### What Happens Next?

Everything That Comes After Setting Up Your Design System

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### So, you've set up your team's first design system...



#### Made an inventory of designs and patterns

#### Got **buy-in** from (at least some) **stakeholders**

## Created a **repository** for people to access your **components and guidelines**

### What happens next?



# As a design system matures, it needs a lot of

in a lot more ways than you might anticipate...

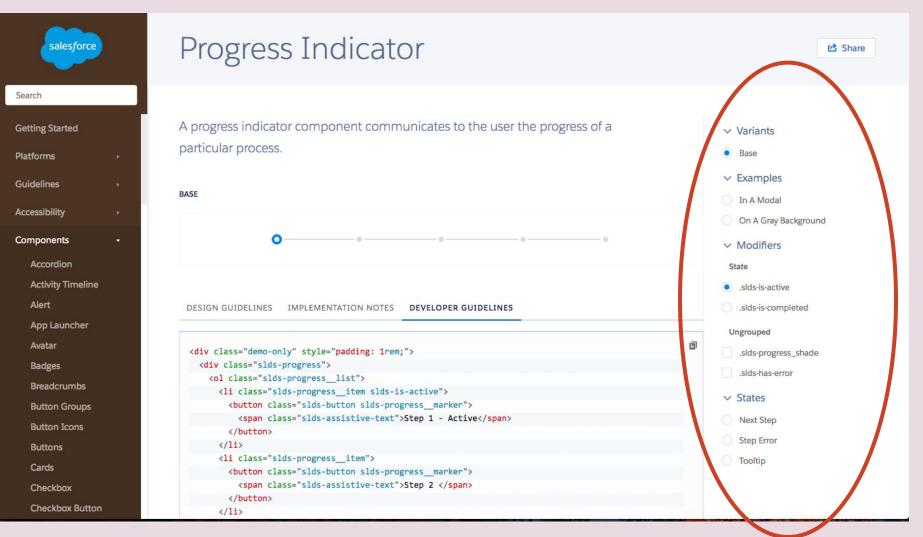


Disclaimer, what I'm about to share are things we did for the Lightning Design System, so that doesn't necessarily mean they'll work for your system! I hope that they'll serve as points of inspiration Areas to focus on as your design system matures:

- Building/Maintaining components
- Adoption/Implementation
- Support
- Documentation
- Tooling
- Strategy + Architecture

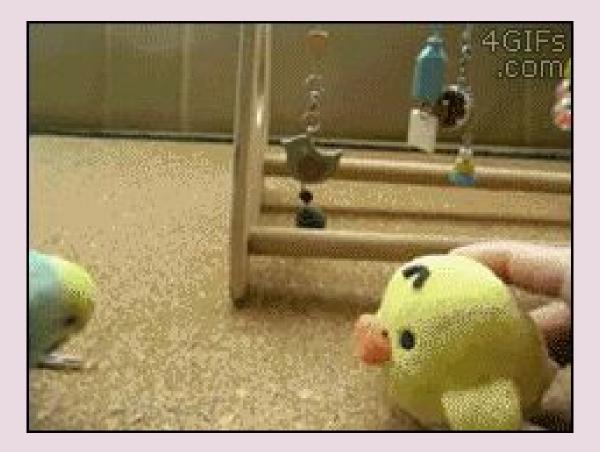
### Building Maintaining components

#### Your focus shifts to **flexibility**



### Adoption/Implementation

## Socialize the system to the people you want consuming it



#### Office hours & Brown bags

#### **Standards Reviews**



#### Plan your support strategy before you need it

#### Slack

- Hipchat
- Email
- Chatter (Salesforce internal social service)
- Gus (Salesforce internal work ticketing service)
- Github (both open source + internal)
- Twitter





When it comes to docs, there is no "later"

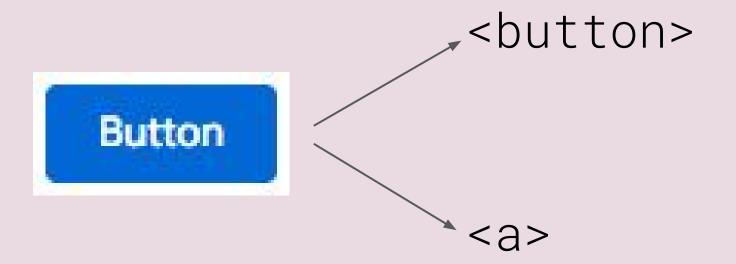




## When it comes to docs, there is no "later"







#### Try to find a way to make contribution easy



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### Strategy + Architecture

Adding **metadata** to each part of our system, creating a **taxonomy** to classify our system

Our taxonomy includes..

- Pattern
- System
- Category Groups
- Types
- Properties

Establish sound parent-child relationships that will encourage proper usage of patterns and re-usability

#### Have a clear somewhat of a roadmap

### Shared Governance

### Expand beyond just your core team so that everyone has buy-in, and everyone feels like they're contributing



#### . Platform Foundation UX

**Design patterns and Guidelines** 

- . UX Creative
  - Visual Design

. UX Engineering, Design Systems

Component patterns and accessibility

### Open question: Communication?

What is a good way to **communicate changes** that happen in your design system to **\*all\* of your users?**  How does your team tackle **communication** for your design system?

Let me know at @ikasliwal on Twitter!

Areas to focus on as your design system matures:

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- Adoption/Implementation
- Support
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- Tooling
- Strategy + Architecture

# Have fun, it's just

