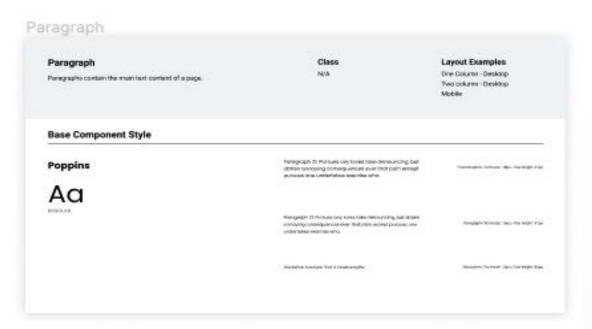
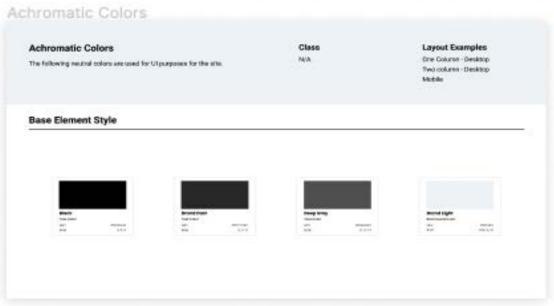
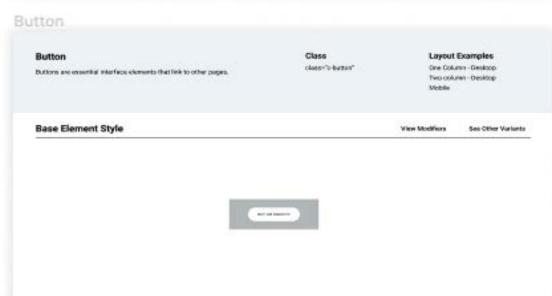
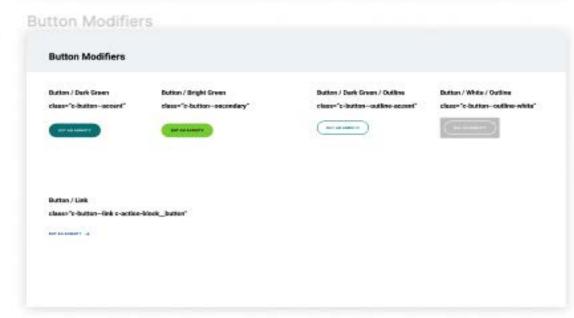
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CREATING A DESIGN FOUNDATION

Crafting a Scalable, Visual Design System

Building a design system is a complex problem that can be defined differently for each organization and design team. Although our websites at LT were based on a global code framework, not every site aligned with this system the exact same way. There wasn't a single source of truth regarding the documentation of styles, components, or template designs. Figma files needed to be cleaned up to reflect the most recent designs on our sites.

My challenge was to create a visual design system within Figma, that documented elements and features of each of our financial brand websites, while attempting to maintain a close connection to our global design system documentation. I wanted the global design system to be easily extended to our brand's Figma projects, so that global patterns can easily be updated and maintained.

The goal was to create a design system structure that could be integrated with projects across Figma while being scalable, easy to maintain and update, and simple to navigate.

Key Findings

- Atom -> template relationship and it's effectiveness with creating a design hierarchy
- Use of auto-layout to create flexible layout elements and components
- Created central library for use by design, dev, marketing and content

THE AUDIT

Minimizing the UI Elements

Before beginning to document every single component and modifier within our existing codebase, our sites required some clean-up on the code and design side.

With the help of a junior designer on my team, we organized and audited the various components across both of our major projects, Annuity.org and Retireguide.com. We focused on components that had a large amount of modifier options. We determined what modifiers needed to be removed, and which styles should to be standardized across both sites.

Once the audit was complete, the information was delivered to our front-end developer, who removed any unnecessary code based on our changes. The goal was to simplify the UI to reduce code bloat and clean up the components to provide a cleaner, and consistent visual experience for the user.

class="c-action-list c-action-list--swap-titles c-action-list--card-

icon c-action-list--card"

Subtitle Text Keep class="c-action-list 8+ Years as a Financial Resourc options since 2013. LEARN MORE Modifier Classes Component/Image Use Case/Notes Subtitle Text 8+ Years as a Financial Keep consumers about financia options since 2013. LEARN MORE One-column templates Subtitle Text Two-column templates class="c-action-list" 8+ Years as a Financial Resource options since 2013. LEARN MORE Subtitle Text 8+ Years as a Financia Delete Resource Trust Bar · One-column templates 8+ YEARS AS A FINANCIAL RESOURCE class="c-action-block c-action-block--card c-action-block--card-image-left" We've been educating consumers about financia options since 2013 Subtitle Text Keep 8+ Years as a Financial Resource Resource/Page Link We've been educating consumers about financia Informational card options since 2013. · One-column templates Two-column templates LEARN MORE > class="c-action-list c-action-list--card-image-upper-left" Immediate Annuity Calculator The "Card w/ Inage Upper Left" class reduces the size of the image/icon- why does this occur when the images we upload are of the appropriate size LEARN MORE 8+ Years as a Financial Resource Delete We've been educating consumers about financia options since 2013. Resource/Page Link Profile Card LEARN MORE - One column-templates ANNUITY PUZZLE The "Card w/ Icon" modifier adds a white

background and border to the card, when

the border should be automatic, regardless of whether or not there is an

Do we need a swap title modifier?

image or icon.

The Annuity Puzzle

Find out why economists believe annuities are the key to financial security in retirement.

READ MORE

Component/Image

Keep/Delete?

Modifier Classes

PARENT TO CHILD RELATIONSHIP

Extending the Global Design System

ARES is the parent code framework that sites at LT are based on. Many components and styles are based on the library provided by ARES. I worked with another team member on building the component library and styles from ARES within Figma. My goal was to build as many component elements as possible using auto-layout features so that building layouts with these components was flexible while still being organized.

Applying Global Framework to Brands

Once the basic ARES components were designed in Figma, the next step was to determine how to extend the components built in this file to our other brand projects. While experimenting with auto layout, I found that certain options allowed component instances to be easily edited while maintaining their basic structure. Alignment, fill color, drop shadow effects, and text styles were all flexible options.

Ultimately, I started new dedicated design system files for each brand, and made it so that these files extended the global design system. Then, I created instances of global components and applied brand text styles, and colors. How I handled styles are covered more in a later section.

ARES

GLOBAL CODE FRAMEWORK

Contains basic elements for the design system, including the type scale, range of colors, and basic components.



INDIVIDUAL BRAND

Elements from the ARES framework are translated into styles and components that align with the Annuity.org brand.

Retireguide.com

INDIVIDUAL BRAND

Elements from the ARES framework are translated into styles and components that align with the Retireguide.com brand.

components from the global ARES design system. They provide base styling for components with the

These are examples of

code framework.

These ARES components extended with styles from the Annuity brand. These styles can be selected in the "Text" and "Fill" menus in Figma.

ARES: CTA



CTA Heading

Lorem ipsum dolor sit amet, consectetur adipiscing elit.



Annuity: CTA



CTA Heading

Lorem ipsum dolor sit amet, consectetur adipiscing elit.

ONLY TEXT

ARES: Action List



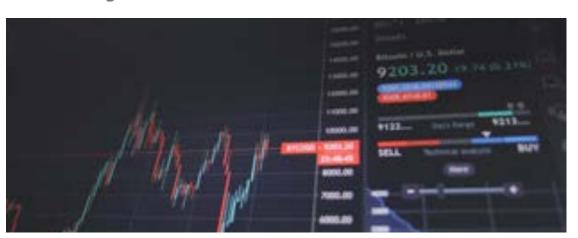
Subtitle

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Annuity: Action List



SUBTITLE

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LEARN MORE →

ORGANIZING THE LIBRARY

Creating Documentation Format

One of my challenges was figuring out a way to properly present our components and any related documentation or information. I created three basic types of templates.

Category

Category templates provide a menu of components listed within that section.

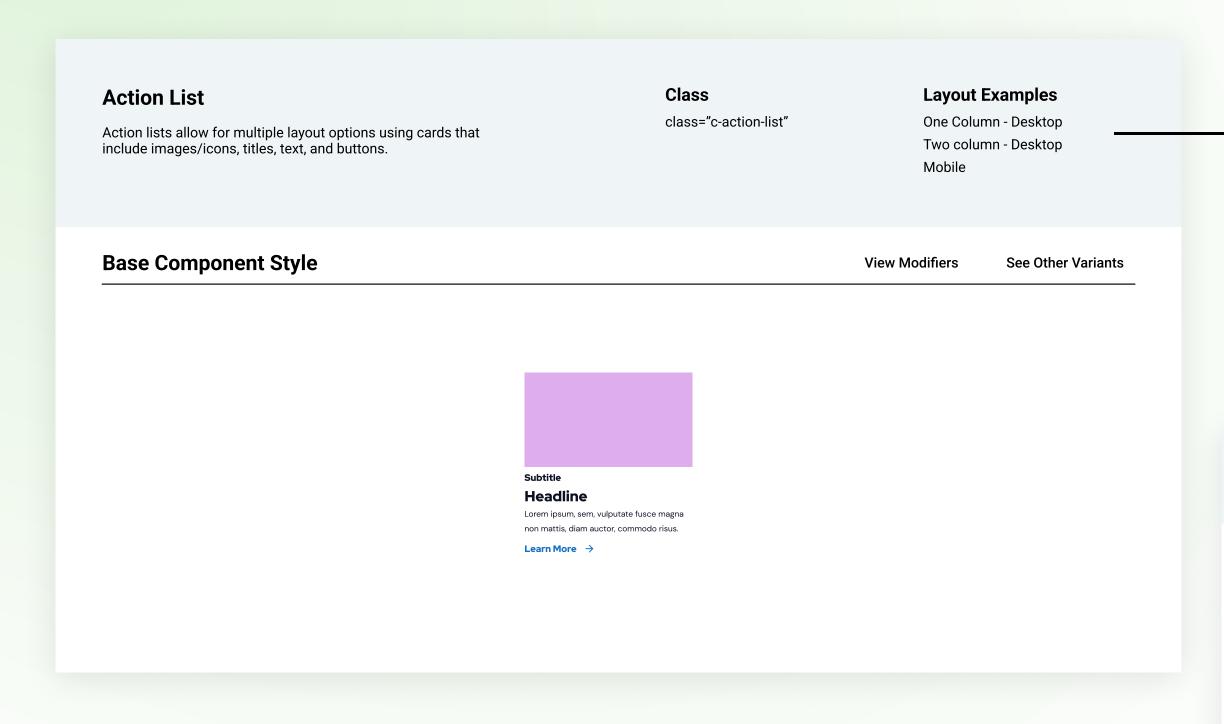
Component

Component templates provide the title, description, class name, and a built out version of the component, extended from the global design system.

Modifier

Modifier templates are used for components that have more than one class modifier option. This ensures that these various styles are documented.

Documentation Templates

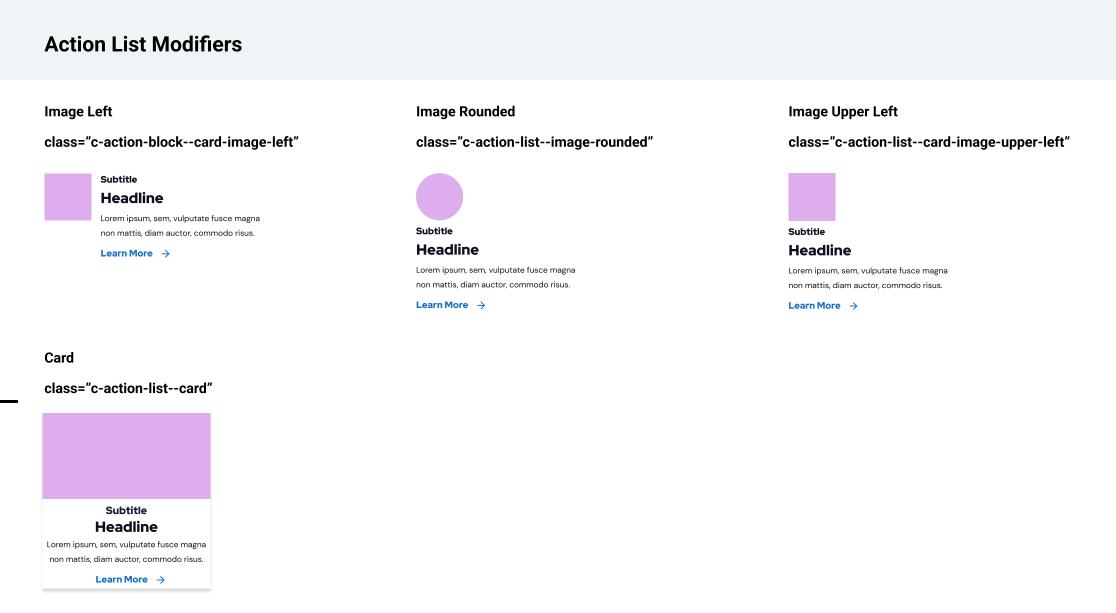


Modifier Template

Modifier templates are used for components that have more than one class modifier option. This ensures that these various styles are documented.

Component Template

Component templates provide the title, description, class name, and a built out version of the component, extended from the global design system.



TYPOGRAPHY + COLORS

Centralizing & Integrating Styles

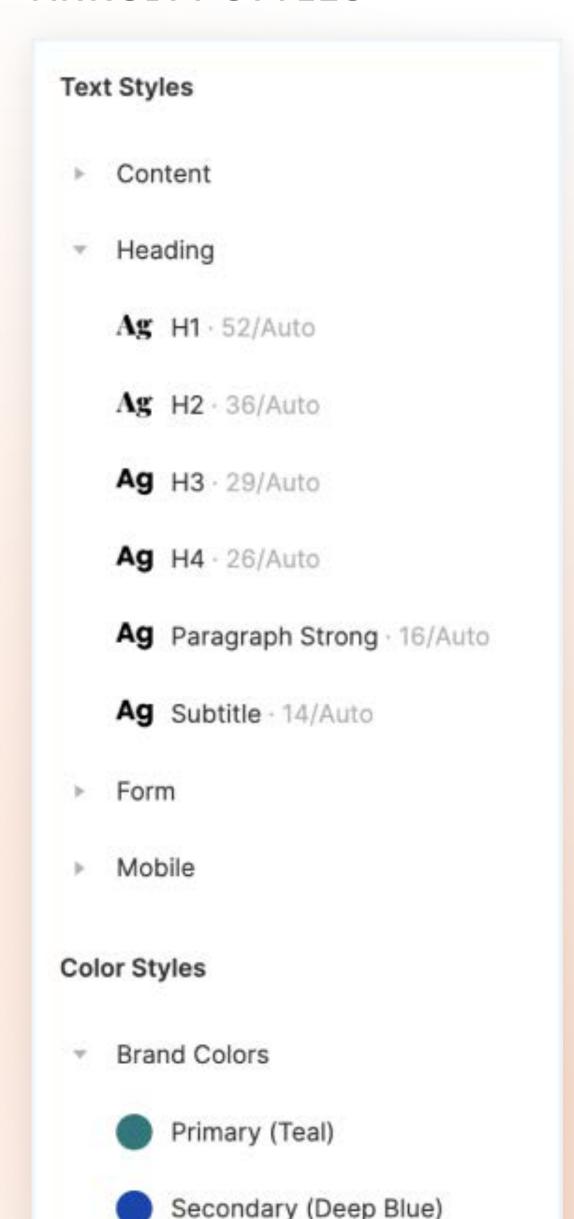
I treated styles in Figma as they were equivalent to variables within our code framework. Items such as brand colors and typography were hosted within the design system files, and published to Figma project libraries for use across other brand-related projects. These styles were applied to each of the components being built out.

Centralizing these elements will ensure that updating them in the future is a simpler process, since those changes will be made across the various projects for that brand in Figma. This includes not just UI projects, but production assets as well.

RETIREGUIDE STYLES

Text Styles Heading Ag H1 (Jumbo) - 61/110 Ag H1 · 49/110 Ag H2 - 39.1/Auto Ag H3 · 31.3/110 Ag H4 · 25/110 Ag H5 · 20/110 Ag H6 · 18/110 Ag Subheading 20/110 Content Mobile Color Styles Dusk Blue Sunset Red Autumn Yellow

ANNUITY STYLES



ATOMS

Atoms represent the simplest elements of the design system. Items such as text styles and colors, that are typically represented as variables in code, are basic elements of every component.

COMPONENTS

The components create the building blocks for page sections, and can include items such as heros, action lists, text sections, menus, and cards.



SECTIONS

Section patterns demonstrate how these components can be used within a page template, imitating the column structures used to code these layouts on the live site.



TEMPLATES

Section patterns can be combined to create one-column, two-column, or mobile templates. These templates can be used to easily mockup new design ideas for components or page layouts.

APPLYING THE ATOMIC MODEL

Establishing an Atom-to-Template Relationship

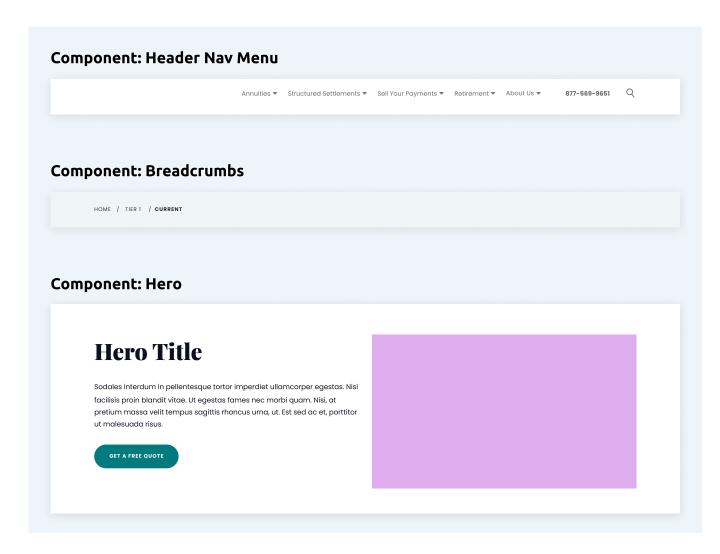
The Atomic Model is a commonly known structure that design systems often emulate. ARES was built to follow this model. The variables equate to atoms, the smallest elements that comprise a system. Atoms are then combined in different ways to create molecules, which are equivalent to components. Molecules then continue to form organisms, which are understood as page sections that can be used repeatedly. At the top of this structure, we have organisms combining to create templates.

Maintaining Design System Updates

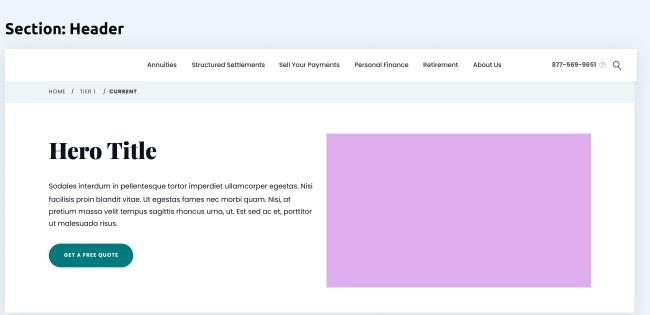
Part of my challenge in developing this Figma Design System was to create a system that emulated the atomic code structure of ARES, which would also allow for easier updates of sections and templates by designers. Changes made to variables or styles, individual components, or even section components would be reflected across the designs in Figma that utilize them.

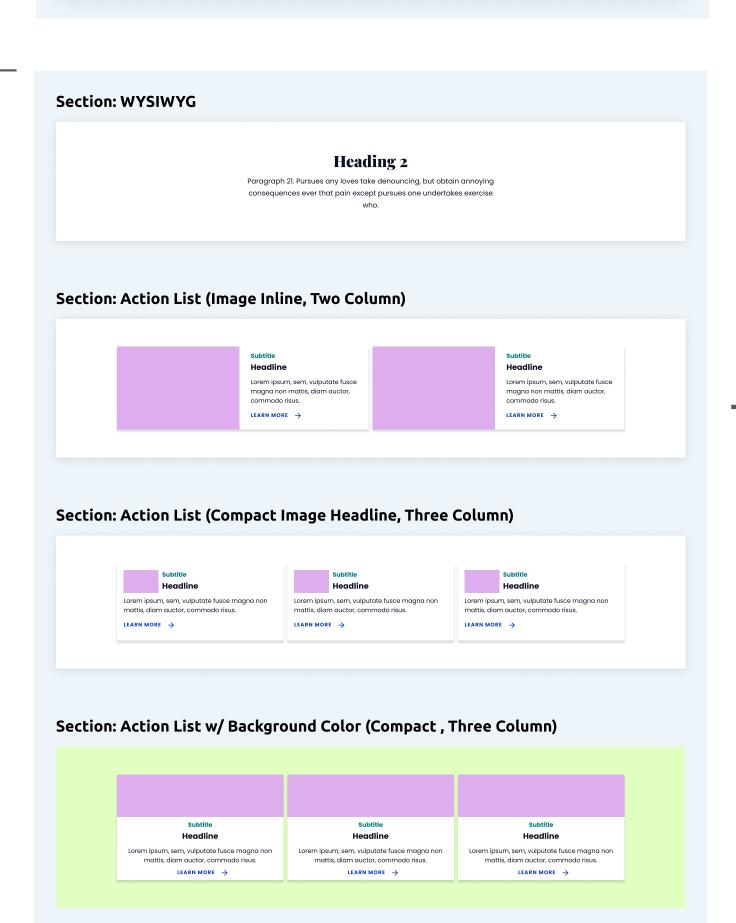
Quick, Efficient Iterations

This structure allows our designers to be able to build out their ideas for new pages and features faster, and alter existing page designs without disrupting the live site. As a result, it's been quicker for designs to mock up ideas to drive new project initiatives, or even iterate on designs live while collaborating with other teams.



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Section: Media Block w/ Video



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HOME / TIER 1 / CURRENT

Hero Title

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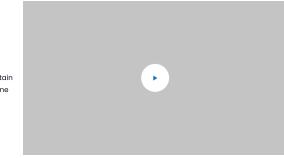
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Subtitle

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Learn More

diam auctor, commodo risus.

Subtitle

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Get Medicare Help

Heading

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AUTHOR TITLE

Author Name

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Blockquote Title BLOCKQUOTE SUBTITLE

Blockquote Sources: Multiple Sources, Multiples Sources





Caitlin Donovan
Health Policy Expert

Expert Description

Some Medicare costs are unavoidable without supplemental insurance.

Answer

After you get a bill, check your Explanation of Benefits (EOB).

Answer

Keep good records.

Answer



CTA Heading

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Factbox Title

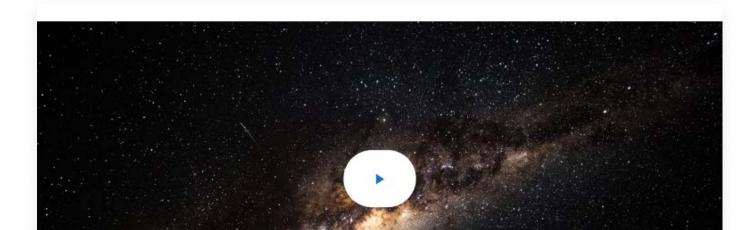
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FACTBOX SOURCE TITLE

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Туре	Interest	Risk	Reward
Fixed	Preset/guaranteed	Low	Predictable
Variable	Tied to investment portfolio	Higher	Potentially higher or lower
Indexed	Preset minimum. Can change according to index like stock market.	Medium	Potentially higher or lower





Headline

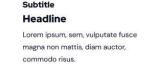
Learn More →

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Paragraph 21. Pursues any loves take denouncing, but obtain annoying



APPLYING THE ATOMIC MODEL

Templates + Patterns

Once I determined the system for building flexible sections, I needed to build out the common template patterns that we use for page designs, and establish guidelines for creating these page types. I also needed to make sure that there were templates for each component to be used within these templates, since column width varies for each template type. We have 3 major template types that we work with and design for on our sites:

ONE-COLUMN:

Typically used for branded pages, guides, featured stories or special content pages. These template types include full-width sections that provide a variety of section design options.

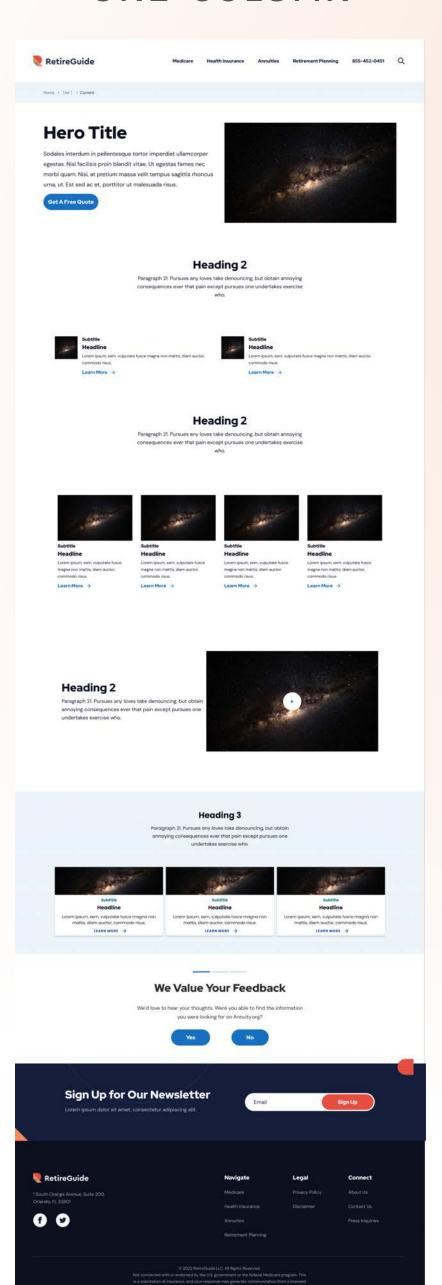
TWO-COLUMN:

The majority of backpages, i.e. the majority of content based articles use this page format. This consists of a content section that spans the majority of the page space, along with a sidebar that hosts elements such as page menus and CTAs.

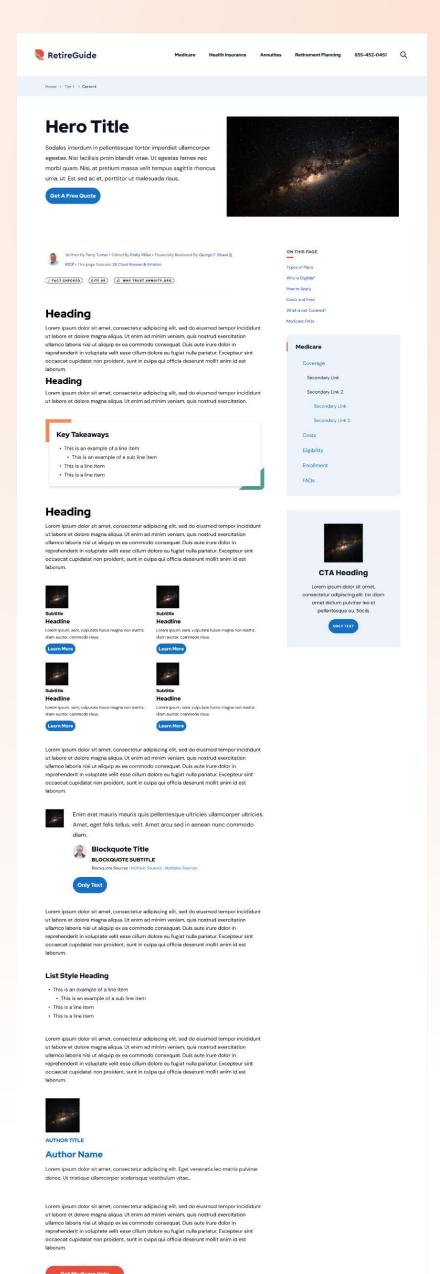
MOBILE:

Mobile layouts are very similar on one column and two column templates, and in order to prioritize and encourage mobile-first design on our sites, these templates were included.

ONE-COLUMN



TWO-COLUMN



MOBILE



Documentation + Training

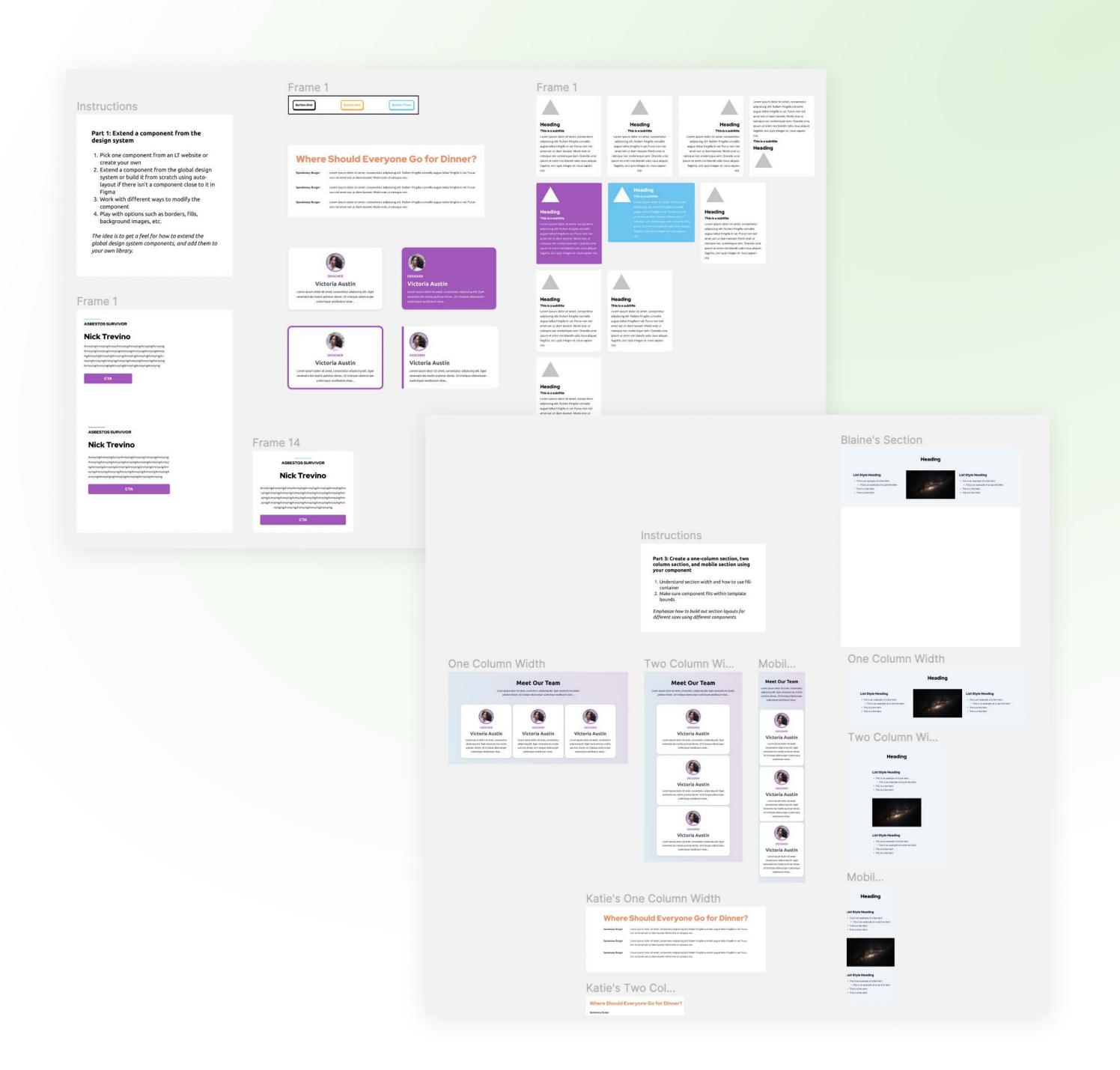
Once the design system files were completed and published to Figma projects, I needed to create documentation for updating the DS files- including extending the global design system, making changes to components on child theme levels, deprecating old design patterns and explaining the template structure.

Next steps include learning how to more closely align the Figma DS with the codebase and building documentation that better connects both.

Interactive Training

In order to train other designers on this system and how to build one, I created documentation and training activities within Figma.

Designers in the company had little knowledge on auto layout in Figma, so I hosted a training to discuss best practices for using this feature, since it played such a large part in building the design system components and templates.



Designer Feedback on Training Session

I took a survey to get feedback from other designers on the training session, to get an idea of how to improve future trainings and the design system as a whole.

One question I asked designers was: What was your favorite part of the training session?

"The robust documentation on how to implement auto-layout for building templates and components." "The hands on activities!
Talking at a group of people to train them can only go so long before people's attention span decreases, so keeping it interactive with activities to do really helped."

"The interactive workshop. I felt it provided the most actionable takeaway because we were learning the skills by doing."

Takeaways

Design systems are complex and varied. The way you build one will vary depending on the structure of the business, the types of products, and the business goals defined by the company. In this case, I several goals that were met through this project:

1

Designed a Figma design system structure for each of our financial brands, aligned with our global code framework.

2

Developed a rapid prototyping tool for designers to iterate ideas with mockups that accurately represent our live site.

3

Created documentation and standards for design patterns, while also training other designers on best design practices.