



Design Systems

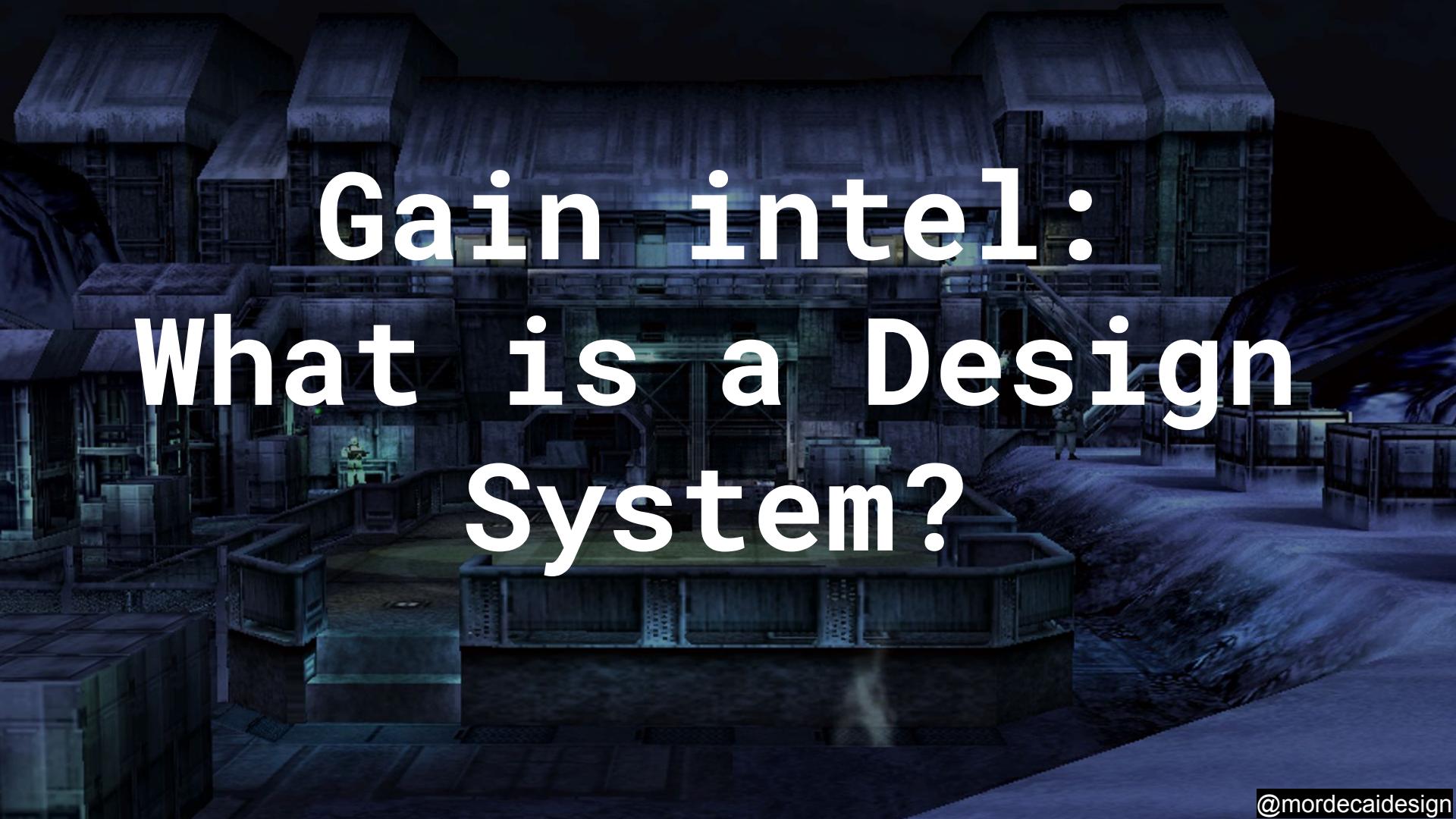
Tactical Creative Action

DESIGN SYSTEMS...

SO HOT RIGHT NOW



@mordecaidesign



Gain intel: What is a Design System?

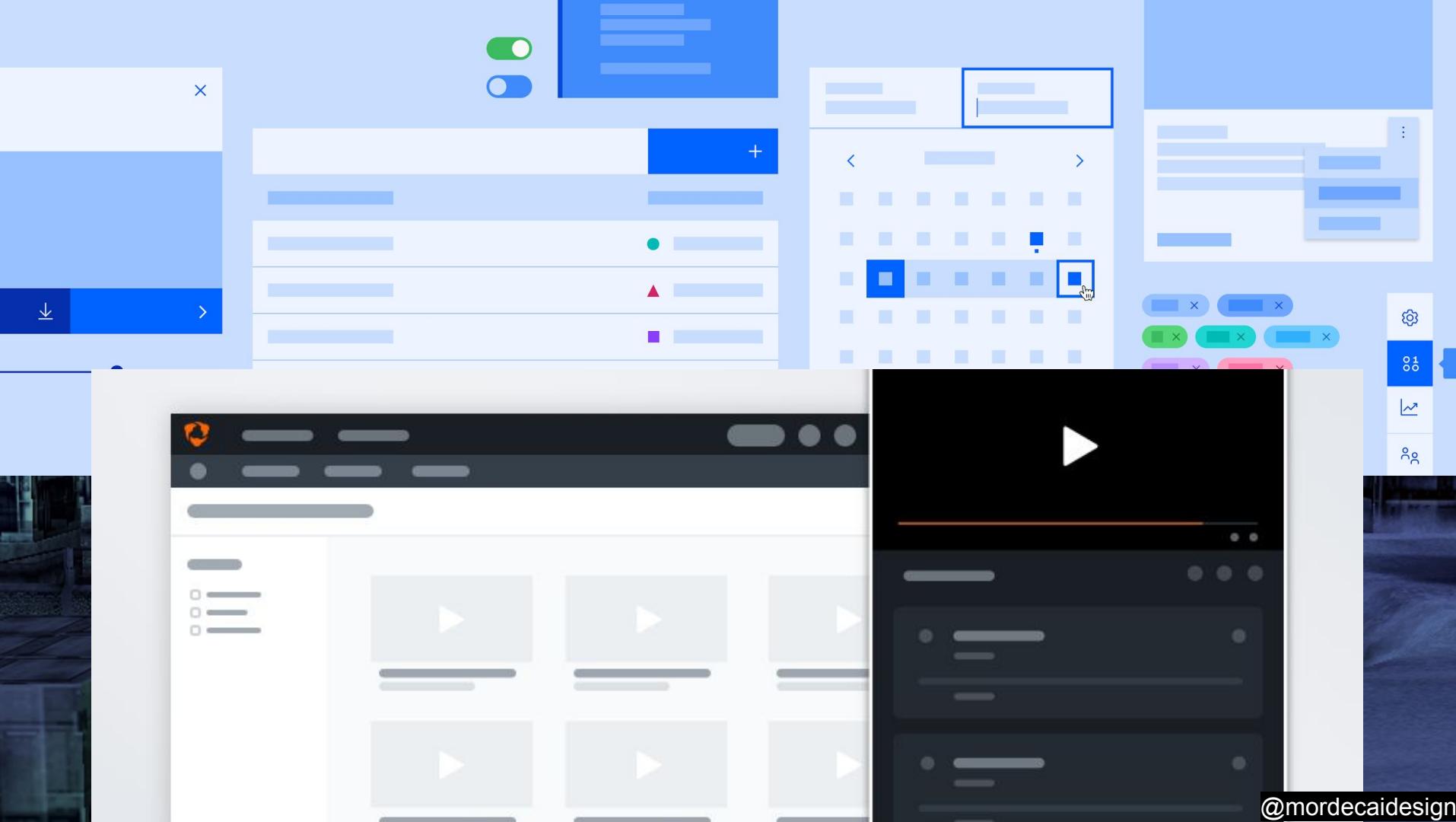
Brad Frost

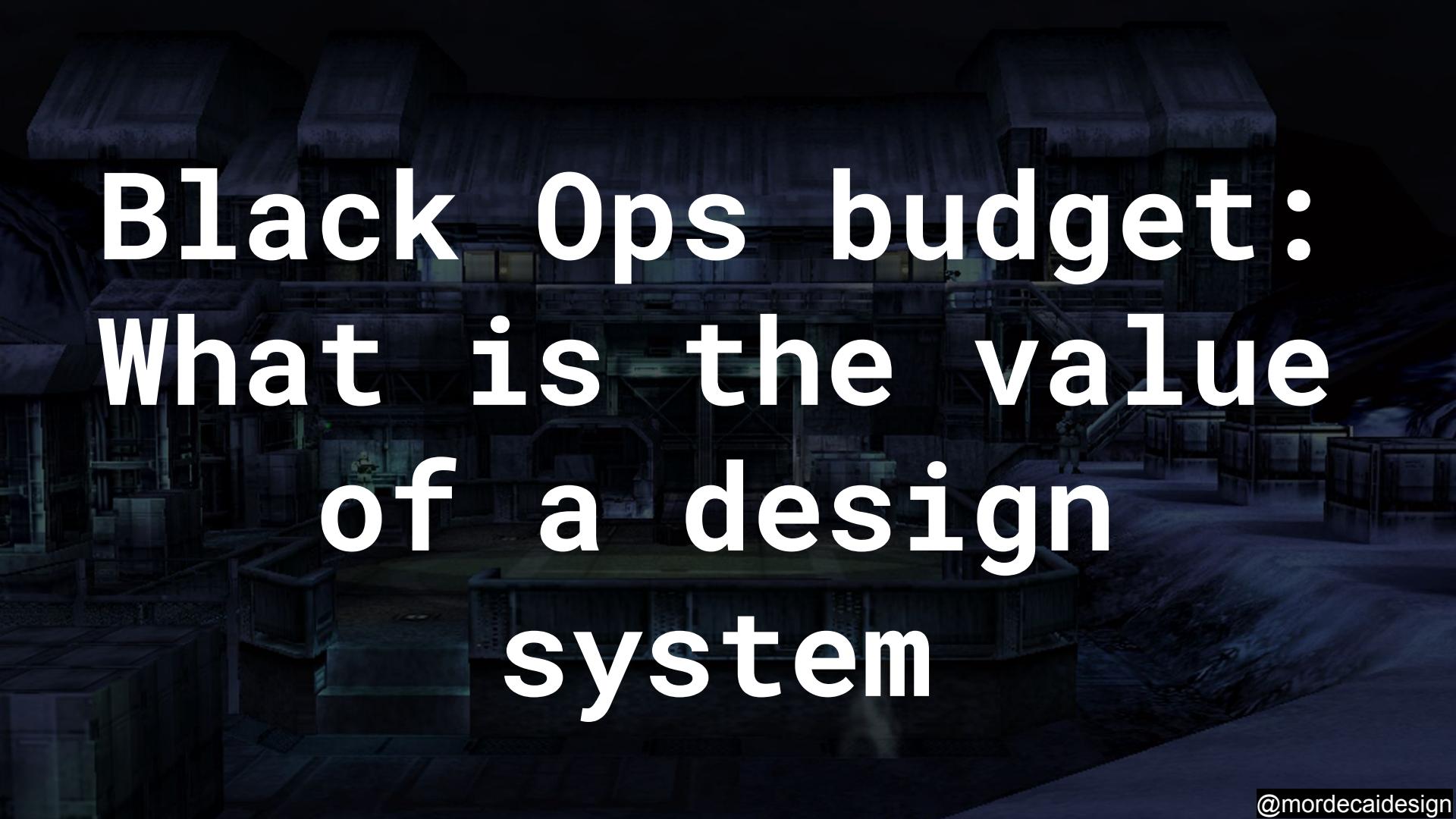
Specialty:

Design Systems



A design system is the story of how your organization designs and builds digital products.





Black Ops budget:
What is the value
of a design
system

A dark, atmospheric scene from a video game, possibly Star Wars: Knights of the Old Republic. It shows a futuristic industrial or laboratory setting with glowing blue lights, complex machinery, and a character in the distance.

Accessibility and Inclusion







USB port for Right Thumbstick input

Connect button

3.5mm jacks for external buttons, thumbsticks, and triggers

Large programmable buttons (2)

D-pad

Xbox, View, Menu, and Profile buttons

3.5mm stereo headset jack

USB port for Left Thumbstick input

USB-C and DC power ports



Domino's asks the Supreme Court to shut down a lawsuit requiring its website be accessible to blind people

Domino's is arguing the requirements would be inconsistent and costly

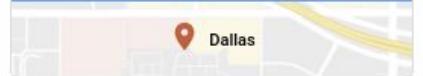
By Nick Statt | @nickstatt | Aug 1, 2019, 7:06pm EDT

f  SHARE



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American Freight Furniture and Mattress 

Visit Any Of Our 170+ Locations Nationwide Or Shop Online

 Dallas

 WEBSITE  DIRECTIONS

GOOD DEALS



Beyoncé's Parkwood Entertainment sued over website accessibility

A lawsuit claims [beyonce.com](#) violates the Americans With Disabilities Act by failing to accommodate visually impaired users

Laura Snapes

Fri 4 Jan 2019 05.50 EST

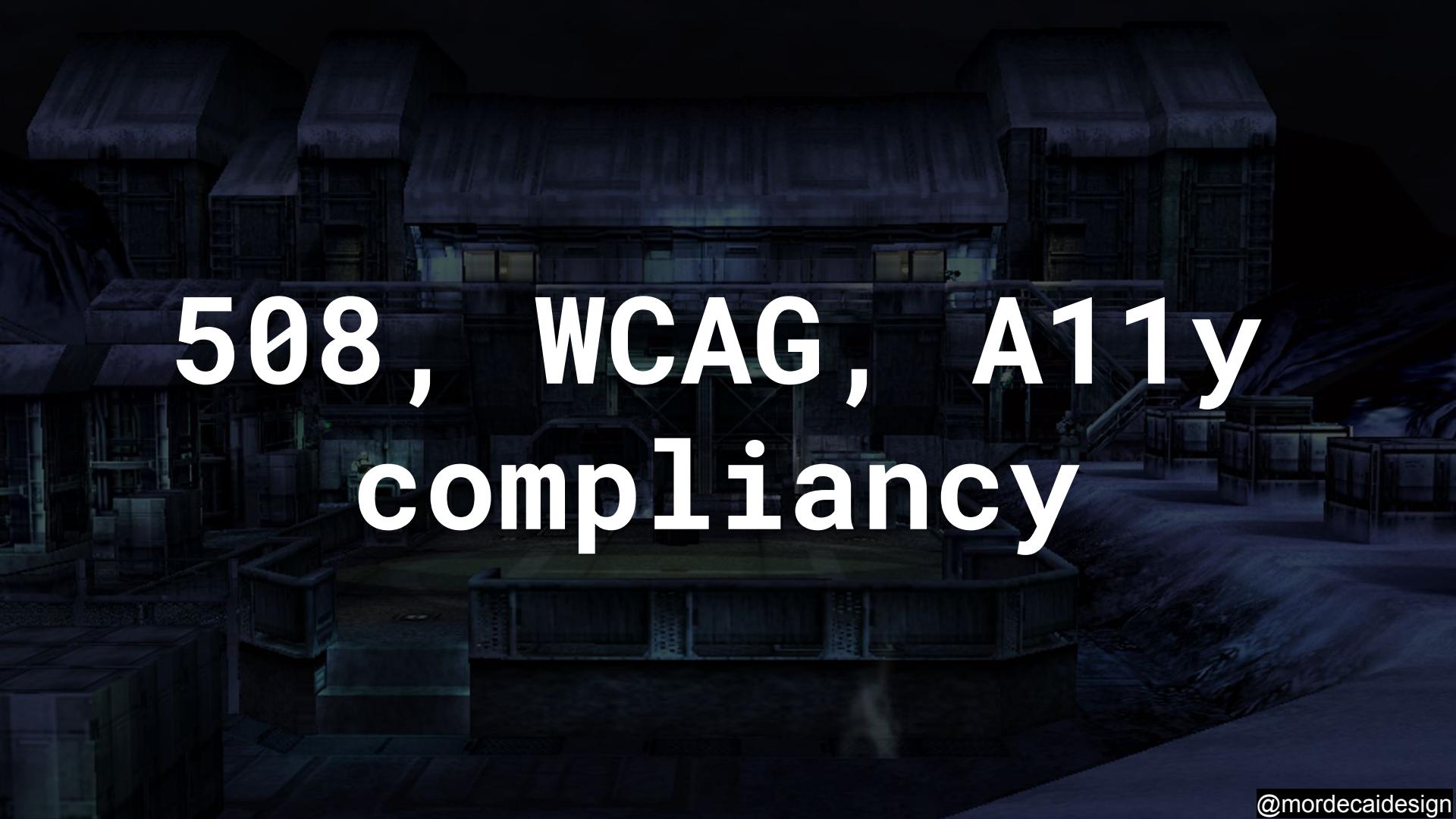


176



▲ Beyoncé. Photograph: Evan Agostini/AP

A class action lawsuit claims that Beyoncé's official website violates the Americans With Disabilities Act (1990) by denying visually impaired users equal access to its products and services, according to the Hollywood

The background of the slide is a dark, atmospheric scene from a video game or movie. It depicts a futuristic or industrial facility, possibly a space station or a large ship. The environment is filled with complex metal structures, pipes, and glowing blue lights. The lighting is low, creating a moody and mysterious atmosphere.

508, WCAG, A11y
compliancy

Topics[Agile](#)[Design Process](#)[Ecommerce](#)[Intranets](#)[Navigation](#)[Psychology and UX](#)[Research Methods](#)[User Testing](#)[Web Usability](#)

10 Usability Heuristics for User Interface Design

Summary: Jakob Nielsen's 10 general principles for interaction design. They are called "heuristics" because they are broad rules of thumb and not specific usability guidelines.

By Jakob Nielsen on April 24, 1994

Topics: [Heuristic Evaluation](#), [Human Computer Interaction](#), [Web Usability](#)

Share this article:



#1: Visibility of system status

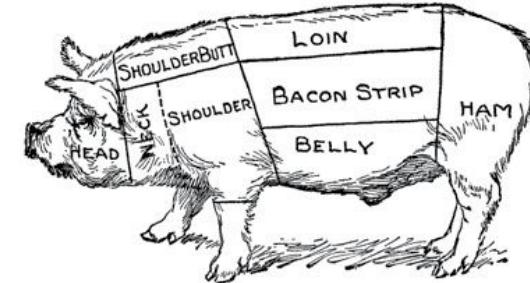
The system should always keep users informed about what is going on, through appropriate feedback within

<https://www.nngroup.com/articles/ten-usability-heuristics/>

Nutrition Cards for Accessible Components

A11Y Nutrition Cards is an attempt to digest and simplify the accessibility expectations when it comes to component authoring. Based on the [WAI ARIA Authoring Practices Guide](#).

- [Accordion](#)
- [Button](#)
- [Tabs](#)
- [Tooltip](#)



<p>Component Name</p> <h2>Accordion</h2>	<p>Keyboard Expectations</p> <ul style="list-style-type: none">• [Enter] or [Space] = Expands/Collapses Panel• [Tab] = Move to next focusable element• [Shift + Tab] = Move to previous focusable element• [↑ ↓] = Cycle headers when header focused• [Home] (Optional) = Focus first header• [End] (Optional) = Focus last header
<p>Focus Expectations</p> <ul style="list-style-type: none">• Headers should have visible keyboard focus state• All keyboard interactions relate to when headers are focused	
<p>Labelling Expectations</p> <ul style="list-style-type: none">• Each accordion header title is contained in an element with role button (e.g. <code><button></code>).• Each accordion header button wrapped with role heading set to appropriate aria-level.<ul style="list-style-type: none">◦ HTML heading elements can be used.	

Only one `button` element is allowed in the `header`. Other visual elements must be

<https://davatron5000.github.io/a11y-nutrition-cards/>

A dark, atmospheric scene from a video game, possibly Half-Life, showing a futuristic or industrial facility. The environment is filled with complex metal structures, pipes, and glowing blue lights. The overall mood is mysterious and foreboding.

Localization

©MHD

Enjoy
コカ・コーラ
登録商標

Buvez
Coca-Cola
MARQUE DÉPOSÉE

請飲
樂可口
標商冊註

ששת
קוקה קולה
סמל רשום

اشربْ
كوكا كولا
ماركة مسجلة

Απολαύστε
Coca-Cola
Σήμα Κατατεθέν



<https://www.pbs.org/video/abacus-small-penough-to-jail-suqmxe/>



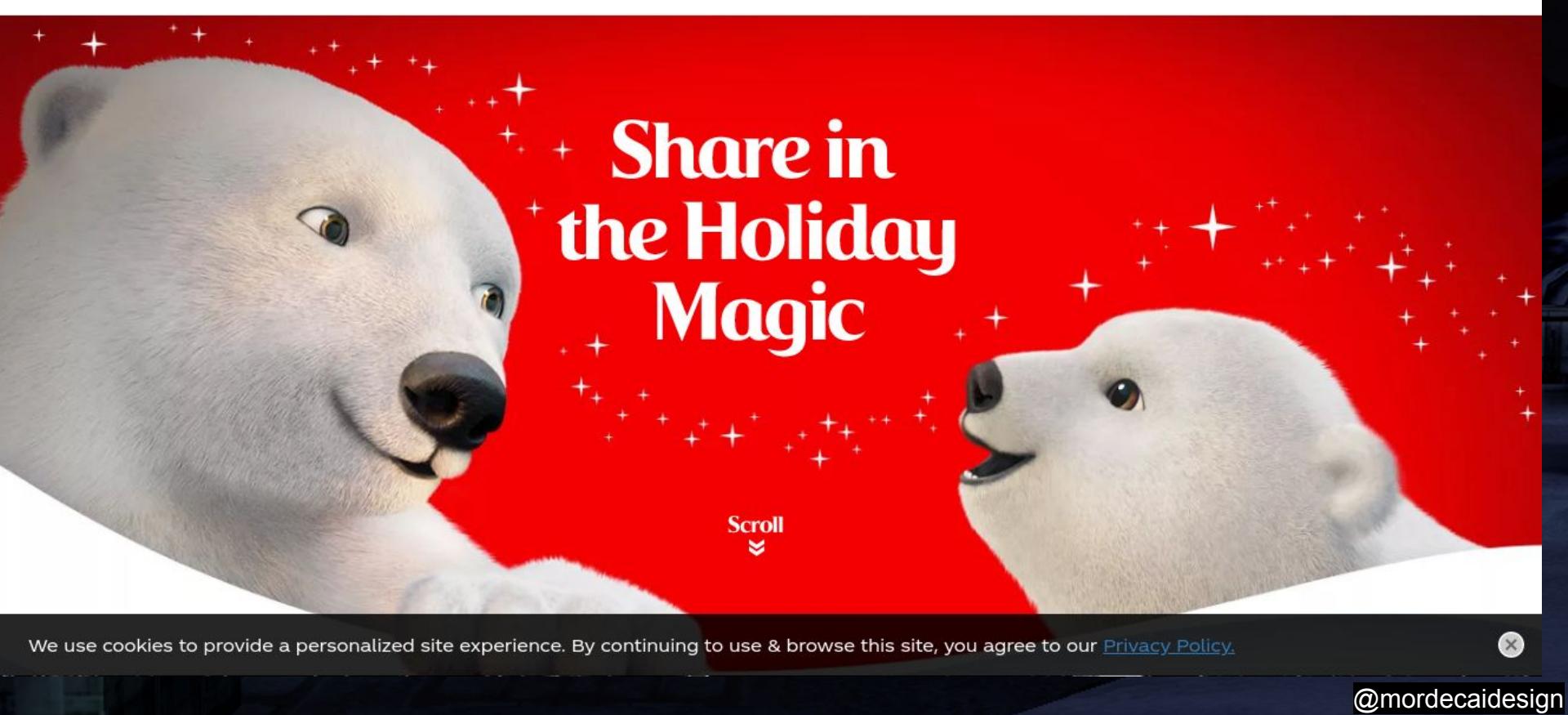
1:24:4

<https://www.pbs.org/video/abacus-small-penough-to-jail-suqmxe/>

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OUR BRANDS ▶ SHOP ▶ GIVE REWARDS COCA-COLA® CINNAMON



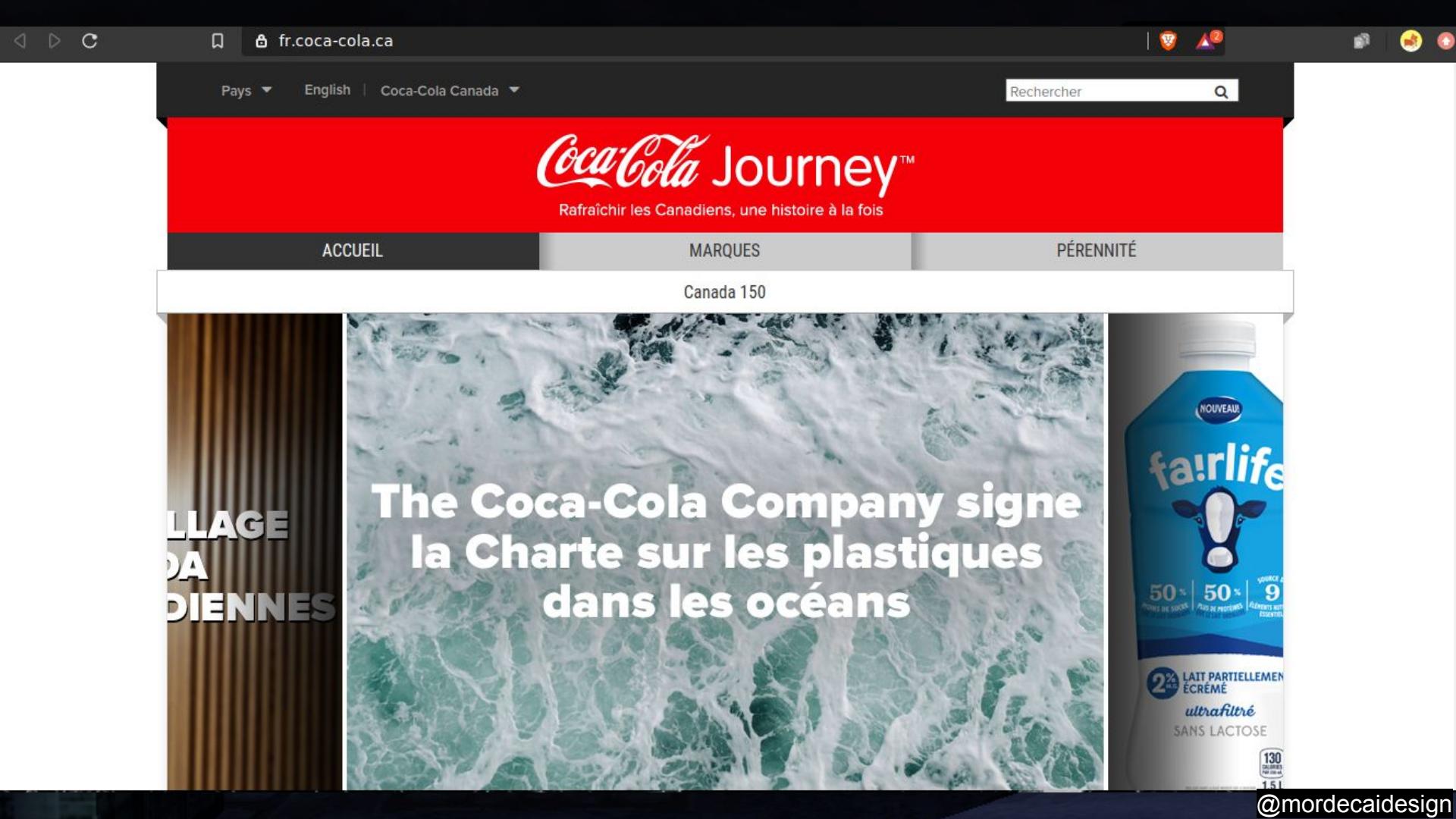
Share in
the Holiday
Magic

Scroll
▼

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Pays

English

Coca-Cola Canada

Rechercher

Coca-Cola Journey™

Refrâchir les Canadiens, une histoire à la fois

ACCUEIL

MARQUES

PÉRENNITÉ

Canada 150



The Coca-Cola Company signe la Charte sur les plastiques dans les océans



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トップ

製品

CM/動画

キャンペーン

SHARE



もれなく聴ける♪
Little Glee Monsterの
楽曲を楽しもう! >

アイスケーキとLINEポイントのシリアルコードの入力はこちら! >



今年もラベルがリボンに変わったリボンボトルが登場! もれなく限定のクリスマスソングが聴けるチャンス!



#自販機ストーリー^{抽選募集中!}
キャラバン実施中!



対象自販機でアクリル出たら必ずもらえる!
エナジーを買って当てよう! 引き換えはこちら!

MORE





一路可口可乐 | 我们在乎

Coca-Cola Journey
We Care

首页

品牌家族

百年光阴

可持续发展

乐在影音

招贤纳士

我们在乎 • 2018世界杯 • 2014-2016可持续发展报告 • 百年摩登弧形瓶 • 可口可乐管理培训生计划



有你
有才是

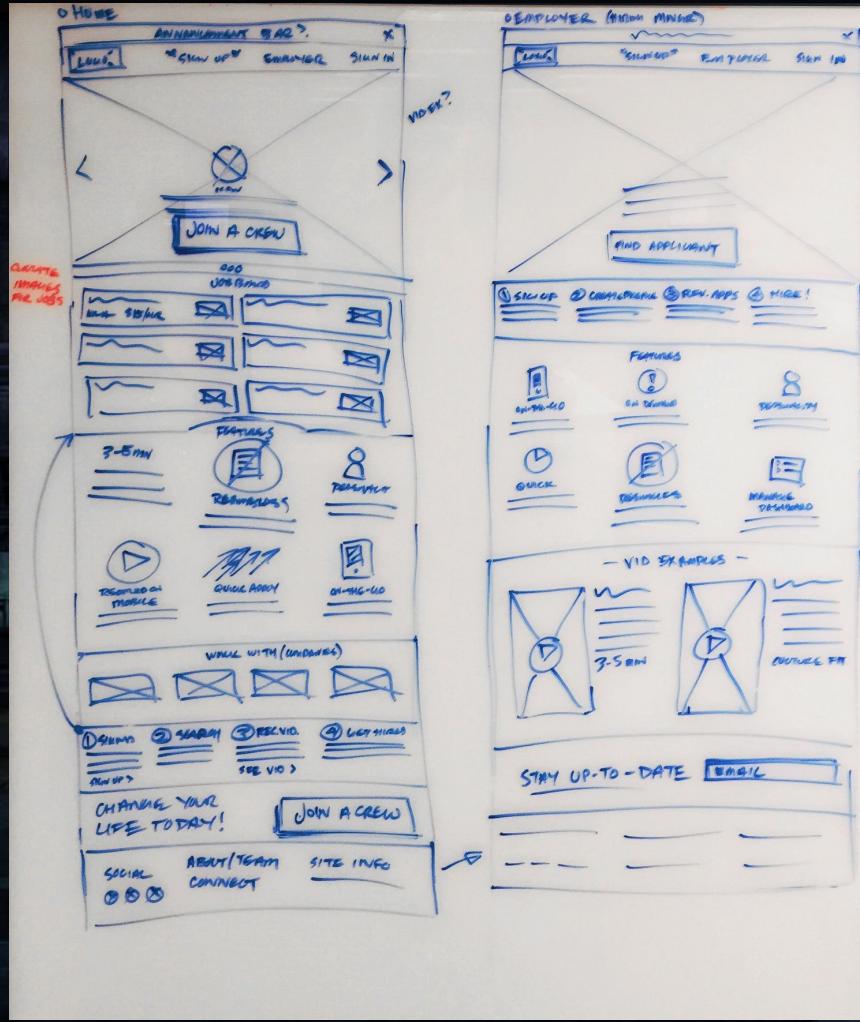


我们在

@mordecaidesign

A dark, atmospheric screenshot from a video game, likely Deus Ex, showing a futuristic industrial facility. The scene is filled with complex metal structures, pipes, and platforms. A single character stands in the distance, appearing small against the vast, dimly lit environment. The lighting is low, creating deep shadows and a sense of mystery.

Low fidelity



A dark, atmospheric scene from a video game, possibly Half-Life, showing a futuristic industrial facility. The environment is filled with complex metal structures, pipes, and platforms. A lone figure stands in the distance, appearing small against the vast, dimly lit space. The lighting is low, creating deep shadows and a sense of mystery.

Take stock of
your current
inventory

A dark, atmospheric scene of a futuristic or industrial facility. The environment is filled with complex metal structures, pipes, and glowing blue lights from various sources like panels and screens. The overall mood is mysterious and tech-oriented.

Typefaces

Source Sans Pro

[+ SELECT THIS FONT](#)

Glyph

Ss

Characters

ABCĆĆDĐEFGHIJKLMNOPQRSŠTUVWXYZŽabcććđeđfg
hijklmnopqrsštuvwxyzžАБВГЃДЂЕЁЄЖЗСИЇЙКЉ
МНЊОПРСТЋУЎФХЦЧӮШЩЊЫњЭЮЯабвгѓдђеёжз
иїйјклъмнњопрстћуЎФХЦЧӮШЩЊЫњЭЮЯАВГДЕЗНЋ
КЛМНΞОПРСТҮФХΨΩαβγδεζηθικλμνξορστυφχψωά
'Αέ'Εέ'Ηί'Ιό'Ού'Ү'Үά'ά'ε'ή'ή'ί'օ'օ'ն'ύ'ώ'Ω'Α'Α'Է'Օ'Ծ'Ա'ա'է'օ'
ս1234567890‘?’“!”(%)[#]{@}/&\<-+÷×=>®©\$€£¥¢:;,.*

Styles

Type here to preview text

40px

Extra-Light
Extra-Light Italic

Designer

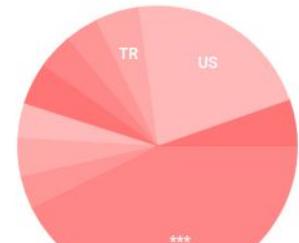


Paul D. Hunt
Principal designer

About

Source® Sans Pro, Adobe's first open source typeface family, was designed by Paul D. Hunt. It is a sans serif typeface intended to work well in user interfaces.

Usage



A dark, atmospheric scene from a video game, likely Deus Ex, showing a futuristic industrial facility. The environment is filled with complex metal structures, pipes, and platforms. Several glowing blue lights provide the primary illumination, casting long shadows. A lone character stands on a platform in the background, looking towards the viewer. The overall mood is mysterious and industrial.

Colors

Carbon Design System

Version: 7.0.0

Getting Started

Guidelines

Style

Colors

Grids

Iconography

Layer

Motion

Typography

Components

Resources

Component Status

Design Kit →

GitHub Repo →

Carbon default theme

Feedback Colors

Yam

#FBCFB0

	16px	24px
Coconut text	Not legible	Not legible
Peppercorn text	Pass	Pass

Cornflower

#C5DBF2

	16px	24px
Coconut text	Not legible	Not legible
Peppercorn text	Pass	Pass

Cucumber

#DBEACC

	16px	24px
Coconut text	Not legible	Not legible
Peppercorn text	Pass	Pass

Squash

#FBEECA

	16px	24px
Coconut text	Not legible	Not legible
Peppercorn text	Pass	Pass

Radish

#F9E8FA

	16px	24px
Coconut text	Not legible	Not legible
Peppercorn text	Pass	Pass

B 12 20 37 50 67 80 90 95 W

TYPGRAPHY

	W	AAA	AAA	AAA	AA	AA18	DNP	DNP	DNP	DNP	
W	21	16.6	12.6	6.4	3.9	2.3	1.6	1.2	1.1	1.1	
95	AAA	AAA	AAA	AA	AA18	DNP	DNP	DNP	DNP	DNP	
90	18.7	14.8	11.2	5.7	3.5	2	1.4	1.1	1.1	1.1	
90	AAA	AAA	AAA	AA	AA18	DNP	DNP	DNP	DNP	DNP	
80	16.6	13.2	10	5.1	3.1	1.8	1.2	1.1	1.1	1.2	
80	AAA	AAA	AAA	AA18	DNP	DNP	DNP	DNP	DNP	DNP	
70	13	10	7.8	4	2.4	1.4		1.2	1.4	1.6	
67	AAA	AAA	AA	DNP							
67	9.1	7.2	5.5	2.8	1.7		1.4	1.8	2	2.3	
50	AAA	AA18	AA18	DNP	DNP	DNP	DNP	AA18	AA18	AA18	
50	5.3	4.2	3.2	1.6		1.7	2.4	3.1	3.5	3.9	
37	AA18	DNP	DNP		DNP	DNP	AA18	AA	AA	AA	
37	3.2	2.5	1.9		1.6	2.8	4	5.1	5.7	6.4	
20	DNP	DNP		DNP	AA18	AA	AAA	AAA	AAA	AAA	
20	1.6	1.3		1.9	3.2	5.5	7.8	10	11.2	12.6	
12	DNP		DNP	DNP	AA18	AAA	AAA	AAA	AAA	AAA	
12	1.2		1.3	2.5	4.2	7.2	10	13.2	14.8	16.6	
B		DNP	DNP	AA18	AA	AAA	AAA	AAA	AAA	AAA	
B		1.2	1.6	3.2	5.3	9.1	13	16.6	18.7	21	

Foreground Color

#FFFFFF

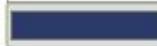


Lightness



Background Color

#2B3A67



Lightness



Contrast Ratio

11.03:1

[permalink](#)

Normal Text

WCAG AA:

Pass

WCAG AAA:

Pass

The five boxing wizards jump quickly.

Large Text

WCAG AA:

Pass

WCAG AAA:

Pass

The five boxing wizards jump quickly.

Graphical Objects and User Interface Components

WCAG AA:

Pass



Text Input

<https://webaim.org/resources/contrastchecker/>

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A dark, atmospheric scene from a video game, possibly Deus Ex, showing a futuristic industrial facility. The environment is filled with complex metal structures, pipes, and walkways. The lighting is low, with some bright spots from overhead lights and a green glow from a screen or panel in the background. A lone figure is visible in the distance, adding to the sense of scale and mystery.

Avoid Metaphor landmines

A screenshot of a CodePen interface showing a CSS button example.

The title bar shows multiple tabs including "Design Syste", "#movies", "design system", "Design Syste", "colors-2.jpg", "Buttons · Bo", "Color | Mail", "WebAIM: Con", "CSS arcade.b", and "+".

The header includes navigation icons (back, forward, search), a URL bar with "codepen.io/thierrymichel/pen/Pwzbmdu", and user account buttons for "Sign Up" and "Log In".

The main content area has three tabs: "HTML", "CSS (SCSS)", and "JS".

The "HTML" tab contains the following code:

```
1<h1>Push the button<small>(s)</small></h1>
2<p>flat or not...</p>
3<button class="push--flat"></button> <button
  class="push--skeuo"></button>
```

The "CSS (SCSS)" tab contains the following SCSS code:

```
1 $bg: #333;
2 $push-color: hsla(10, 90%, 40%, 1);
3
4 $push-size: 240px;
5
6 body {
7   margin: 1em;
```

The preview section shows two large, red, circular buttons. The left button has a black outline and a white center, with a small white cursor icon pointing at it. The right button has a thick red outline and a red center.

At the bottom, there are links for "Console", "Assets", "Comments", "Shortcuts", and buttons for "Embed", "Export", and "Share". A watermark "@mordecaidesign" is visible in the bottom right corner.

A dark, atmospheric scene of a futuristic or industrial facility. The background is filled with complex, metallic structures, pipes, and glowing blue lights, creating a sense of depth and complexity. The overall mood is mysterious and industrial.

Start cataloging
these decisions

PROPERTIES

- color
- base.json
- devices
- fonts
- z_variablescollection

```
1 {  
2   "color": {  
3     "brand": {  
4       "teal": {  
5         "base" : { "value": "#20a49d"}  
6       },  
7       "jade": {  
8         "base" : { "value": "#1e9a93"}  
9       },  
10      "blueberry": {  
11        "55" : { "value": "#4e2c88"},  
12        "base" : { "value": "#603f98"}  
13      }  
14    },  
15    "grey": {  
16      "steel" : { "value": "#3f3f3f"},  
17      "steel-40" : { "value": "#4f4f4f"},  
18      "warm" : { "value" : "#8e8e8e"},  
19      "warm-30" : { "value" : "#f3f2f1"},  
20      "cool-80" : { "value" : "#1c1e21"},  
21      "75" : { "value" : "#2e2e2e"},  
22      "60" : { "value" : "#3f3f3f"},  
23      "30" : { "value" : "#c4c4c4"},  
24      "22" : { "value" : "#e6e6e6"},  
25      "20" : { "value" : "#dededede"},  
26      "15" : { "value" : "#f6f6f6"},  
27      "10" : { "value" : "#fafafa"}  
28    },  
29    "feedback": {  
30      "yellow" : { "value": "#ffc107"},  
31      "red" : { "value": "#dc3545"},  
32      "green" : { "value": "28a745"},  
33      "blue" : { "value": "#17a2b8"}  
34    }  
35  }  
36 }  
37 }
```

```
1 {  
2   "device": {  
3     "width": {  
4       "phone" : { "value": "514px"},  
5       "tablet" : { "value": "768px"},  
6       "desktop": { "value": "1024px"},  
7       "desktop-narrow": { "value": "1180px" }  
8     }  
9   }  
10 }  
11 }
```



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```
1 * Do not edit directly
2 * Generated on Fri, 28 Jun 2019 22:07:52 GMT
3
4 */
5
6 $color-brand-teal-base: #20a49d;
7 $color-brand-jade-base: #1e9a93;
8 $color-brand-blueberry-55: #4e2c88;
9 $color-brand-blueberry-base: #603f98;
10 $color-grey-10: #fafafa;
11 $color-grey-15: #f6f6f6;
12 $color-grey-20: #eddede;
13 $color-grey-22: #e6e6e6;
14 $color-grey-30: #c4c4c4;
15 $color-grey-60: #3f3f3f;
16 $color-grey-75: #2e2e2e;
17 $color-grey-steel: #3f3f3f;
18 $color-grey-steel-40: #4f4f4f;
19 $color-grey-warm: #8e8e8e;
20 $color-grey-warm-30: #f3f2f1;
21 $color-grey-cool-80: #1c1e21;
22 $color-feedback-yellow: #ffc107;
23 $color-feedback-red: #dc3545;
24 $color-feedback-green: #28a745;
25 $color-feedback-blue: #17a2b8;
```

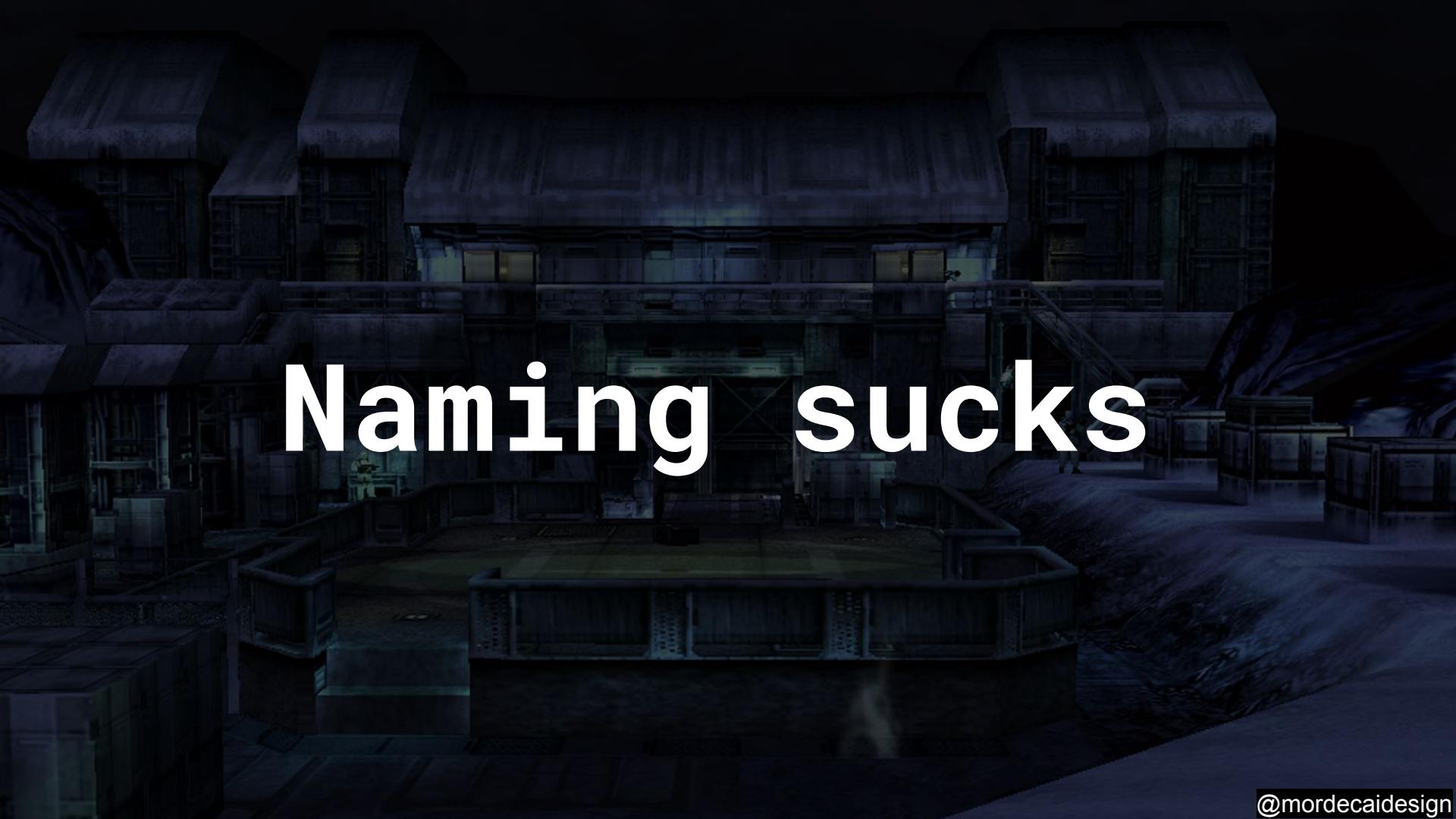
```
// TKTTKT MATTHEW $body-copy-onlt passes AAA compility
// note that I am using onlt (on light) so that ondk (on dark)
$body-copy-onlt: $color-grey-steel-40 !default;
$grey-steel: $color-grey-steel !default;
$brown-grey: $color-grey-warm !default;
$dark-grey: $color-grey-cool-80 !default;
$light-grey: $color-grey-30 !default;
$sand-grey: $color-grey-warm-30 !default;
```

```
$teal: $color-brand-teal-base !default;
$jade: $color-brand-jade-base !default;
$blueberry: $color-brand-blueberry-base !default;
```

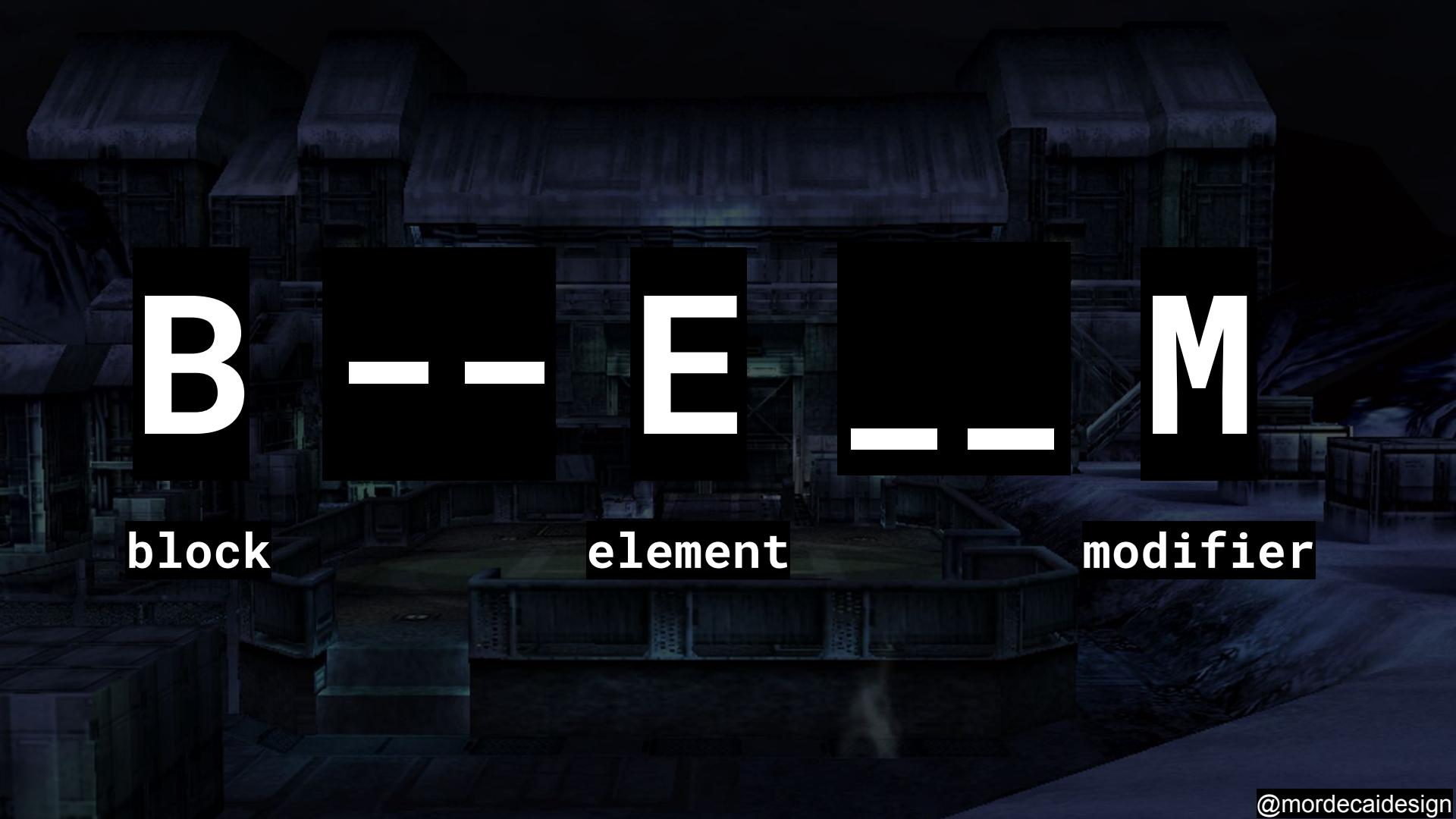
```
You, 4 months ago | 5 authors (Martyn Janes and others)
1 // Normalize the css Martyn Janes, a year ago • Correct usage of font awesome
2 @import '../node_modules/normalize.css/normalize';
3
4 // Imports
5 // Note that all of our token variables are pulled in from the variables that are created in token gen
6 @import '_variables';
7
8 @import '_mixins';
9 @import '_media-queries';
10 @import '_colors-brand';
11 @import '_colors-neutral';
12 @import '_colors-utility';
13 @import '_colors-overlay';
14 @import '_fonts';

page-box.scss
als
17 @import 'globals';
18 @import 'forms';
19
20 // Atoms
21 @import 'arrow-button';
22 @import 'block-quote';
23 @import 'button';
```

```
// TKTTKT MATTHEW: Note: With the way things are
.card_link {
  display: block;
  position: relative;
  width: 100%;
  padding-top: 75%;
  overflow: hidden;
  &.text {
    color: $grey-steel;
  }
}
```

A dark, atmospheric scene of a futuristic or industrial facility at night. The image is filled with complex structures, pipes, and glowing windows, creating a sense of depth and complexity. The overall mood is mysterious and moody.

Naming sucks

The background of the image is a dark, atmospheric scene from a video game or movie. It depicts a futuristic city at night, with glowing lights from windows and street lamps, and a hazy, smoky atmosphere. The architecture is modern and industrial, with tall buildings and complex structures.

B

— —

E

— —

M

block

element

modifier

B

--

E

--

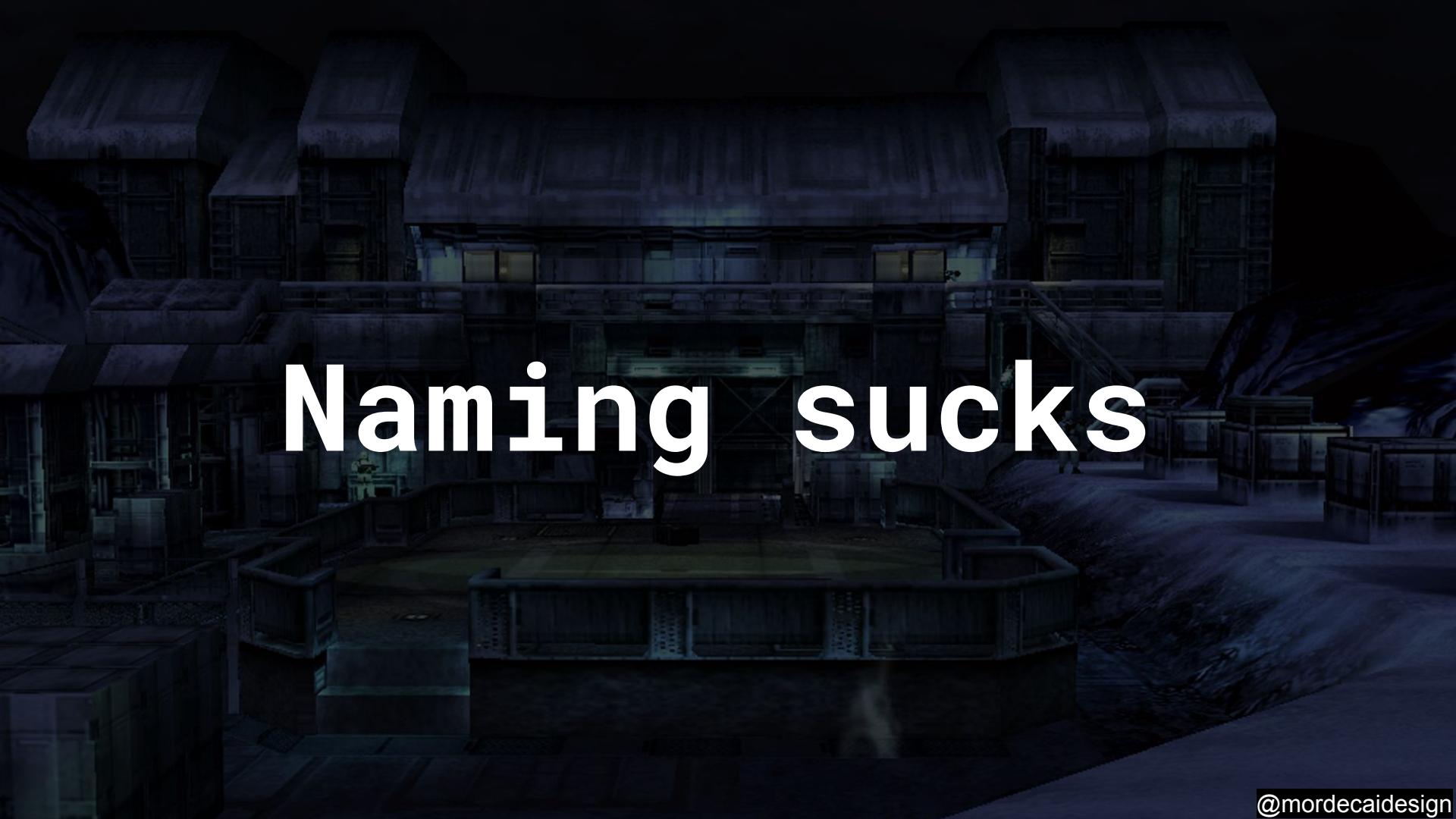
M

block

element

modifier

button--primary__XL

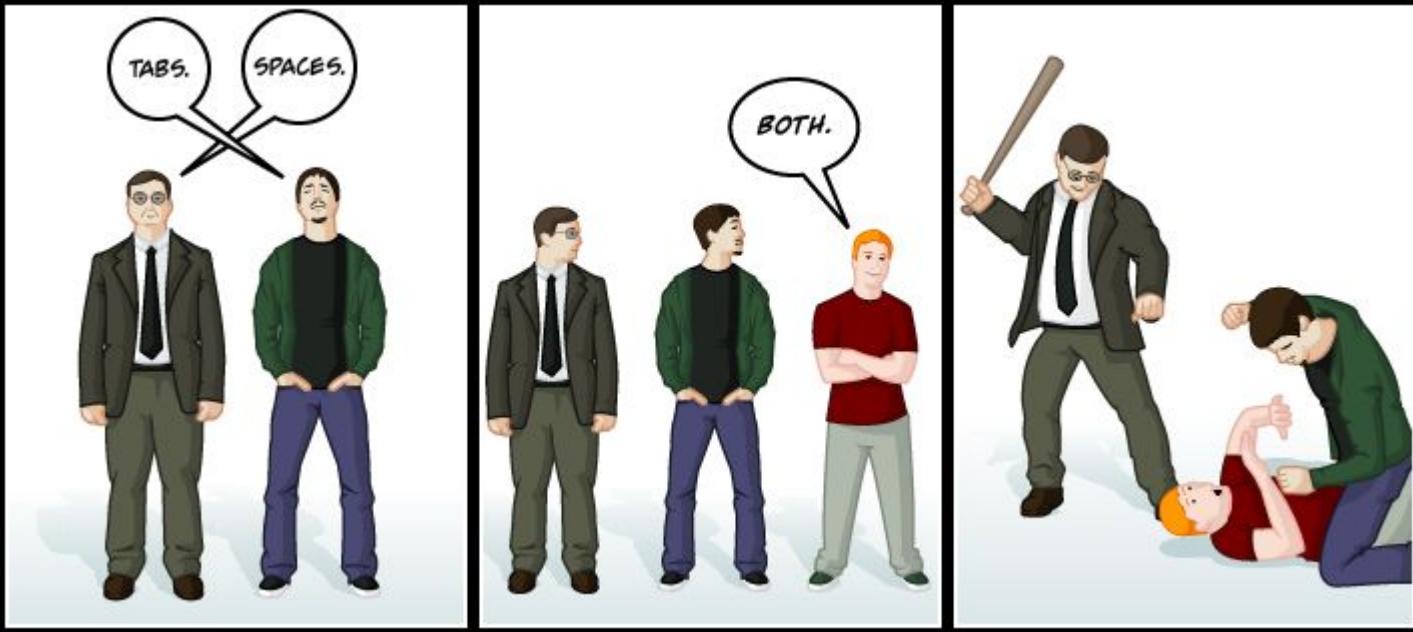
The background is a dark, atmospheric scene of a futuristic or industrial facility at night. The architecture is characterized by dark, metallic structures with glowing blue and green lights from various panels and windows. The overall mood is mysterious and slightly foreboding.

Naming sucks

Coding decisions



You're the Metal Gear chief engineer,
Hal Emmerich, right?





You're the Metal Gear chief engineer,
Hal Emmerich, right?

A dark, atmospheric screenshot from a video game, likely Deus Ex, showing a futuristic industrial facility. The scene is filled with complex metal structures, pipes, and platforms. A lone figure stands in the distance on an upper level. The lighting is low, creating a moody and mysterious atmosphere.

We're not above
pretty



@mordecaidesign



MISSION
ACCOMPLISHED

A dark, atmospheric industrial scene, possibly from a video game. The environment is filled with complex metal structures, pipes, and scaffolding. A few small figures are visible in the distance, emphasizing the scale of the industrial complex.

Thank You