

From Survival to Growth: Enhancing Design Systems via Seamless Collaboration



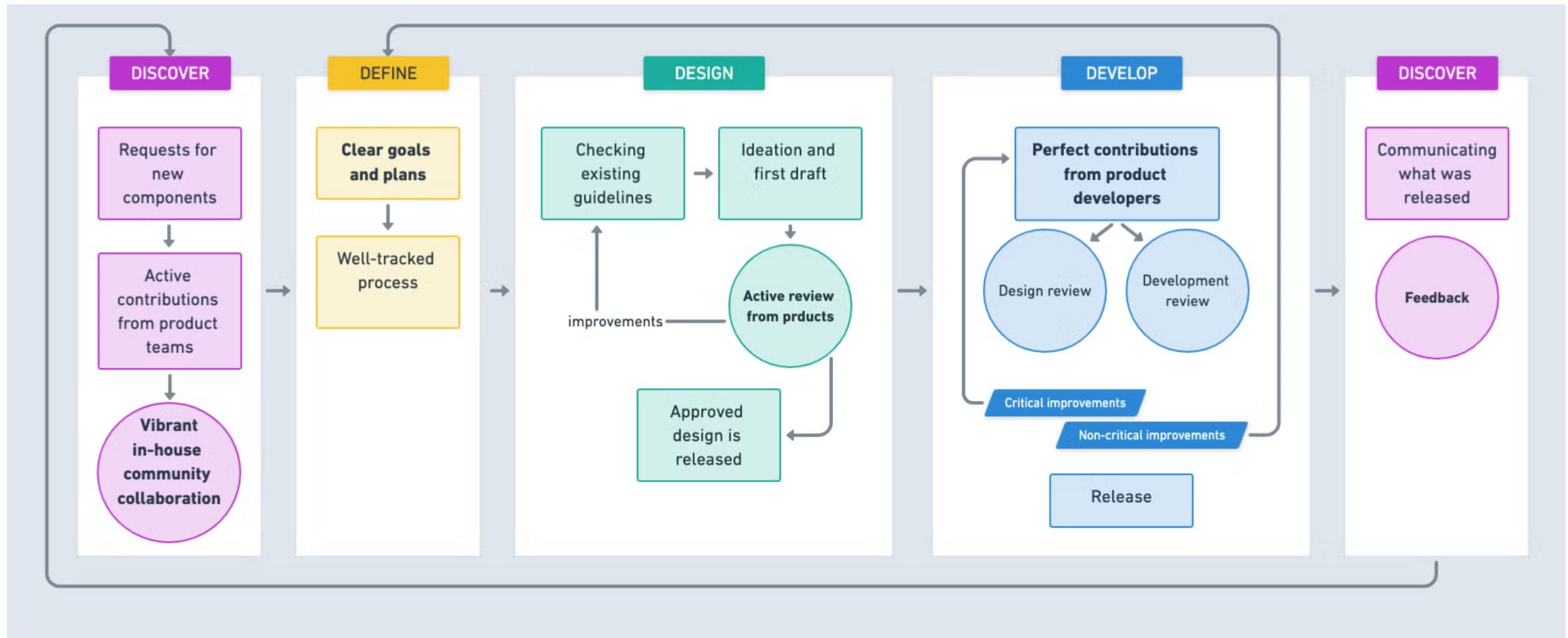
bridge-the-gap.dev



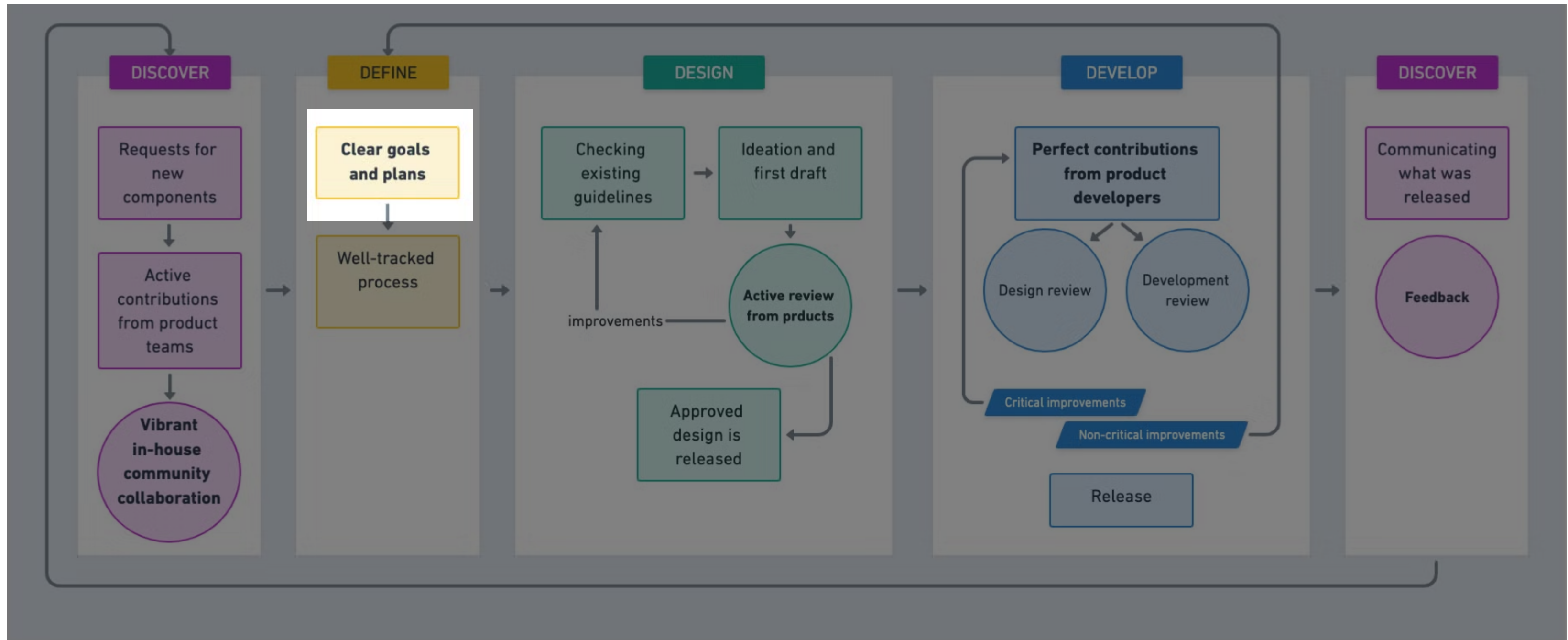
- 2–4 people at a project
- 6–12 months
- architect, senior and middle ui engineers
- creating **new components** & **refactoring** existing UI
- design/development **streamline**
- **CI/CD workflows**
- **workshops** for in-house teams

<https://bridge-the-gap.dev/case-studies/>

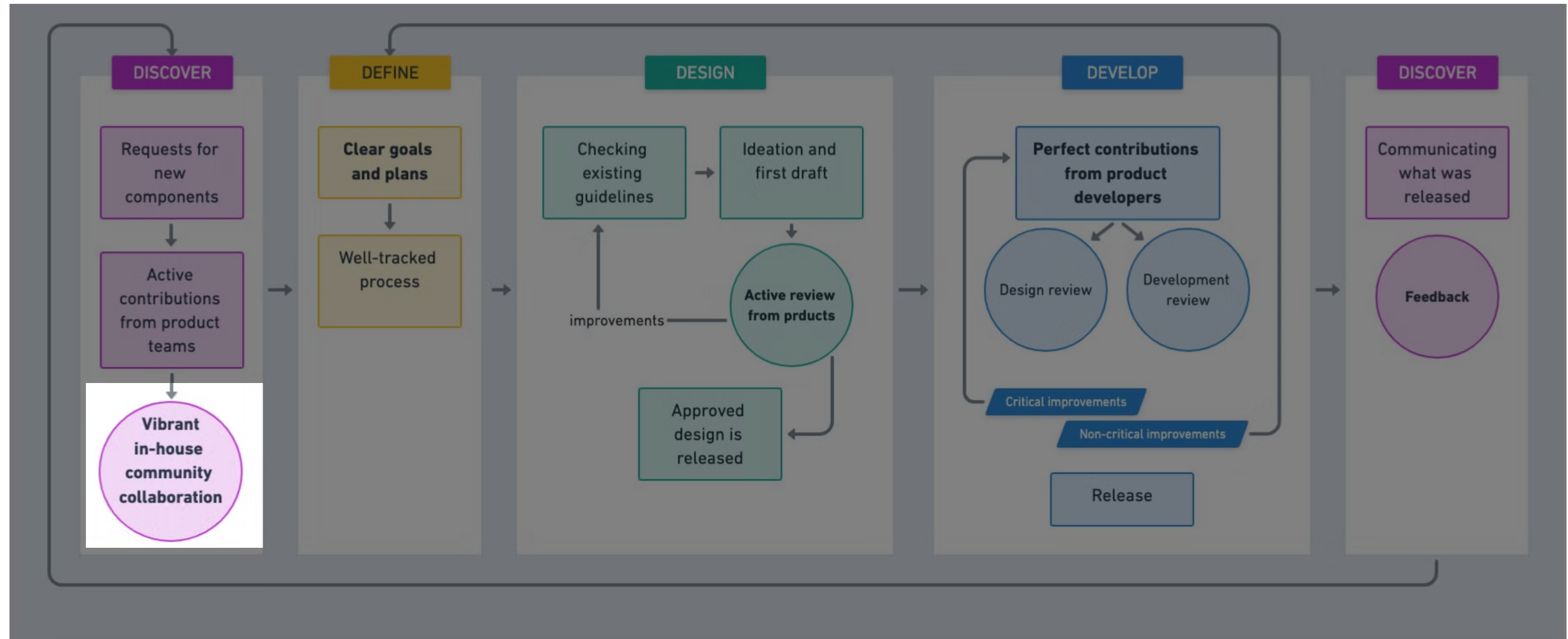
Ideal process to get



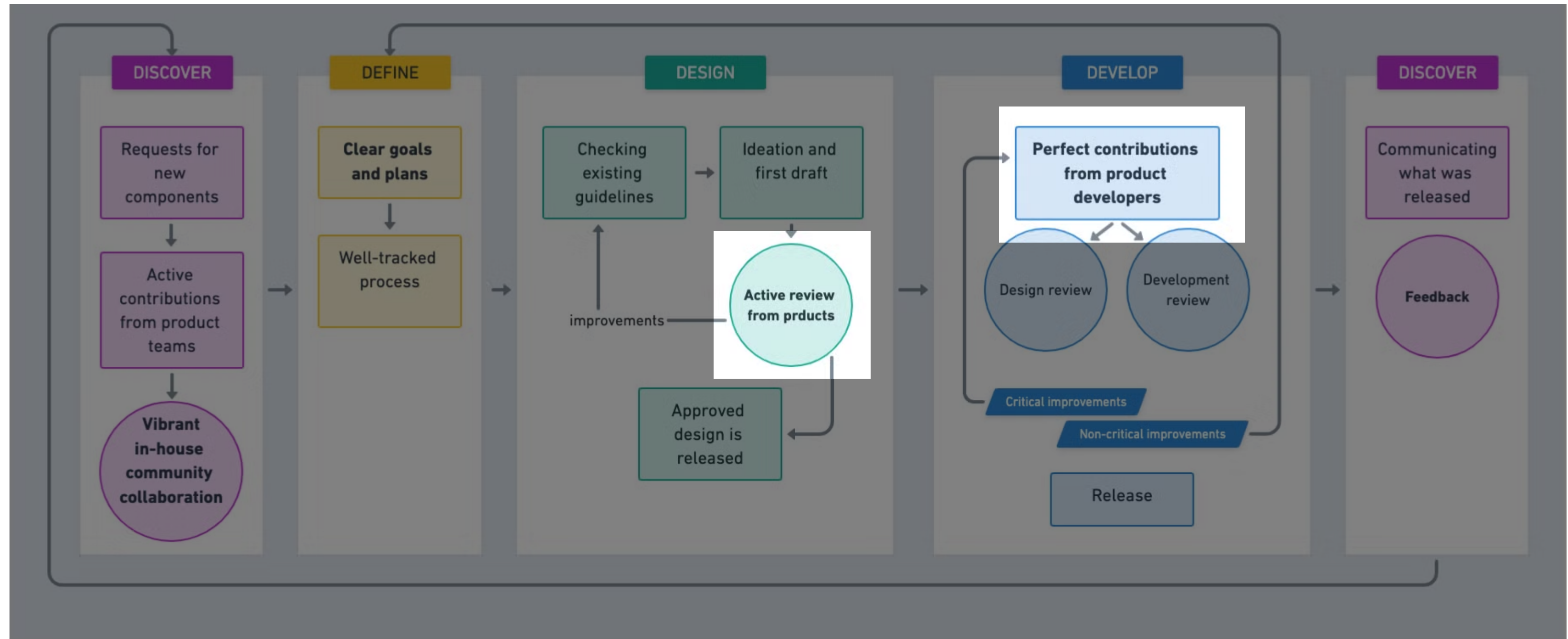
Ideal process to get



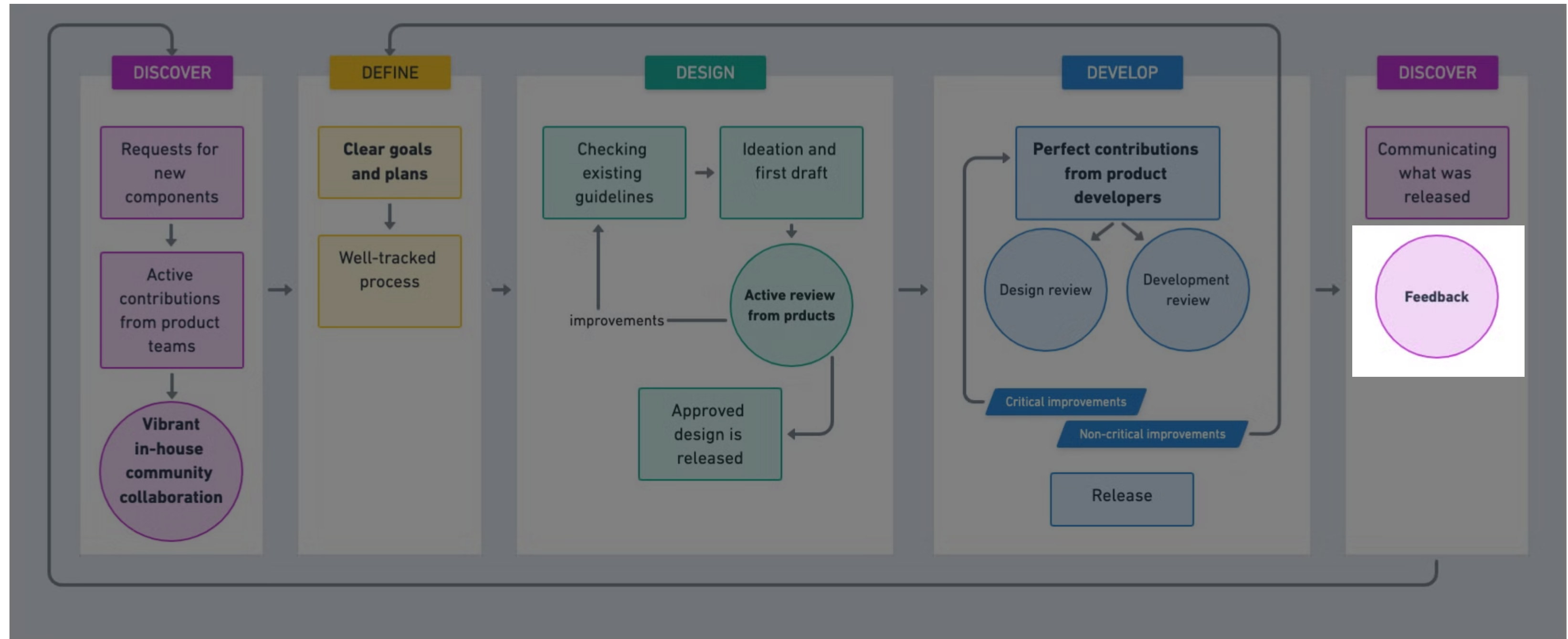
Ideal process to get



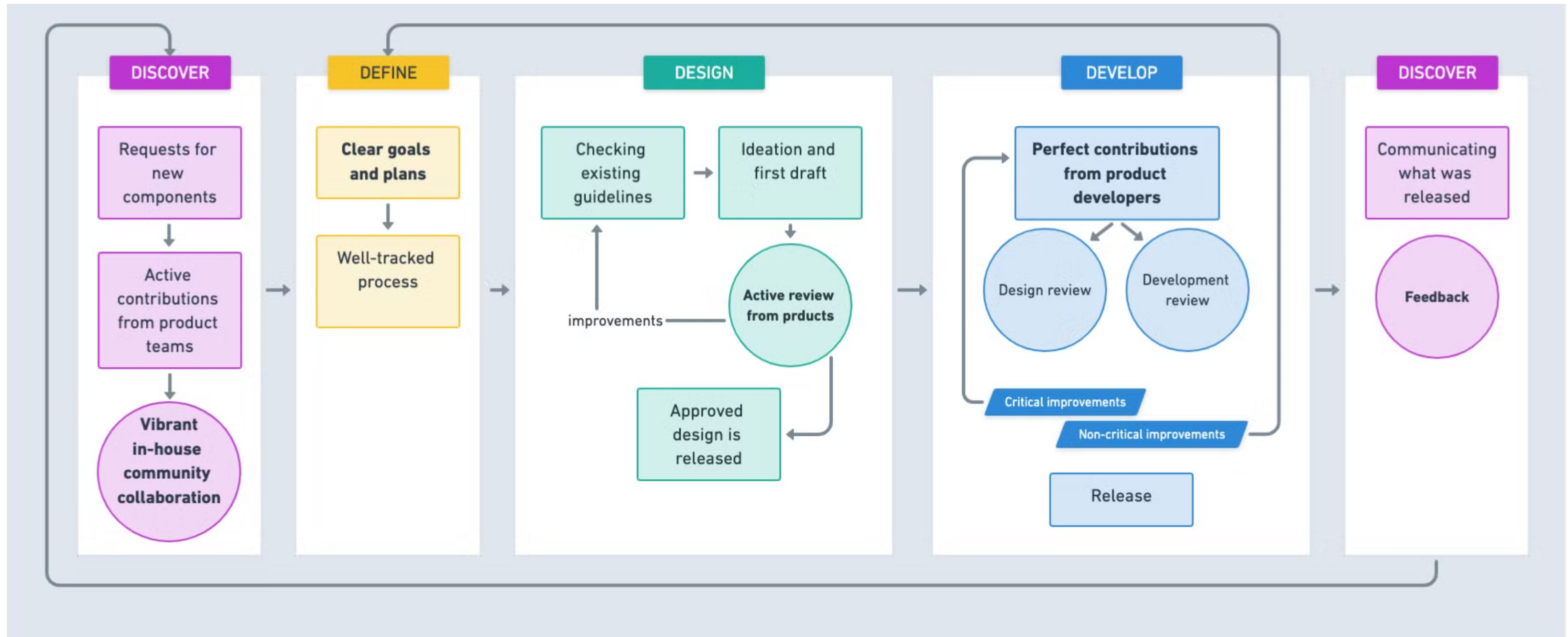
Ideal process to get

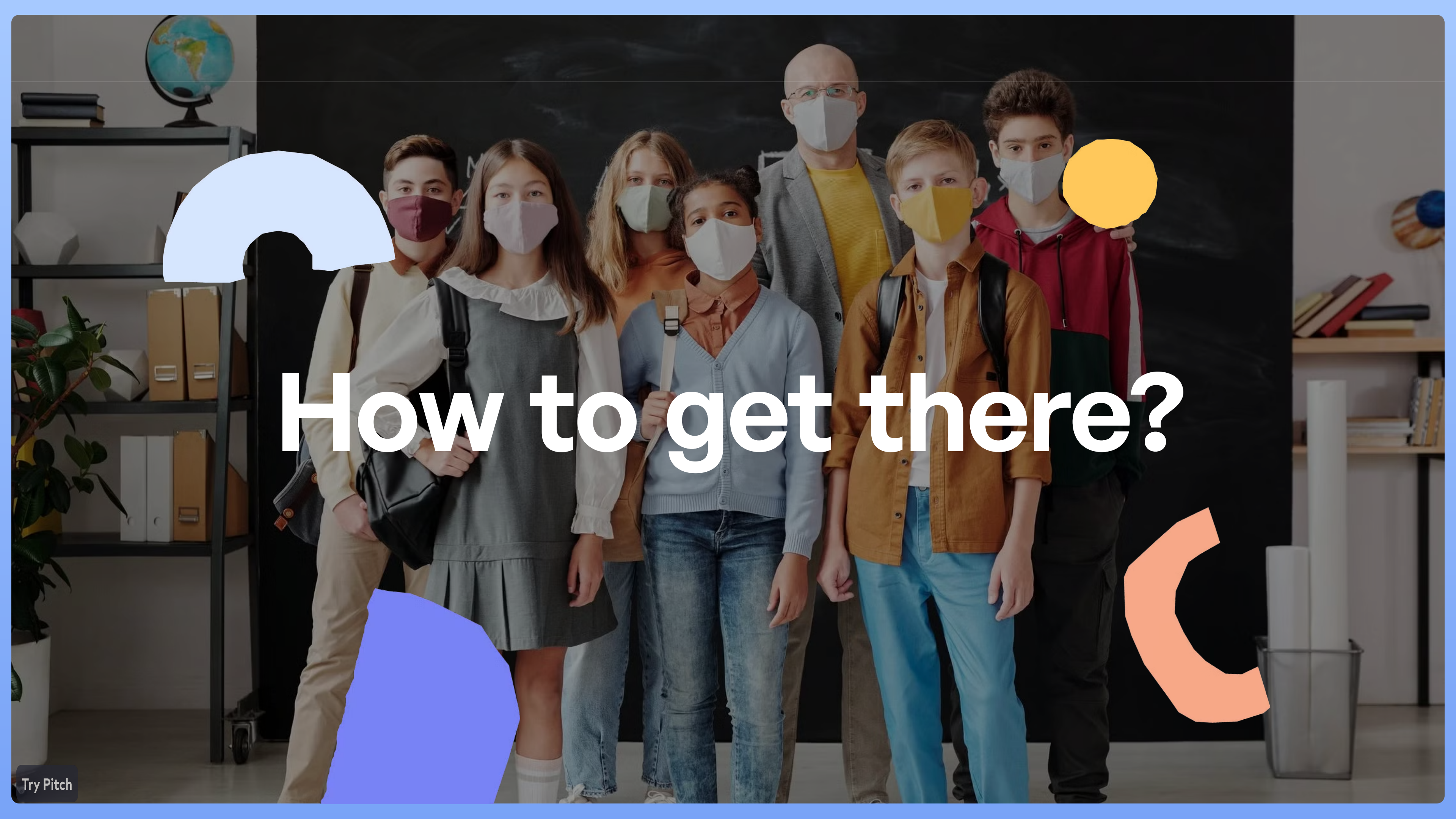


Ideal process to get

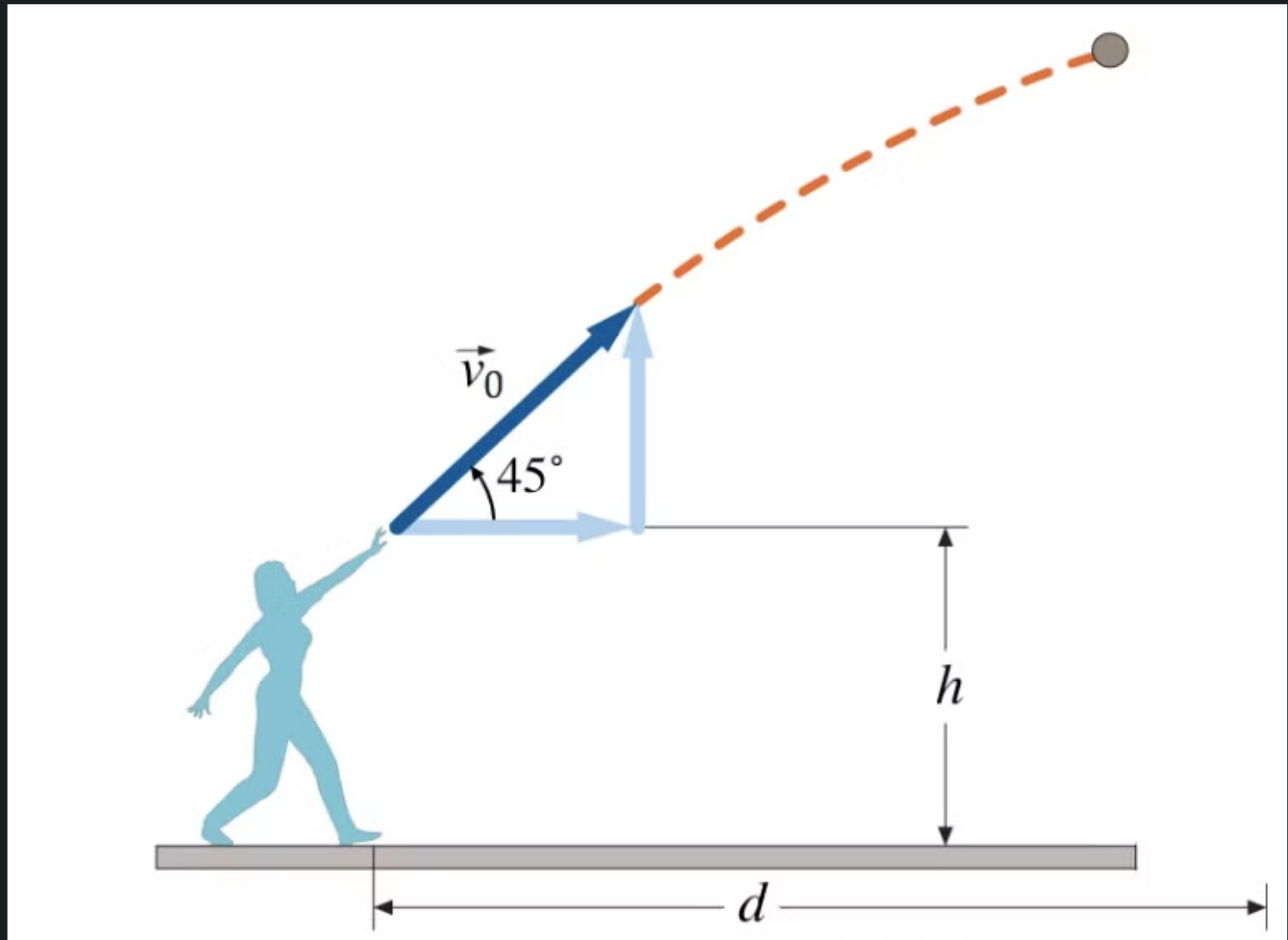


Ideal process to get





How to get there?



Collaborate vertically



Collaborate horizontally

Into Design Systems

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Collaborate vertically

Try Pitch



The Never-Ending Job of Selling Design Systems

by Ben Callahan @ A List Apart on February 11, 2021

<https://alistapart.com/article/selling-design-systems/>



data!

1. Collect design system adoption data

- + Ready-made solution
- + Custom-made solution

2. Process and interpret

- + Business-specific metrics
- + Reliable calculations

Bridge the Gap

bridge-the-gap.dev

Speak numbers with business

- ROI (= return of investments)



Button: **without** DS and **with** DS

Product	Without Design System	With Design System
Design System	-	10 hours
Product 1	10 hours	2 hours
Product 2	10 hours	2 hours
...	...	...
Product 5	10 hours	2 hours
TOTAL:	50 hours	20 hours

Measuring production costs

Example: Button component

Production time =10h

integration costs= 2h

supports costs= 20h/year

amout of projects=5

component lifetime= 3years

Title	Costs
Without Design System	\$ = (10h+20×3y) x 5 = 350h
With Design System	\$ = (10h+20×3y) + 2h x 5 = 80h
Saved on the button for 3 years	350h - 80h = 270h

LEARN MORE: <https://www.youtube.com/watch?v=0aqBxIp15hg>

Button

Button

Share

→

Default state

Default state to be used when no other states are the intended

Button

Button

Share

→

:hover

Triggers when a user hovers over the button

Button

Button

Share

→

:focus

Activates when a user tabs into a form element

Button

Button

Share

→

:active

Triggers when you click or touch the button

Button

Button

Share

→

:disabled

A disabled state where the button is not interactive

3 components with and without design system

Component	Production (h)	Lifetime (y)	Support (y)	Integration (h)	Projects	w DS	w/o DS	Saved
Button	10	3	20	2	5	80	350	
Input	20	3	40	2	4	148	560	
Hero	30	1	60	10	2	110	180	
Total						338	1090	752

COST SAVINGS: 752 HOURS = 18.8 WEEKS = **4 MONTHS**

LEARN MORE: <https://www.youtube.com/watch?v=0aqBxIp15hg>



€ 3 000 000

Speak numbers with business

- ROI (= return of investments)
- Adoption rate
- Adoption dynamics
- Component usage over time
- Migration maturity



Flowers need
time to bloom.
So do you ♡

Quando comen
a p

Climb Higher, Communicate Smarter!

MUITA PRESSÃO, LEMBRE
a

A vibrant illustration of Donald Duck in a red Santa suit, lying on his back in a treasure chest filled with gold coins and stacks of US dollar bills. He has a surprised expression, with his beak wide open. To his left is a large wooden bucket overflowing with colorful Christmas ornaments and beaded garlands. In the background, three smaller ducks (Daisy, Huey, Dewey, and Louie) are visible through a window, looking on. A wooden ladder is propped against the chest's interior wall. A metal sign on the chest reads "DEPTH 90 ft". The scene is set in a dark, metallic environment, possibly a ship's hold. The artist's signature "CARL BARKS" is in the bottom left, and "© WALT DISNEY PRODUCTIONS" is in the bottom right.

Speak money with business

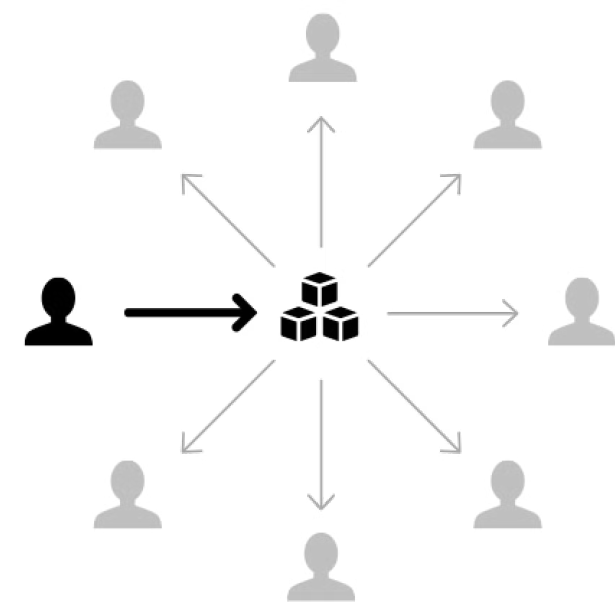


Into Design Systems

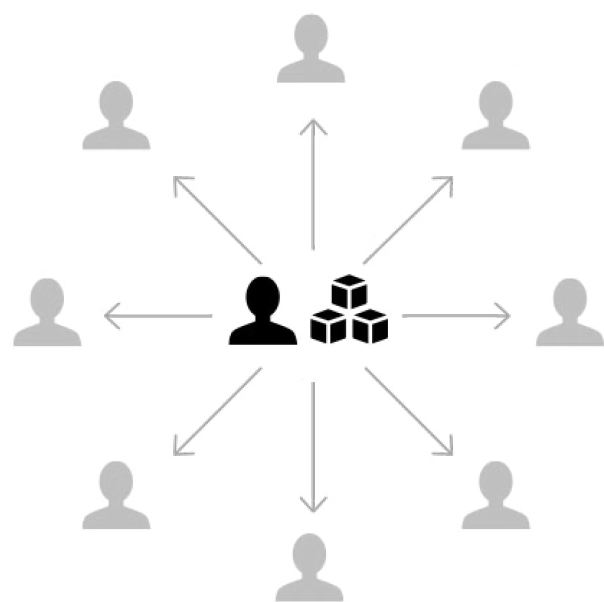
`bridge-the-gap.dev`

Collaborate horizontally

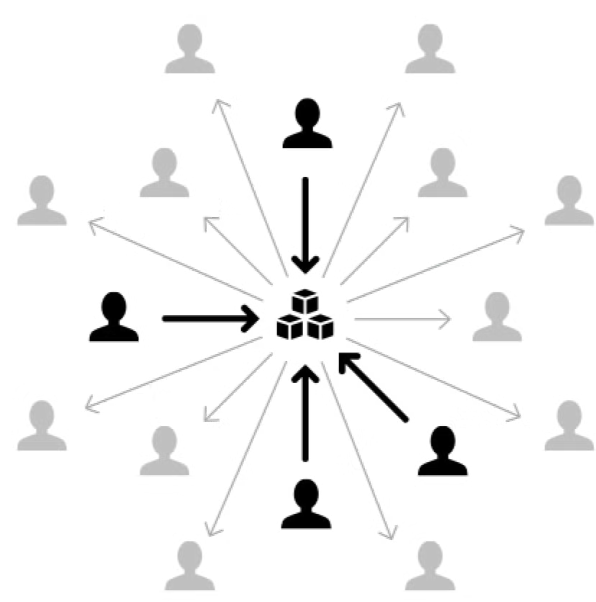
Design system team models



Solitary

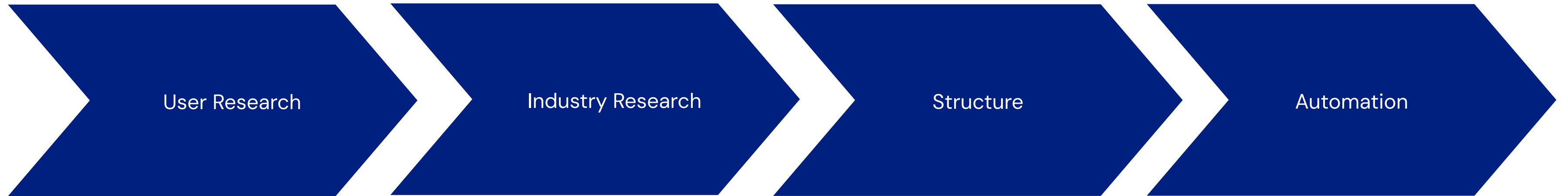


Centralized



Federated

Documentation



User Research

Industry Research

Structure

Automation



Cross-team survey



Live workshops with design system users



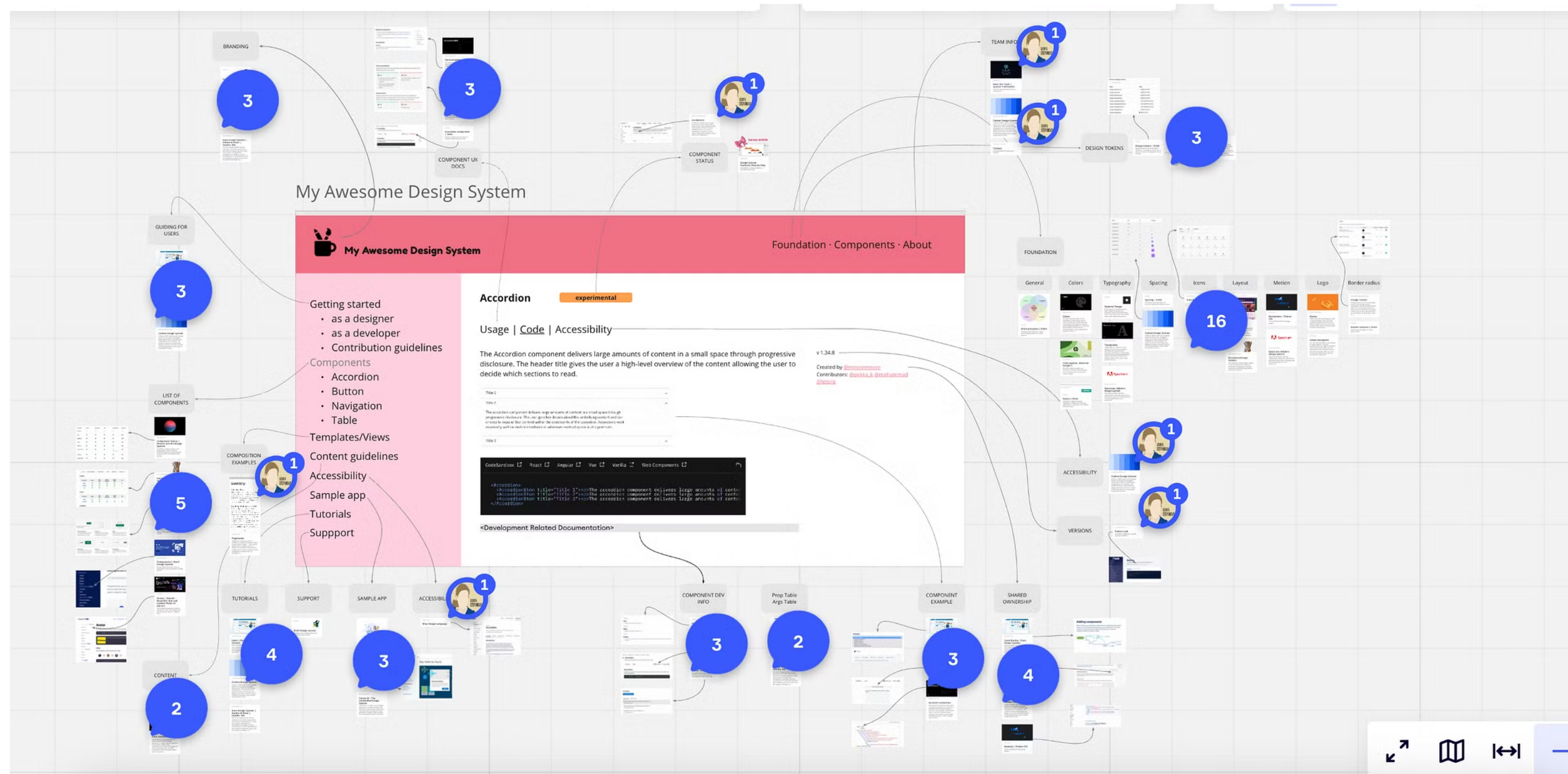
Collect analytics of design system documentation

User Research

Industry Research

Structure

Automation



[Link to Miro](#)



User Research

Industry Research

Structure

Automation

COMPONENTS

- Description
- Do's and don'ts
- Component API
- Examples/playground
- Patterns with component
- Links to code/design resources
- Changelog
- ...



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Industry Research

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FOUNDATIONS

- Design tokens
- Accessibility
- Localization
- Responsive design



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RECIPES/PATTERNS

Reusable UI fragments composed of core components

User Research

Industry Research

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Automation

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RECIPES/PATTERNS

Reusable UI fragments composed of core components

GENERAL INFO

- Introduction
- Technical instructions
- Contributions
- What's new (Changelog)
- Roadmap
- ...

User Research

Industry Research

Structure

Automation

 zeroheight

 **Frontify**

 **knapsack**

 **supernova**

Backlight



Custom Website

 **Storybook**



```
/**
 *
 * The classic button, in different colors, sizes, and states
 *
 * [Figma Design](https://www.figma.com/design/wlhvPwIKartLNCeHBwhbM7/Bridge
 * [Github](https://github.com/bridge-design/website/blob/main/components/Bu
 */
export const Button: React.FC<ButtonProps> = ({
```

Button

[Figma Design](#) | [Github](#) | [Guidelines](#)

The classic button, in different colors, sizes, and states

Live Demo

[Live Demo](#)
Variants

```
export interface ButtonProps {
  children: React.ReactNode
  /** Button variant */
  variant?: (typeof buttonVariants)[number]
  /** Button sizes */
  size: (typeof buttonSizes)[number]
  /** if true, button will take full width of the parent container */
  fullWidth?: boolean
  /** if true, button will be rendered non-interactive and in disabled state */
  disabled?: boolean
  onClick?: () => void
}
```

Name	Description	Default	Control
variant	Button variant "primary" "secondary" "ghost"	"secondary"	primary
children	string	-	Button
onClick	() => void	-	-
size	Button sizes string	"md"	md
fullWidth	if true, button will take full width of	false	False True



Engaging In-House Community

How to engage?

bridge-the-gap.dev

- 💡 Onboarding
- 💡 Demos
- 💡 Updates on channels
- 💡 Feedback and Research
- 💡 ...



Design System Cafe

Hey Design and Engineering Crew!

Just a quick heads-up, this Friday we're rolling out the red carpet for our Design System Cafe session. It's a chill, open-door event for everyone who gets a kick out of UI development or design. Think of it as an easygoing place for snappy presentations, thought-provoking discussions, and invaluable feedback sessions – all around the amazing XXX design system and UIs at large.

This week, we're excited to present [...].

So, come on down! We're stoked to share our latest work and even more eager to hear your insights. See you there!



Bridge the Gap

design systems casual breakfast

30th of October, 10:30 EET @ your laptop

<https://www.linkedin.com/events/casualbreakfastfordesignsystems7249054983411691520/>

Knowledge sharing

- invite your peers
- share screen
- do real task

Designer ↔ Developer

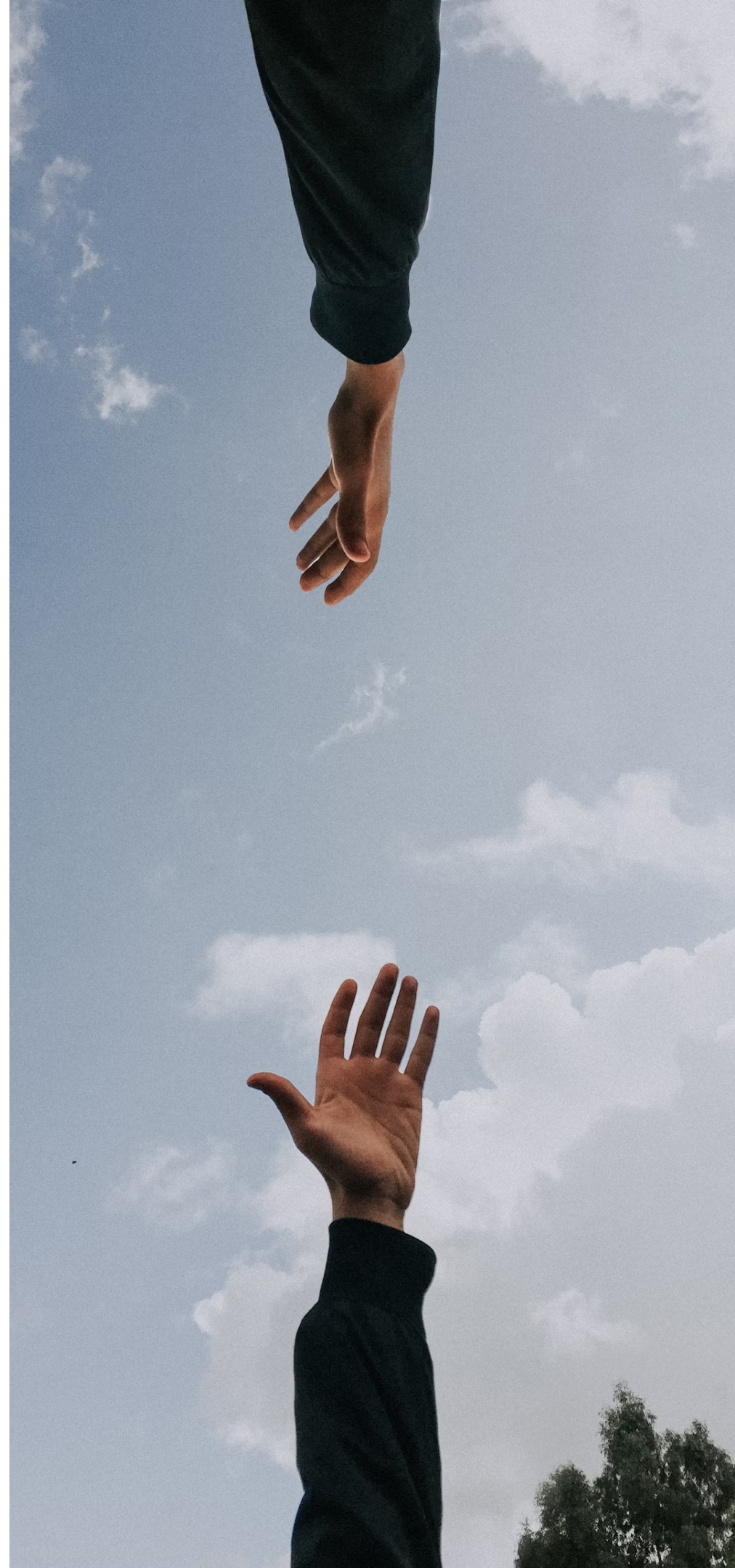


Design System Ambassador

DS team → Product team

Product team → DS team

Design System Associate



ideas

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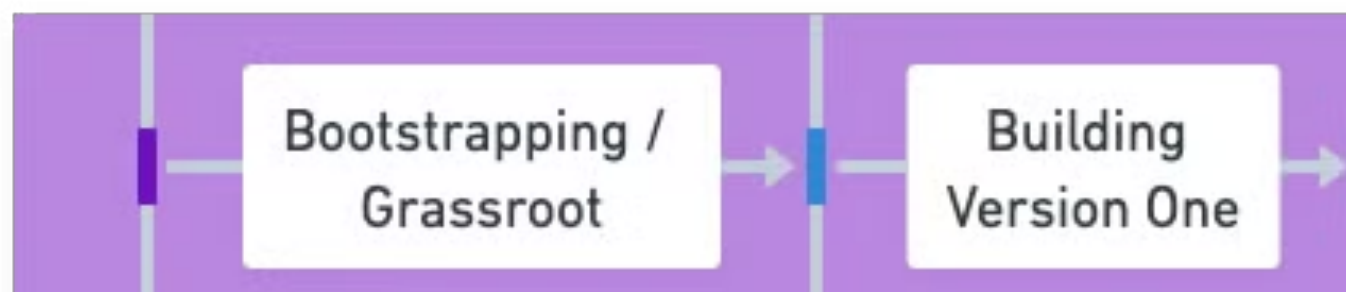
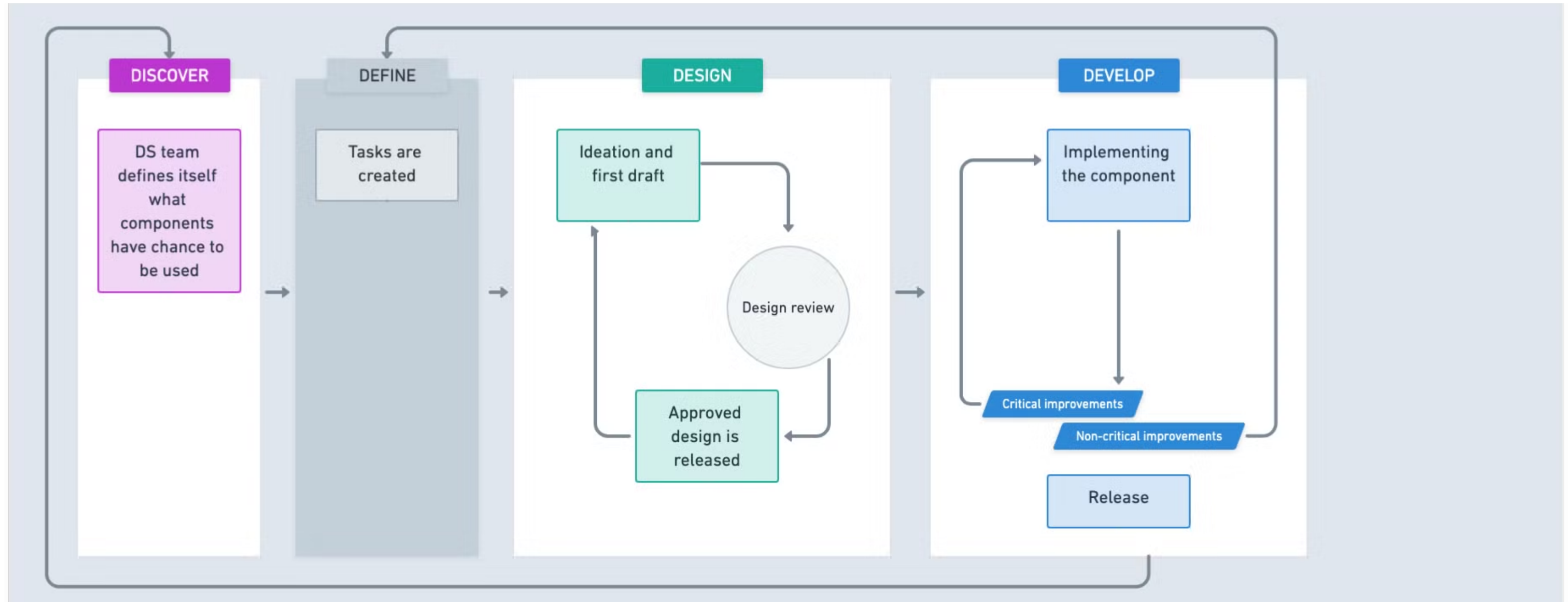


anything
else?



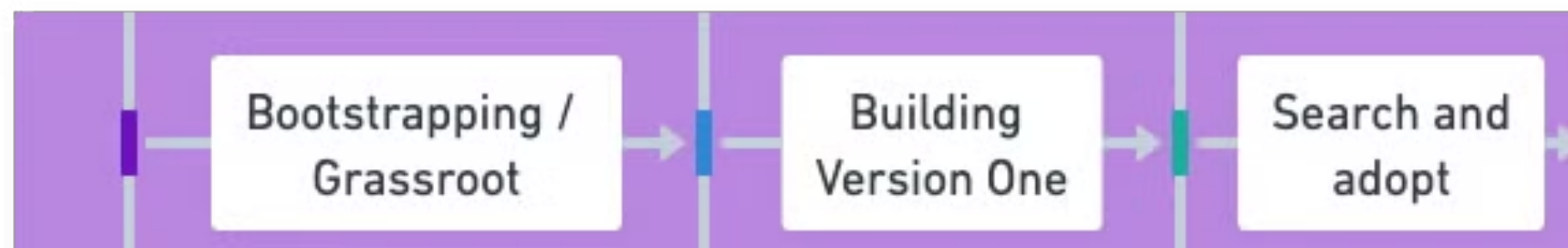
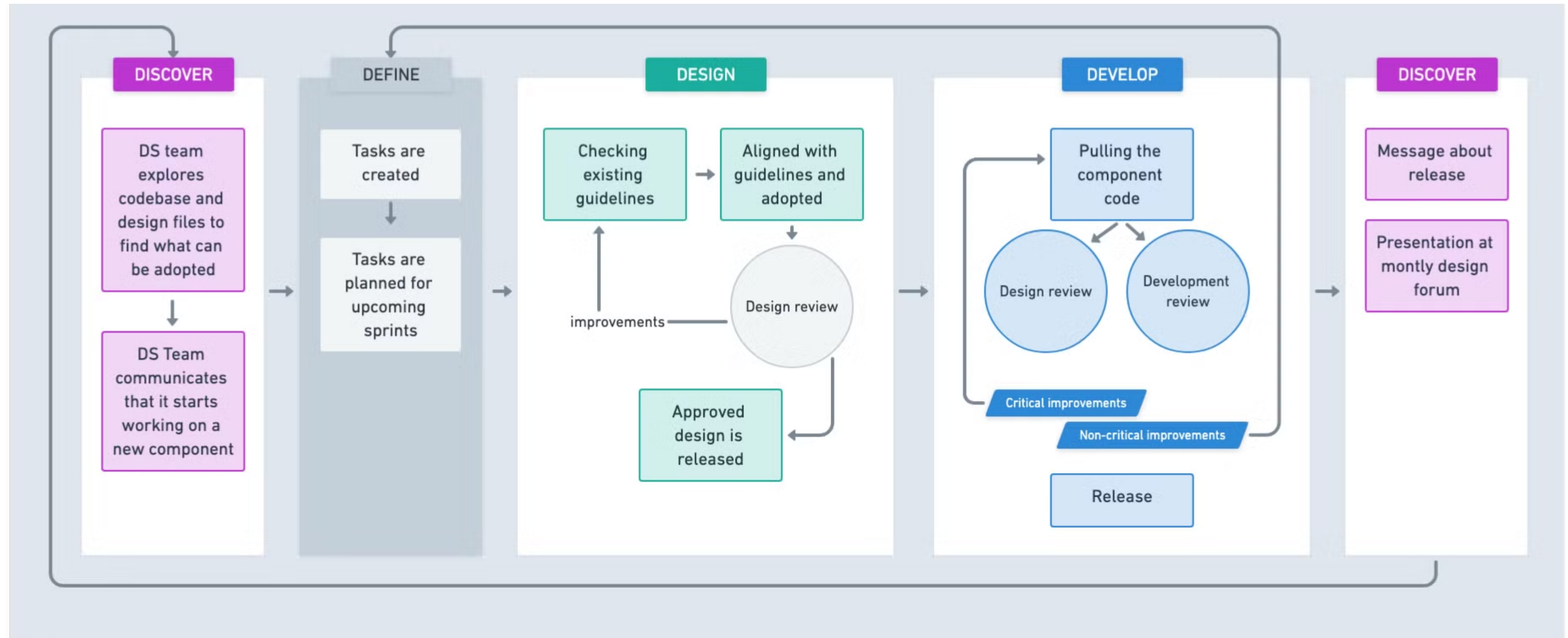
Design System Process Evolution

I do everything myself



← Maturity level

Pulling out contributions



Getting first contributions 🤩

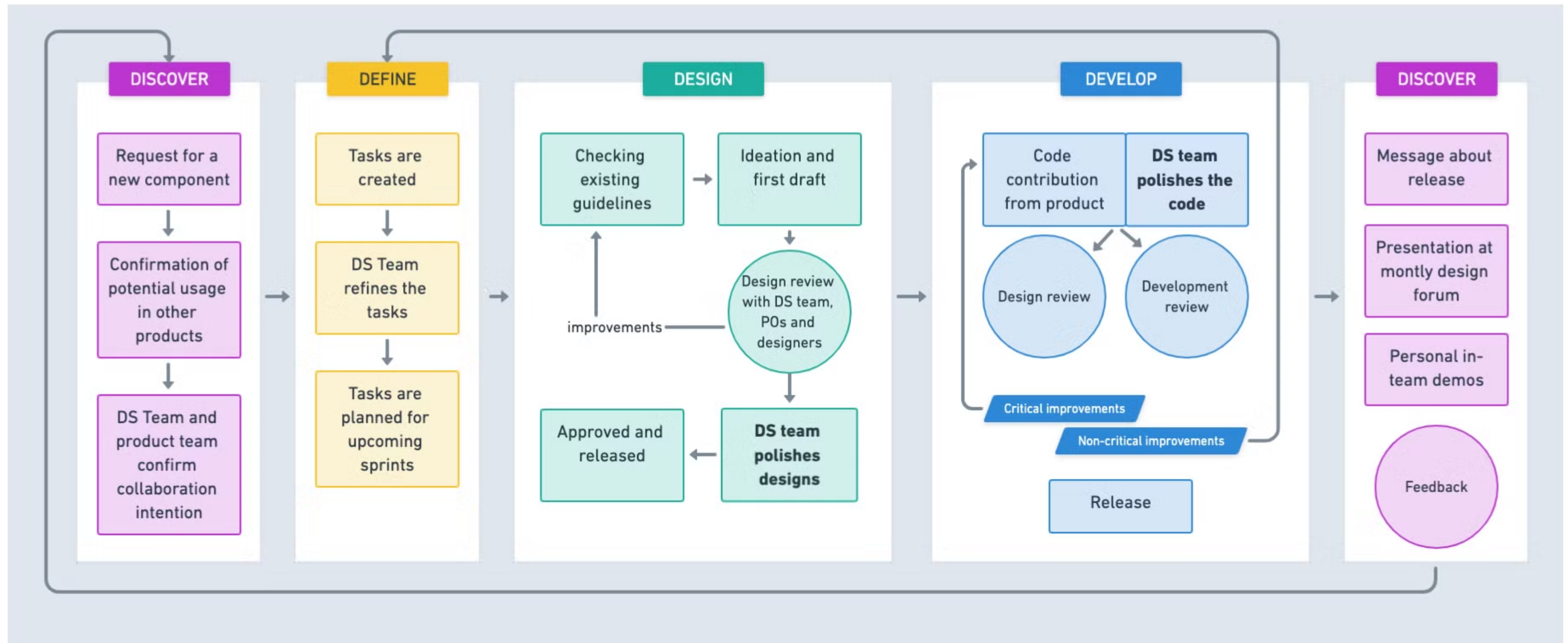




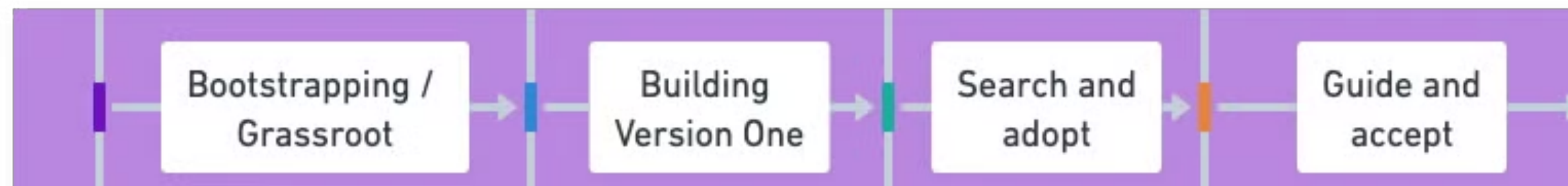
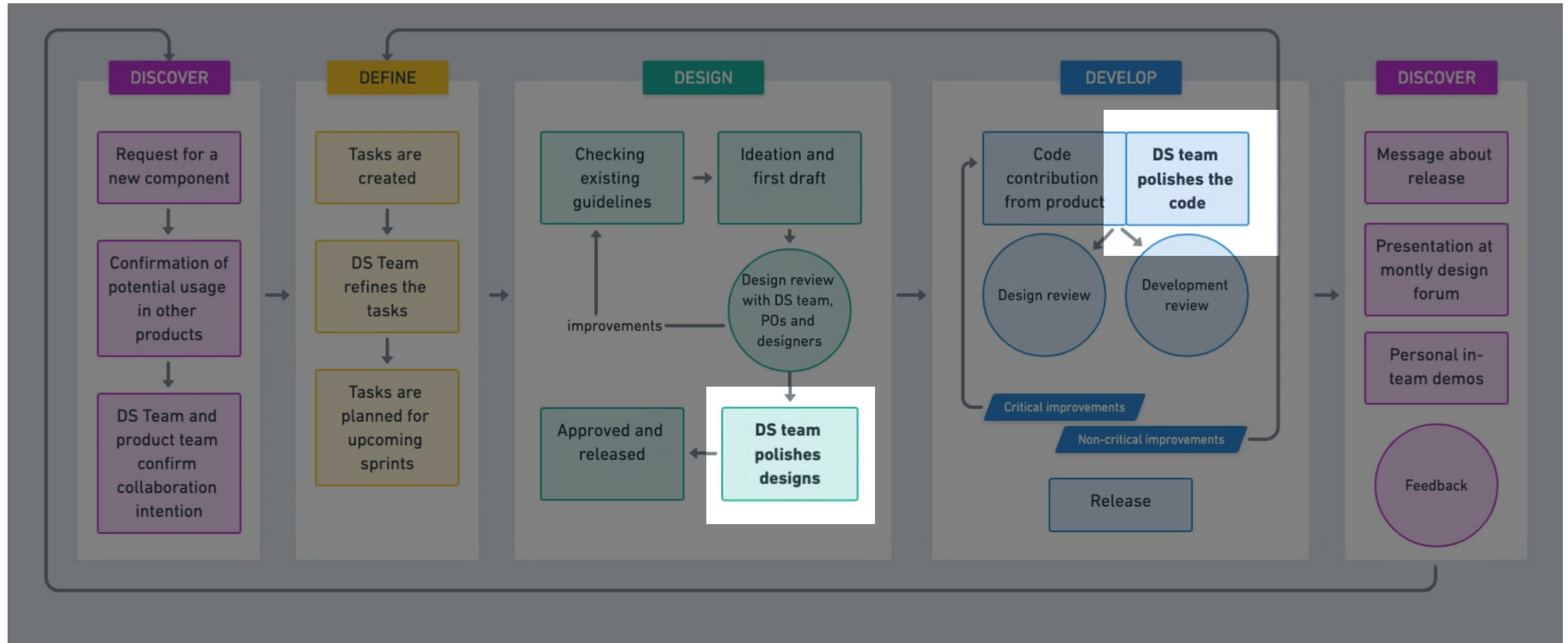
GATEKEEPER

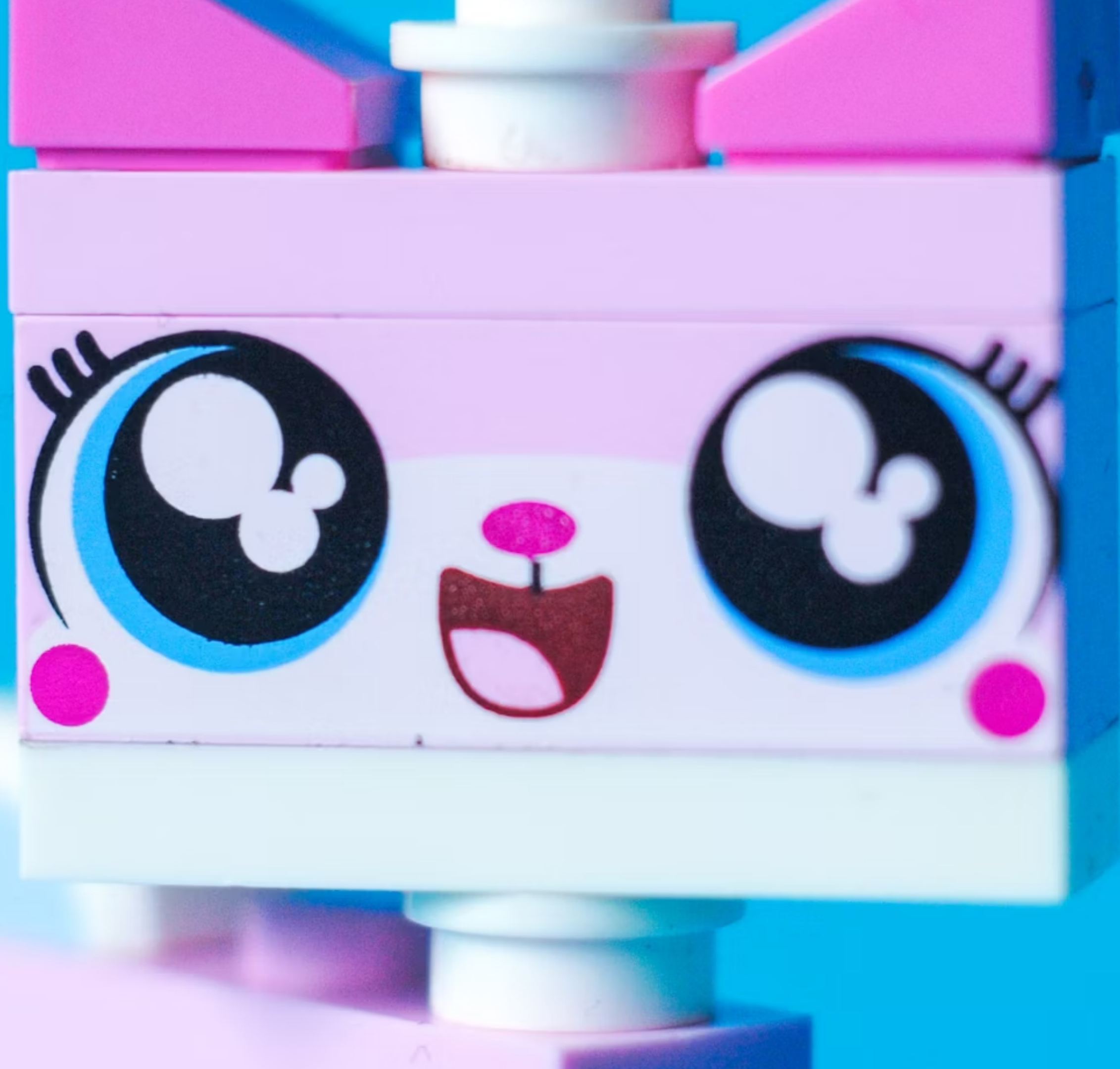
GUIDING GUARDIAN

Gatekeeper → Guiding Guardian

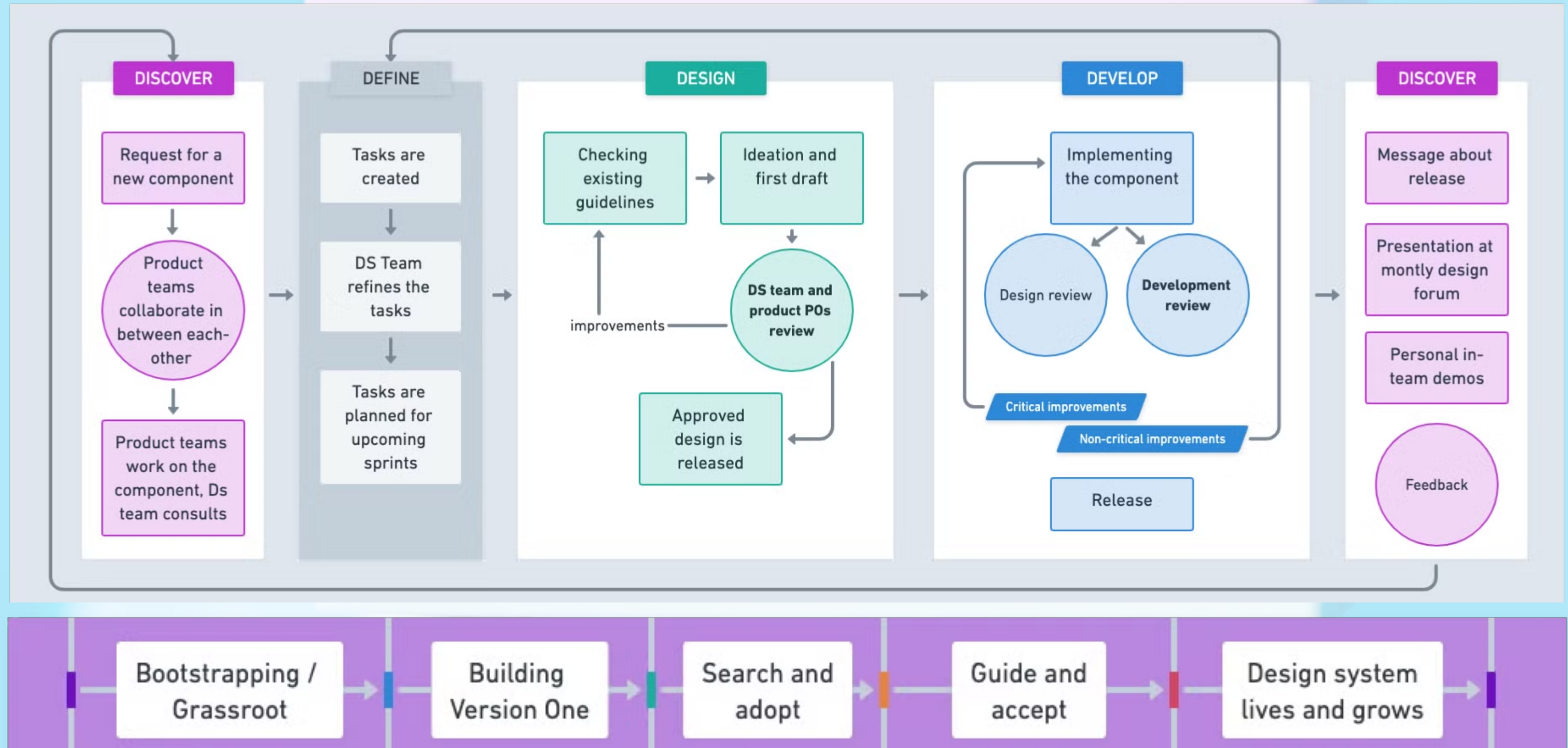


Gatekeeper → Guiding Guardian

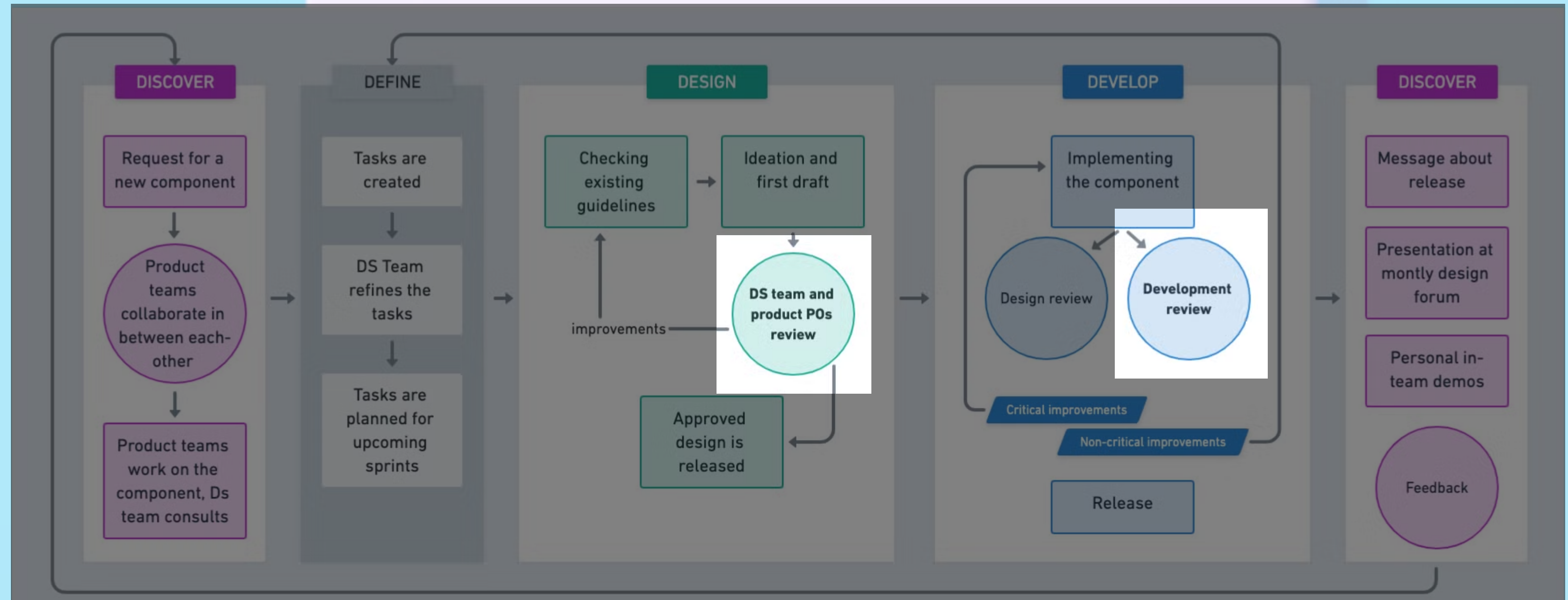




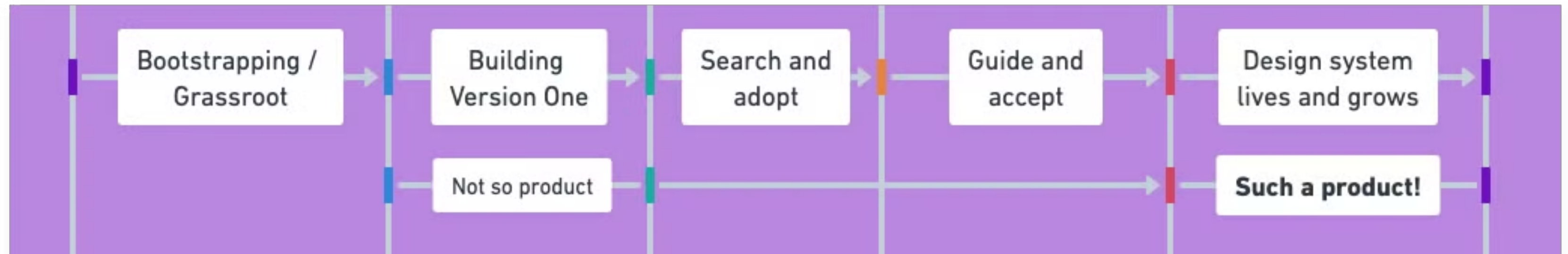
Perfect Contribution



Perfect Contribution



Maturity levels: jump, jump, jump



✓ collaborate vertically

✓ collaborate horizontally

✓ enhance the process

Recap & Questions? Let's keep talking.

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talk materials 🖐️



<https://bridge-the-gap.dev/events/future-frontend-2024/>

