

What are design systems?

Page based design vs UI components that are reusable

Design Systems have logic embedded within it. PSD is static. No relationships defined. Define expectations for the user and context by site. Tries to impose a structure and logic. Collection of UI components. So as you go across the site, you can anticipate how the page will look.

Which tools? CSS. Tried using PSD using smart objects. Design systems can align with Drupal objects.

Align design patterns with Drupal patterns. Uses Pattern Lab

Patternlab: <http://patternlab.io/> one tool “Atomic Design”

Is there a place in this for other parts of an organization, such as Editorial or Marketing. One place where to bring this tone — a living “Style Guide” talk to editors to model content.

Can take this approach with existing designs - first step - draw boxes around elements. Define them in a drupal agnostic way. Later align them with Drupal elements.

How do we map UI components to a Drupal component? Field formatter? Panel style plugin? View mode?

Style guide is manifestation of design system.

Design System can be defined as a set of logic about how things should be formatted. Manifests as documentation, possibly self-documenting.

Reference to “Lonely Planet Style Guide” possible reference:
<http://ianfeather.co.uk/a-maintainable-style-guide/>

<http://rizzo.lonelyplanet.com/styleguide/design-elements/colours>

The balance of choice vs system logic, how do we give content editors freedom within the system?

Suggestion to use view modes to manage editorial styling.

Great article on common patterns with a google sheet on a break down of some common pattern libraries: <http://blog.cloudfour.com/common-patterns/>

“Never let the developers do the design work” Need for an integrated multi-disciplinary workflow. Respect the integrity of the design without arbitrary design decisions. These design patterns should be identified early in the build process. Developers should alert team

when elements are found to be undefined. Counterpoint — developers should be included in the design decision. The Design System should be agnostic so that the elements may apply outside of original specifications. Break down the silos between team disciplines and responsibilities. If the API is well-defined, the cost of switching visual specs. Need a feedback loop between all aspects of site development, to flesh out a strong shared expectation to project delivery.

An alternative to full photoshop mockups to help break the design into patterns:

<http://styletil.es/>

An agile design system calls for cross-disciplinary feedback. This enables reduced execution time. Prioritization of tasks remains important. Can we use a defensive methodology for design systems? What are worse case scenarios?

Pattern lab allows for random content input into templates, styleguide module also has helper functions to do this: <https://www.drupal.org/node/1869768>

What can Drupal do to make better integrate Design Systems?

- Reducing pattern complexity — standardization — to help reduce surprises on the front end. Be a panels shop or a DS shop.
- Identify and relate design components to Drupal components
- View modes for everything. Forces design system thinking and reusability
- Keep template files config-lite, markup is more understandable.
- Panelizer is the UI to manage view modes, layout plugins allow you to drop content into UI component templates
- Avoid semantic views like modules, where markup is defined in the database
- Using SMACSS and BEM to better integrate Design Systems methods.
Drupal 8 CSS architecture <https://www.drupal.org/node/1887918>
- Take good ideas by reviewing other themes to learn potential alternatives.
- Descriptive selectors to help provide usage and context.
- Sass structure example theme: <https://www.drupal.org/project/gesso>
- Style prototypes: <https://github.com/north/Style-Prototypes> - yeoman generator
<https://github.com/north/generator-Style-Prototype>
- How can we make designers lives easier when designing a system for a Drupal?
Introduce Drupal common UI components that are on every site, like messages.
- **Tools:** [Patternlab](#), frameworks such as bootstrap, foundation, Hologram
<http://trulia.github.io/hologram/>
- Drush command to generate layout plugins <https://www.drupal.org/node/1098068>

Drupal Modules/Tools that were discussed

- https://www.drupal.org/project/view_mode_tab
- <https://github.com/magique/patternlab-php-drupal7>
- <http://johnalbin.github.io/zen-style-guide/>
- <http://kss-node.github.io/kss-node/>
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