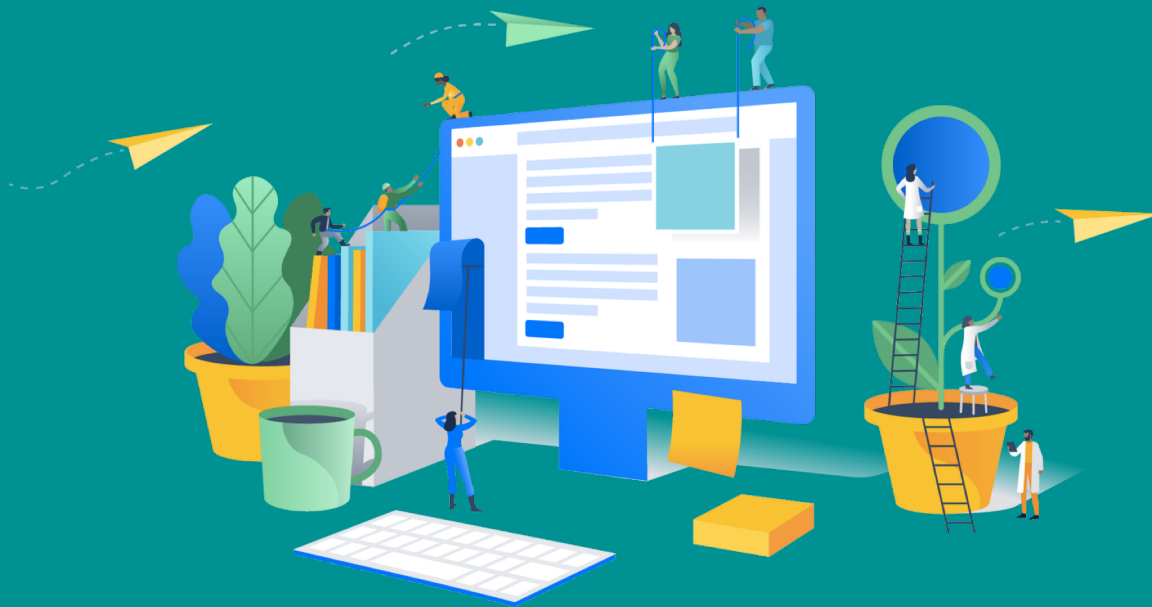


Experience Design System



The UX team at Viasat had launched a beta version of the XDS (Viasat's design system. The system consisted of the 10 patterns (form, wizard, navigation, etc.), digital style guide, and information about various services offered by the UX team.

The team's vision for the design system was to:

- > Create a robust design system based on the Atomic design principles of Brad Frost.
- > Make XDS community driven i.e. allow developers and designers to submit and host unique components and patterns on XDS

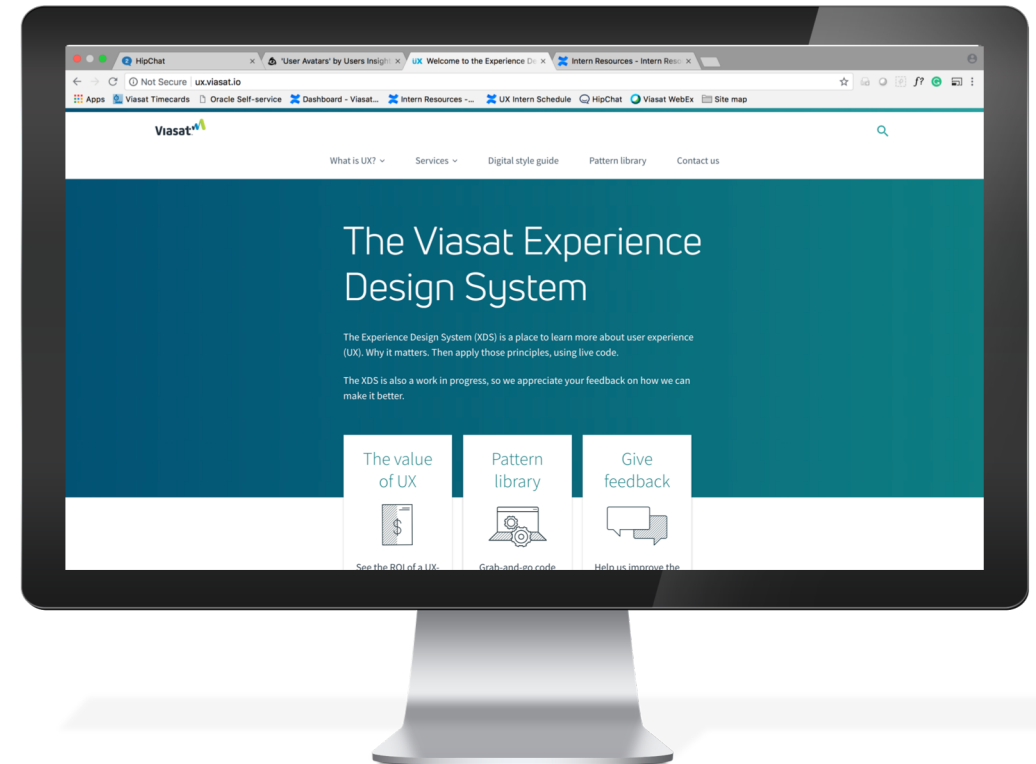
Experience Design System (XDS)

> Goals

- Assess and expand XDS
- Make XDS scalable (community driven)

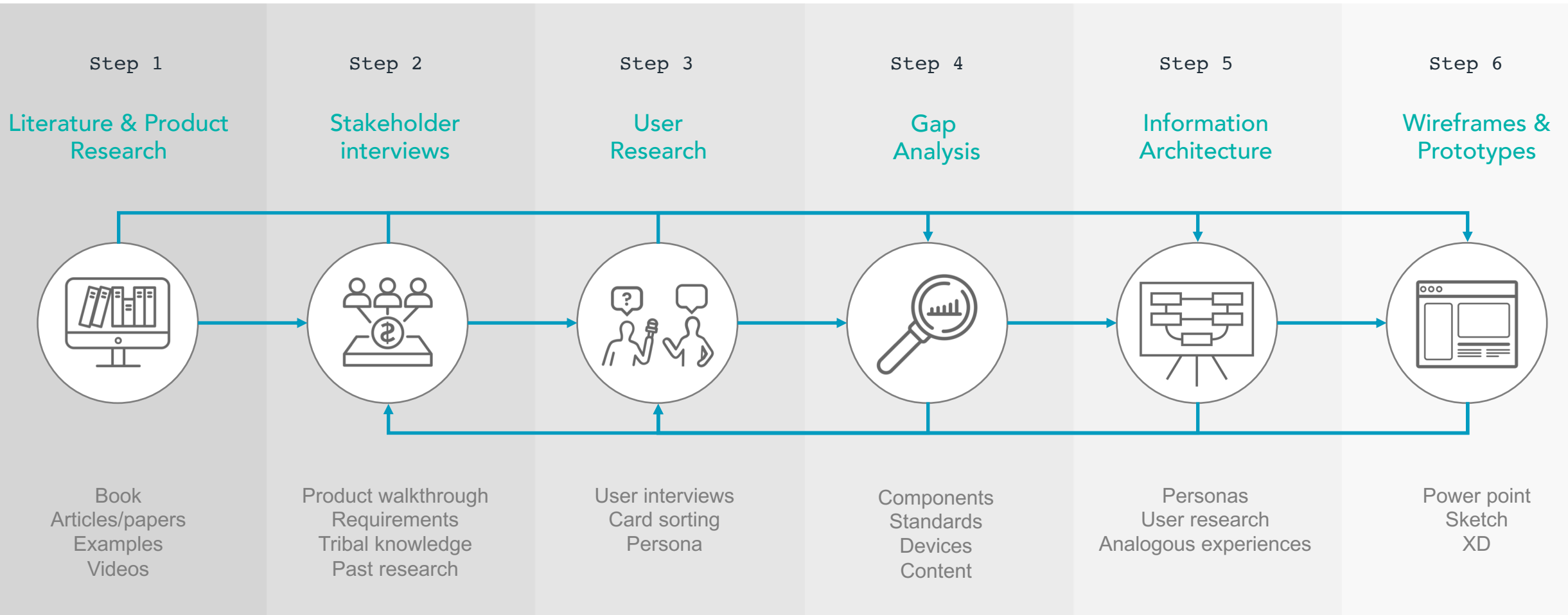
> Objectives

- Understand the users mental model of pattern libraries
- Create a list of components to be included in XDS
- Identify gaps
- Improve the usability of XDS

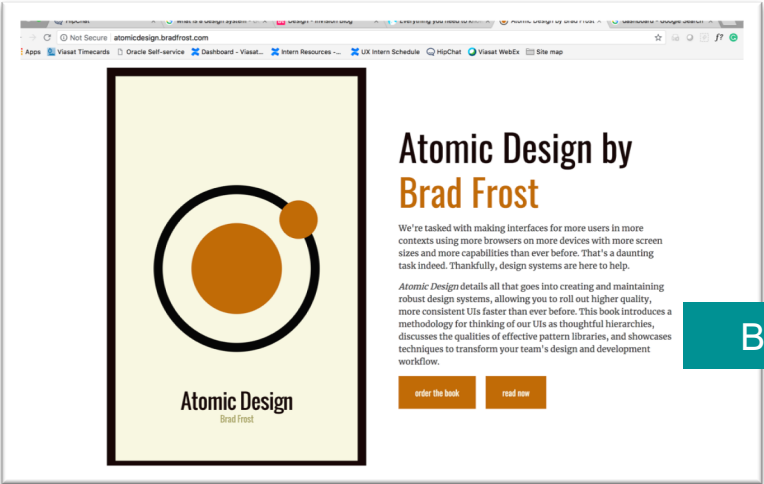


Process

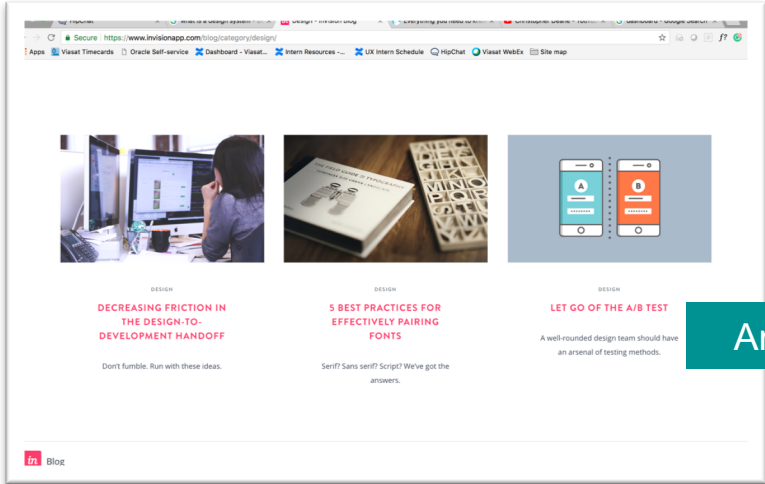
An iterative and collaborative process was followed. User research and stakeholder inputs were involved at every step.



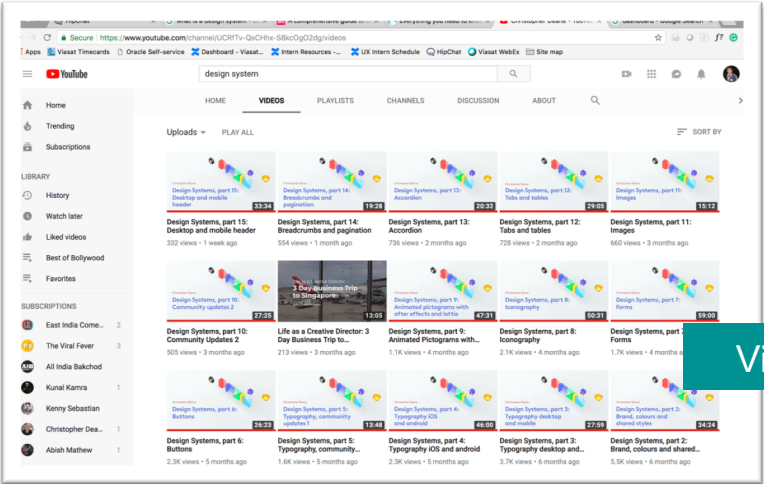
Step 1: Literature & Product Research



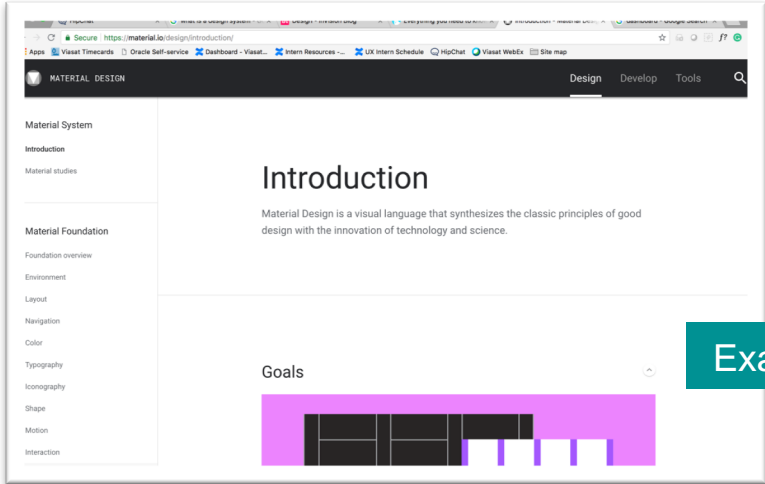
Books



Articles



Videos



Examples

Step 2: Stakeholder Interviews

Spent time with each discipline to understand the system from their point of view. Stakeholder interviews were also used as requirement gathering tools.



Kaitlin

UX Research



Jaime

UX Design



Jaime

Content Strategy



Tara

Visual Design



Gary

Front-End

Step 3: User Research - Interviews

- > Created a moderator's guide
- > Recruited users with the help of the UX team
- > Conducted user interviews with
 - 1 Software Architect
 - 1 Dev/UX Design
 - 1 Engineering Manager
 - 1 UX Designer
 - 4 Interns
- > Captured results and insights
- > Updated persona and designs of component pages

Beta_Testing_Summary_10_060118

	A	B	C	D
1		Participant 1 Was a Developer recently switched to UX design. Learning to apply UX principles from a mentor and looking at XDS a lot for help with wireframes.	Participant 2 Engineering manager - lead the development effort of a network project. Have done front-end development in past.	Participant 3 Software architecture with focus on Front-end development. Worked quite a bit on UI.
2	Role	Just laptop (Mac) Chrome simulators for mobile (part of the chrome developer tools)		Just laptop (Mac) React, vue, angular Chrome Google developer tools
3	Devices and tools			Jquery Bootstrap angular react Material UI Portal component magement system (put by commercial air with the dublin team)
4	Framework	Chrome Google developer tools		
5	Browser			
6	Pattern libraries used	Google material design angular bootstrap jquery Bootstrap: - Works with pretty much any other javascript library - Doesn't add random stuff (elements) in the CSS - Classes are exposed (you can over-ride their styles) - Elements are simple - they just use native elements and don't add their own and make it complicated, thus becomes easy to over-ride their design (convenient to change designs)	Reused code built by others Flex	Portal component magement system a UI: - configurable by non-technical individ - components are composable and ext - Don't force certain flow or state on
7	Which one do you like and why		Reused code built by others: - painful process - always takes longer than anticipated - things we are looking for is very specific, the reusable code usually caters to similar requirement but not the exact. Taking things out that we need and re-purposing it is very very difficult - reusable code is tightly coupled (where the data is coming from and where it is rendered is all mixed)	force flows and state on you - not very cohesive use the interactions if provided or blocks to buile new interactions - Import component and extend add finctionalities
8	Which one you didn't like and why	Likes HTML, CSS and javascript as it is much cleaner since its her code use MPM package manager for node module from where one can pullin the code. Likes to work with HTML, CSS and Javascript alone. If she likes a component, she pulls it in her code (e.g. bootstrap 12 col. Grid)		Storybook uses libraries made by the UI tr
9	How do you use the libraries	developer tools in the browser - for styling		
10	Tools			

Pattern summary Matomo Testing feedback (raw) Other feedback (raw) Pratik +

Step 4: Gap Analysis (What's missing?)

Gaps were identified based on literature , online research, user research , stakeholder interviews, and walkthroughs and demonstrations of various Viasat products

Grab and go assets

- > Framework specific (React, angular, etc.) code
- > Wireframes for component and patterns
- > Visual mockups for component and patterns
- > Templates for various research studies
- > Accessibility criteria for all components and patterns

Guidelines

- > Guidelines for white label products
- > Content guidelines
- > Research guidelines
- > Accessibility guidelines
- > Coding guidelines
- > Designing for devices other than Desktop
- > Language translation guide (internalization)

Services

- > Educating and helping through the design process (what we are doing with ATG)
- > Collaborating with other teams (UX partners)
- > Making teams sustainable (XDS)
- > UX Processes

Good to have

- > View ports
- > Educational pieces
 - Case studies
 - Blogs
 - White/grey Paper
 - Fact cards (<https://uxdcards.com/cards>)
 - Statistics repository, Did you know, Infographics

Step 4.1: Component & Pattern Creation

- > Buttons
 - Text button
 - Outlined button
 - Contained button
 - Toggle Buttons
- > Dropdowns
 - Regular dropdown
 - Multi-select dropdown
- > Radio buttons
- > Check boxes
- > Input fields
 - Text box
 - Text Box Auto suggest
 - Text area
- > Numeric stepper
- > Date & time picker
- > Switch
- > Tags (Chips)
- > Captcha
- > Sliders
 - Discrete
 - Continuous
- > Horizontal global navigation
- > Mega menu
- > Navigation list
- > Navigation tree
- > Links
 - Regular links
 - Anchor links
 - External links
- > Search
- > Pagination
- > Breadcrumbs
- > Bar Chart
 - Vertical
 - Horizontal
 - Multi-set
 - Stacked Column
- > Line Chart
 - Single variable
 - Multiple variable
- > Pie Chart
 - Pie
 - Donut
- > Area Chart
 - Single area
 - Stacked area
- > Choropleth
- > Scatterplot
- > Bubble graph
- > Tables
 - Regular Tables
 - Data Tables
 - Expandable tables
- > List
 - Regular List
 - Expandable List
- > Bookmark tabs
- > Accordion
- > Carousel
- > Pop-up
- > Message box
- > Toast/Snack bar
- > Notification
- > Progress bar
- > Step indicator
- > Tooltip
- > Weather
- > Errors & Warnings
- > Colors
- > Fonts
- > Icons
- > Illustrations
- > Images
- > Logo

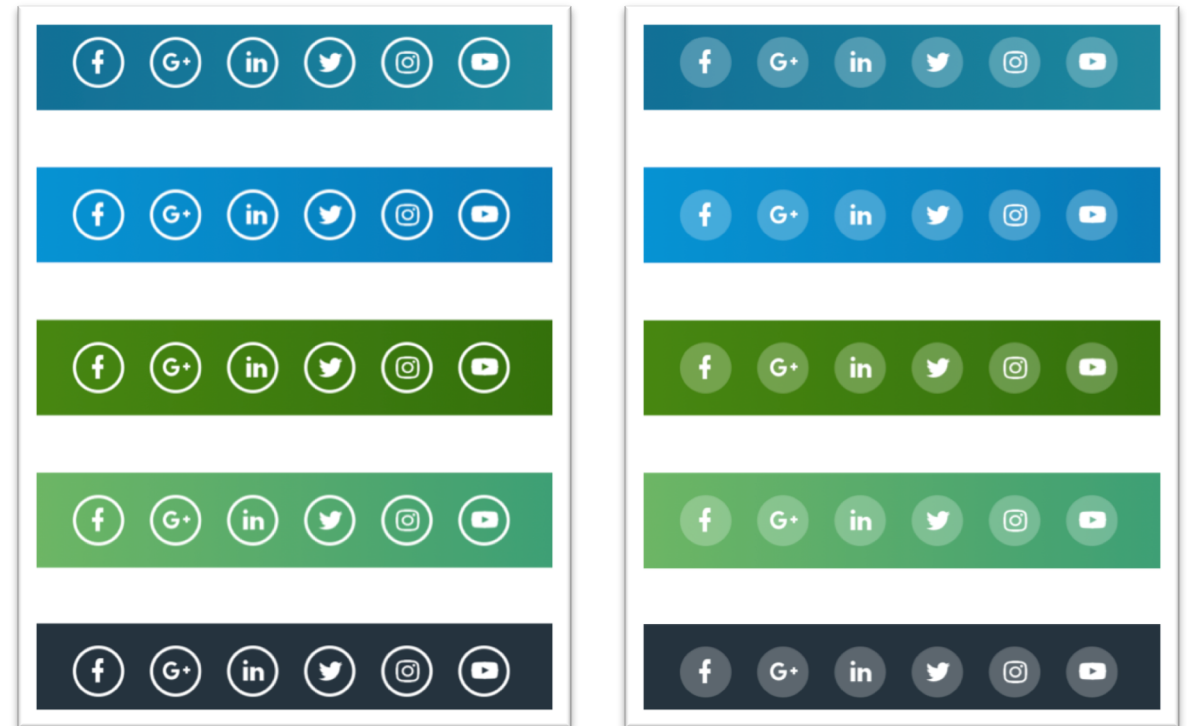
Step 4.2: Icon creation

I had shared my desire to step into visual design before the start of my internship. My team gave me this opportunity and I thoroughly enjoyed it.

I designed social media icons for Viasat website. The process involved finding and understanding the specs and logo usage for each social media giant

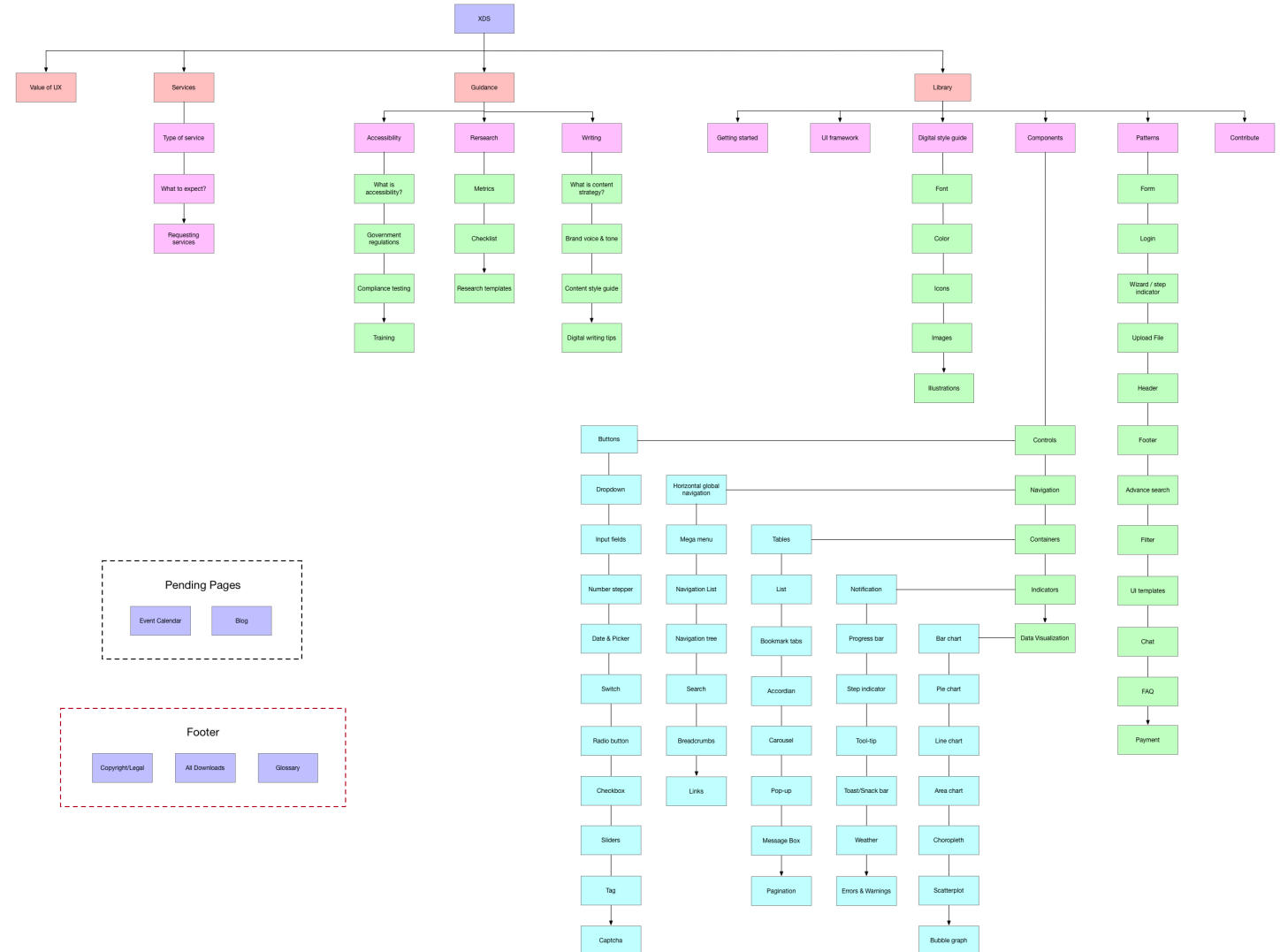
It helped me realize how intricate and detailed the job of a visual designer is. This is important because as a UX practitioner, our job is not only to emphasize with our users, but, our co-workers as well.

In the process of learning, I discovered few things (to be more precise 1), that my team was not aware of.



Step 5: Information Architecture

- > IA was created based on:
 - Existing design systems and pattern libraries like material design, bootstrap, etc.
 - User research
 - Stake holder interviews
 - Walkthroughs and demonstrations of various Viasat products
- > Each element of IA was discussed and deliberated upon by the UX team (research, interaction, visual, content, and front-end)



Step 5.1: User Research – Card Sort

Optimized IA was created based on Card sorting results

Group vs Cards

Expectancy test



Step 6: Wireframes

Created wireframes of unique pages based on user interview insights
Documented ideas and strategies for future implementation and release of XDS

