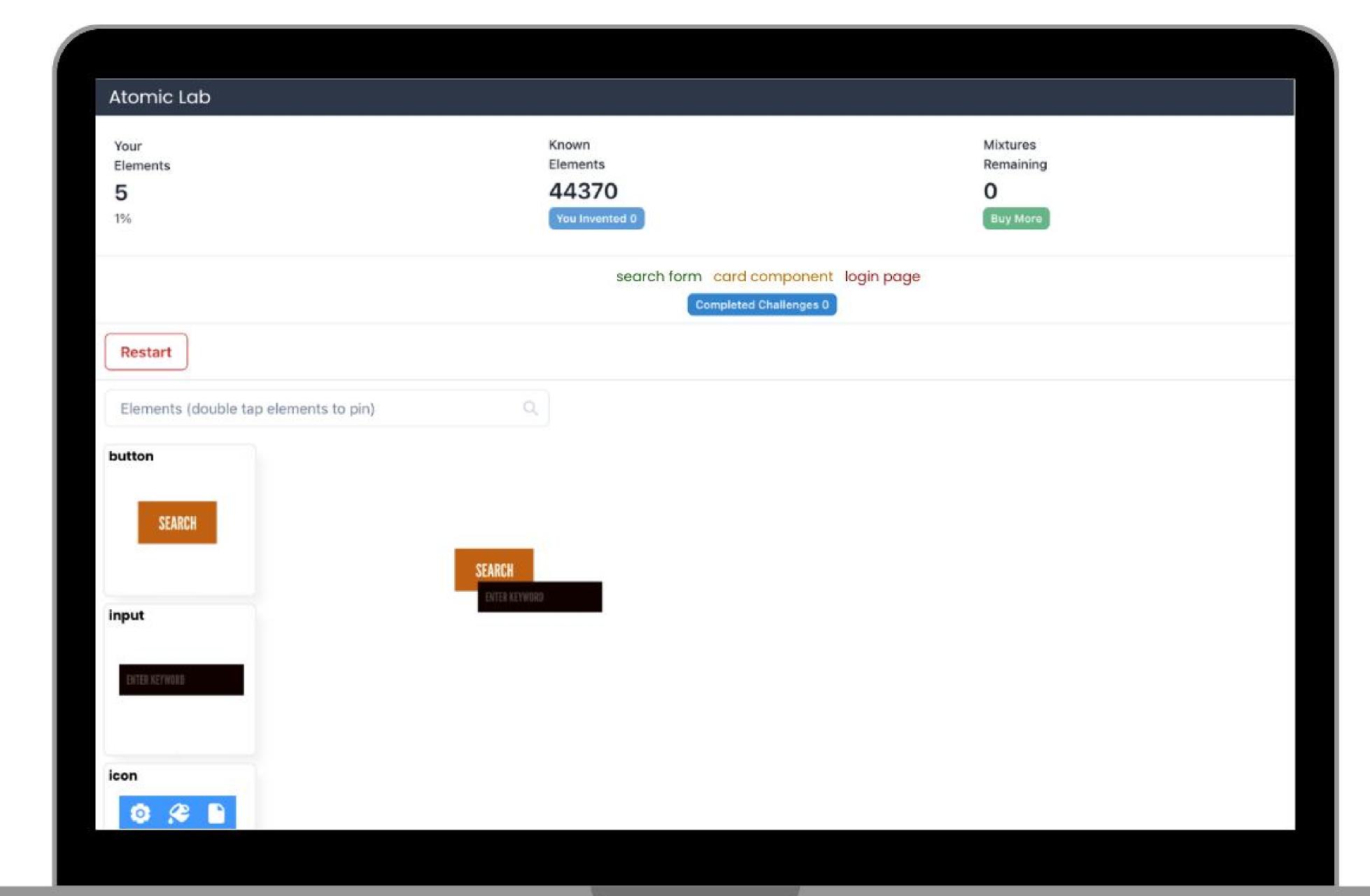
Proposal

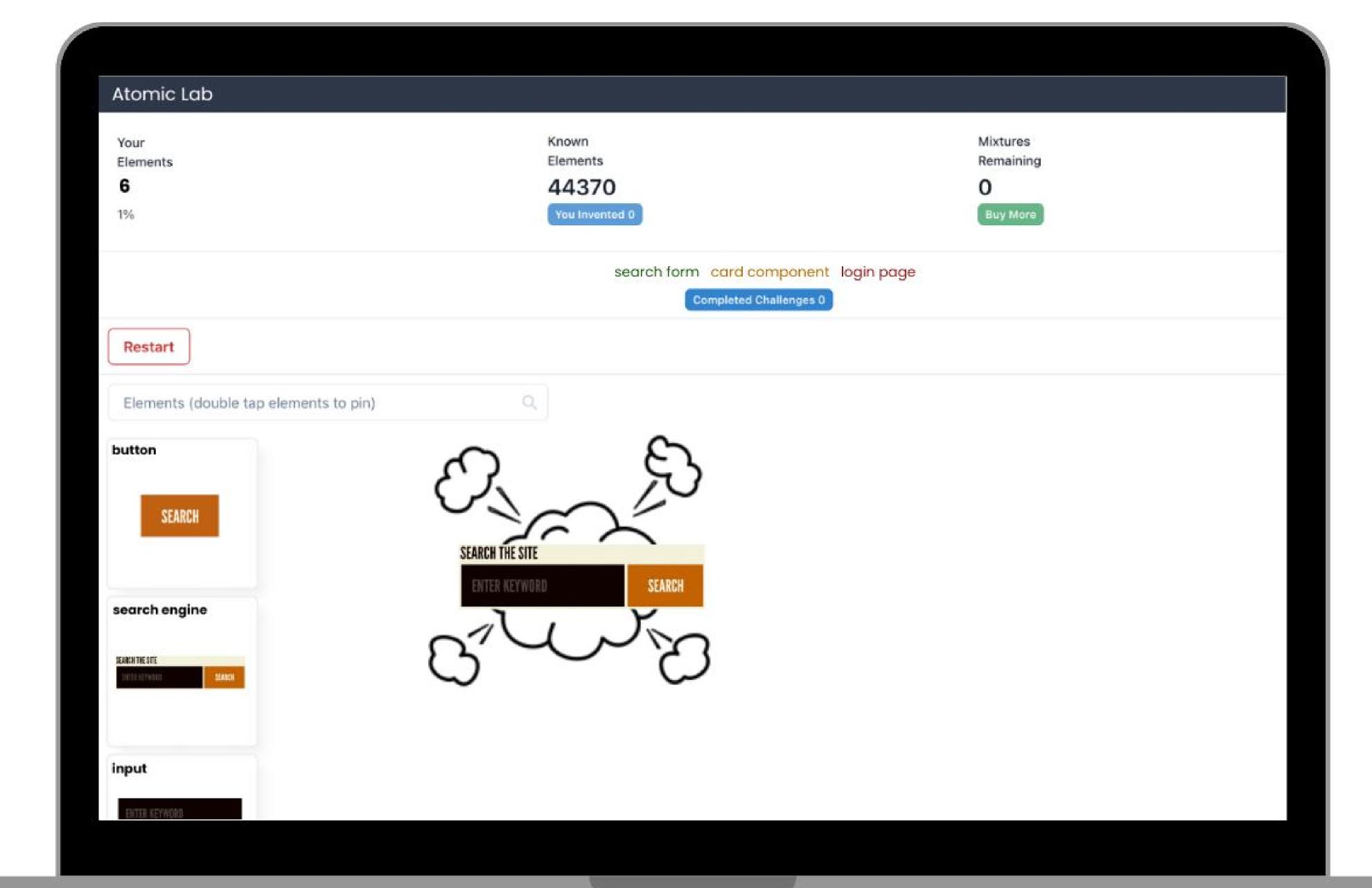












Thanks!