

# What is DesignOps?

Fabian Fabian – @filtercake

@JSunconf Hamburg April 2016

# For me **DesignOps** means...

1. Expressing design in a machine-readable way [code and assets]
2. Delivering design code and artifacts to our users [build, deploy, serve]
3. Gathering insights about design usage and ensuring quality of delivered artifacts [tests and metrics]
4. **EMPOWERING PEOPLE to own, shape and improve the involved processes** [culture, convention, communication]

**It's an attitude which says:  
I'm going to make a  
difference, I'm going to  
cooperate and communicate,  
and I understand that we're  
all in it together.**

**— What Is This Devops Thing, Anyway (Stephen Nelson-Smith)**

DevOps is something you do (not something you are):

**EMPOWER**

**COOPERATE**

**COMMUNICATE**



**For me, it is (finally) a  
term for what I am  
trying do for many  
years.**



# ME



- UX/UI/Ix/Product Designer/Developer at **Jimdo**
- Father of twins
- Thinking With Your Hands:  
Sketching For Software Development
- [npm/ui-sketchbook](#)
- [filtercake.com](#), [@filtercake](#)
- Yup, **Fabian Fabian** is really real  $\backslash\_(\text{ツ})\_/\_$

# **EMBEDDED UX/UI/Ix** **Designer**

**EMBEDDED UX/UI/Ix**  
**Designer who codes**

**EMBEDDED UX/UI/IX**

**Designer who codes**

**UGH :/**



Context:



#505050

Tags:

PRODUCTION

BETA

## All Patterns

## BRICKS

AttentionBlocker

Avatar

Badge

Button

Checkbox

Close

Divider

Grid

Headline

# Brick: Button

PRODUCTION

Can be used with `<a>` or `<button>` elements.

**button****buttonWithIcon****buttonLoading****buttonDisabled**

# UI LIBRARY

boring names 👍

All Patterns

BRICKS

AttentionBlocker

Avatar

Badge

Button

Checkbox

Close

Divider

Grid

Headline

HOME

UI LAB

DOCUMENTATION

ATOM DOCUMENTATION

GITHUB

Context:



#505050

Tags:

PRODUCTION

BETA

PRODUCTION

Can be used with `<a>` or `<button>` elements.

**button**

I am a button

**buttonWithIcon**

I am a button



I am a button



**buttonLoading**



**buttonDisabled**

I am a disabled button

# 'Design System'

## ➤ What's a design system?

— designers \\_(ツ)\_/



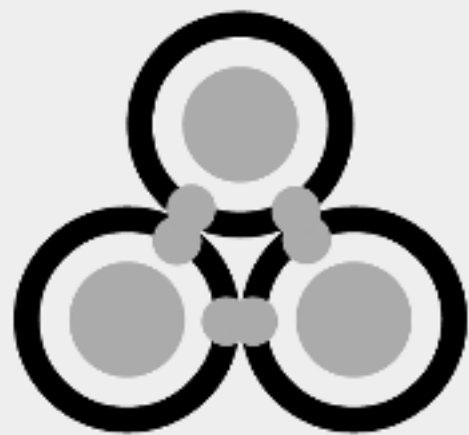


# pattern lab

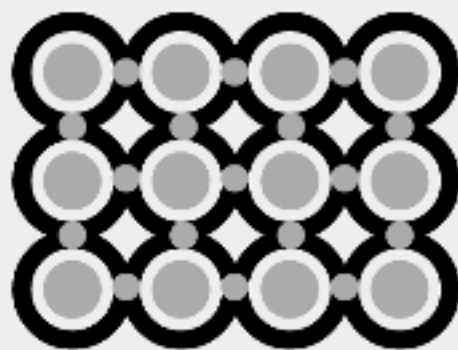
create atomic design systems



atoms



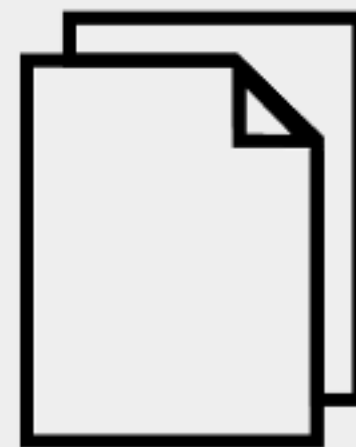
molecules



organisms



templates



pages

[↓ download](#)[👁 view on github](#)[👁 view demo](#)

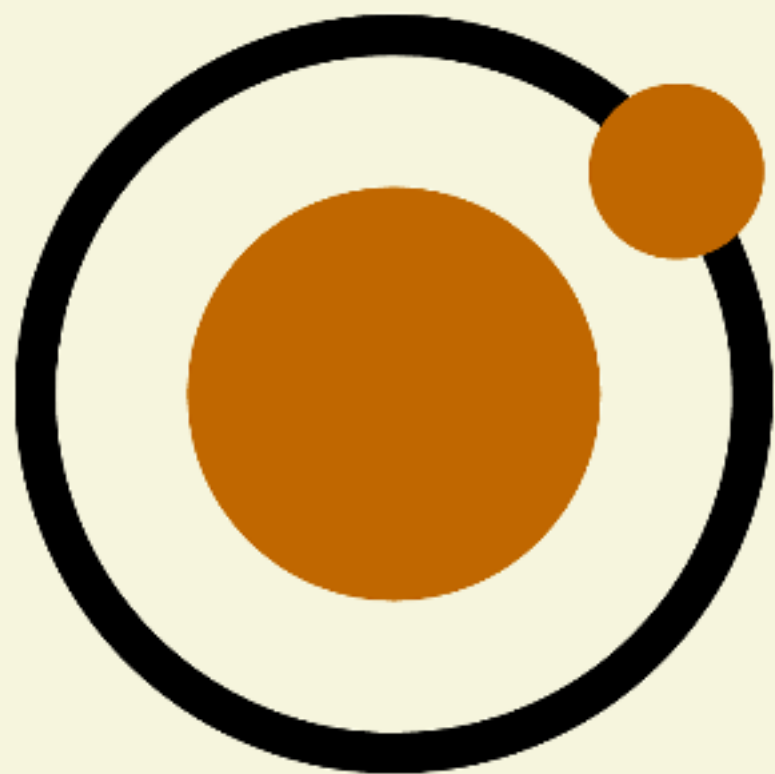
# ATOMIC DESIGN

Hey there! I wrote a book called *Atomic Design* that dives into this topic in more detail. You can [read it online](#) and [preorder the ebook](#) for ten bucks.

*We're not designing pages, we're designing systems of components.—Stephen Hay*

As the craft of Web design continues to evolve, we're recognizing the need to develop thoughtful design systems, rather than creating simple collections of web pages.

A lot has been said about creating [design systems](#), and



# Atomic Design

Brad Frost

Atomic Design ~~is~~ will be  
a book by Brad Frost.

preorder the book

read now

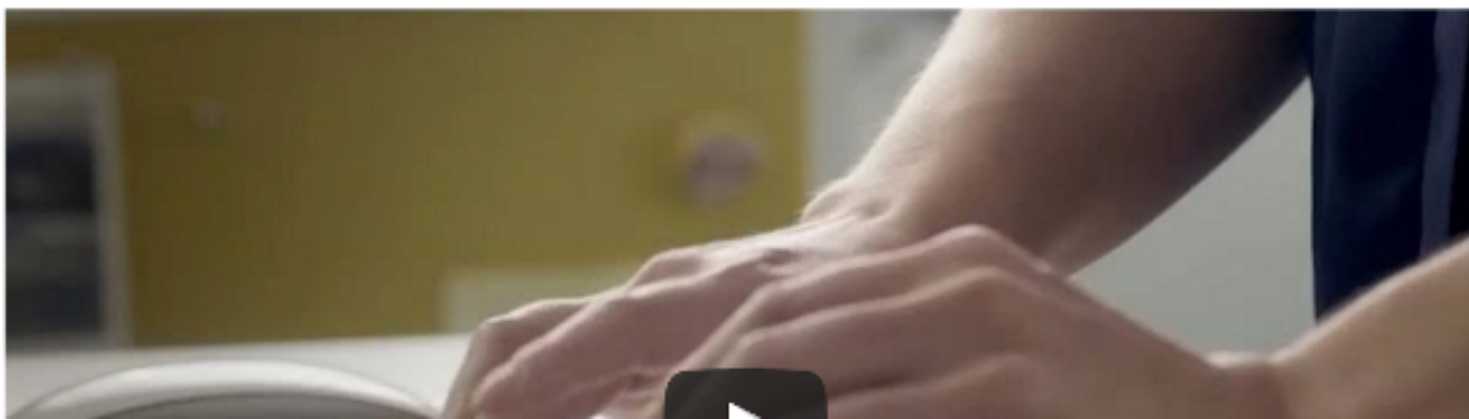
[Getting Started](#)[Design](#)[Components](#)[Voice and Tone](#)[Native](#)[Resources](#)[FAQ](#)[Give Feedback](#)

# Lightning Design System

Create the world's best enterprise app experiences.

[Get the Design System](#)

Current release: [1.0.2](#)



# HOW DO WE MAKE FUTURE DESIGN CHANGES EASIER?



**WHY?**

**Jimdo:**

**inconsistent, grown UI**

**inconsistent, grown codebase**

**performance issues**

**development slower than we want**

**not-exactly-the-best UX we want**

**opportunity to**

**EMPOWER**

**COOPERATE**

**COMMUNICATE**



**presentation at product  
and frontend meetings**



# patternlab prototype



START BUILDING

[View demo](#)

DOCS



SOURCE



START BUILDING

[View demo](#)



emo

# Workshop







**People across teams  
worked together**







**People across teams**  
**talked**

**→ voluntary task force formed in the days after**

**→ UI Lib became core of UI for new system components**

**→ dedicated UI Lib sprints**

# Lesson

If you see pain and opportunity...

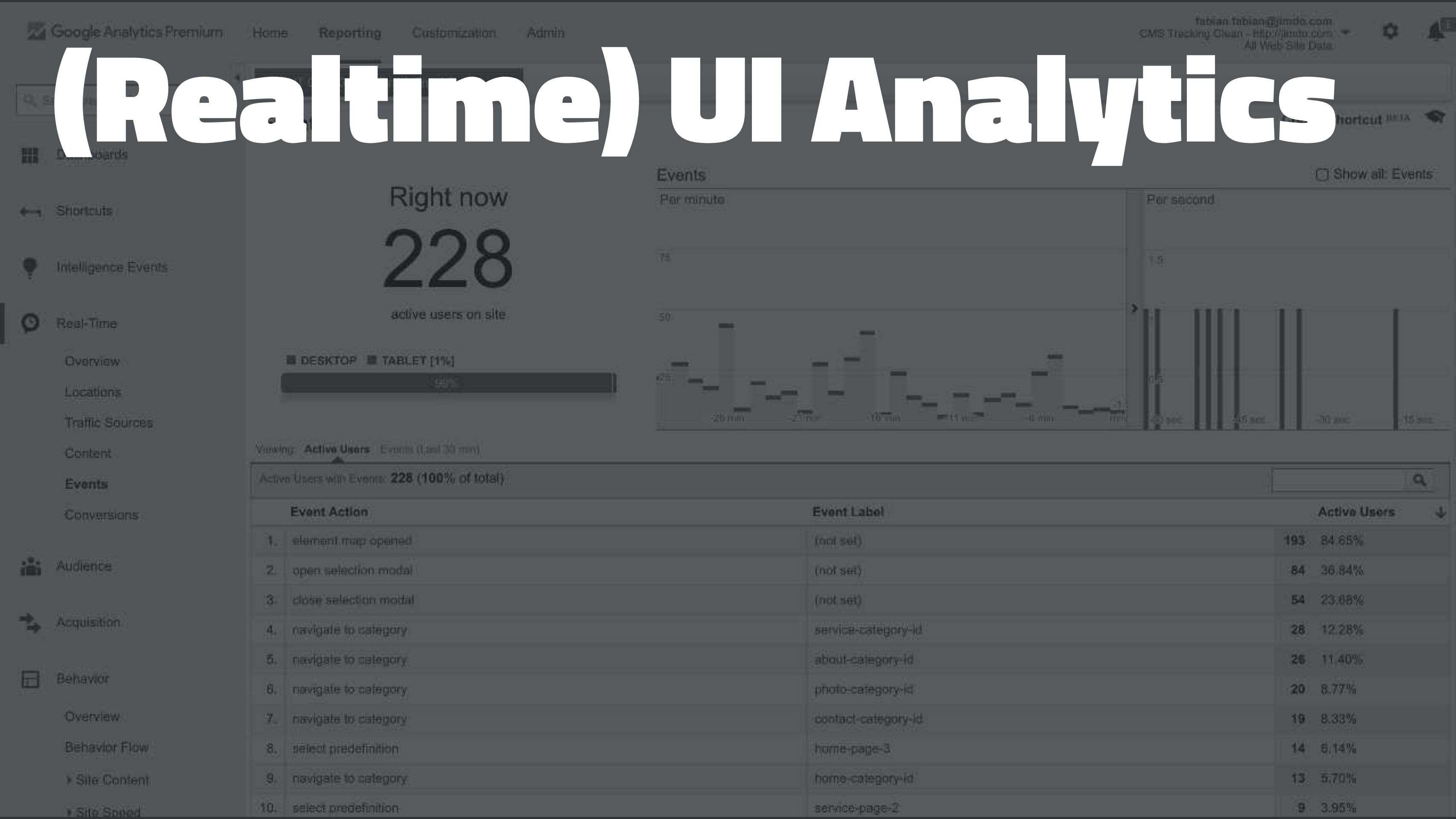
**EMPOWER**

**COOPERATE**

**COMMUNICATE**

**More examples from  
my personal DesignOps  
world**

# (Realtime) UI Analytics





## Choose a Suggested Layout

Home

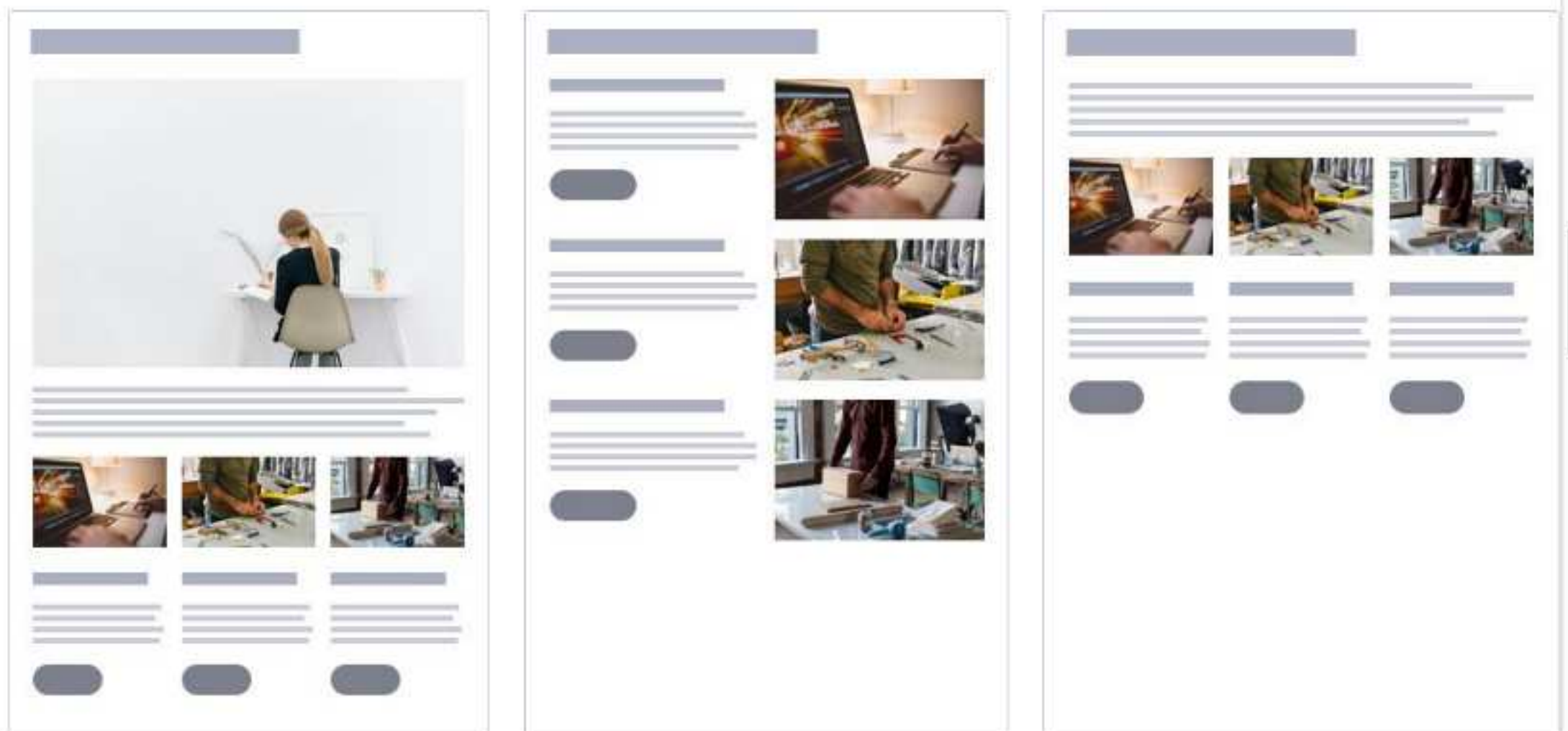
About

Services

Contact

Photo

### Services



Trash

View Mode

Log out

Templates

Style

Blog

Settings

SEO

Store

Statistics

Partner Services

Contact

Help

Upgrade

3

🔍 Search reports &amp; help

EVENT CATEGORY: Predefined Pages ✕

## Events

Create Shortcut BETA

- Dashboards
- Shortcuts
- Intelligence Events
- Real-Time
  - Overview
  - Locations
  - Traffic Sources
  - Content
  - Events
  - Conversions

👤 Audience

➡ Acquisition

📄 Behavior

Overview

Behavior Flow

▶ Site Content

▶ Site Speed

Right now

228

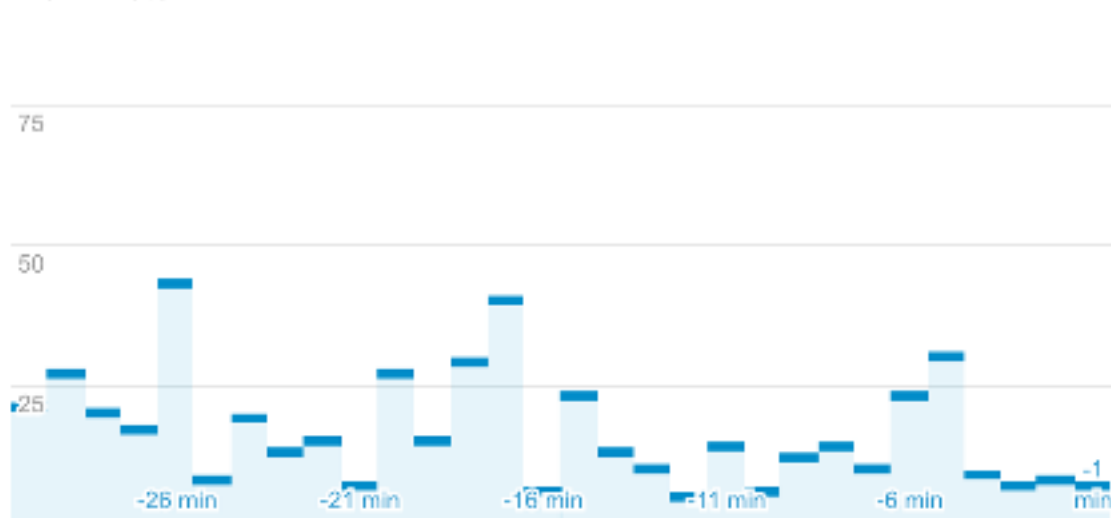
active users on site

DESKTOP TABLET [1%]

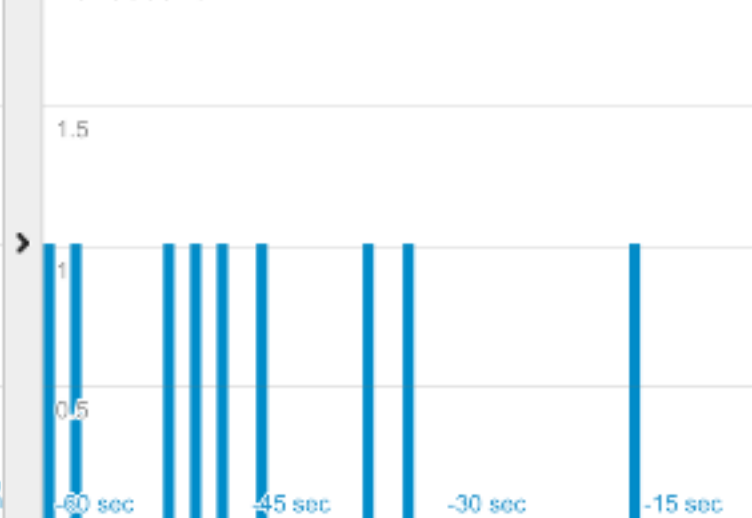
99%

## Events

Per minute



Per second

☐ Show all: Events

Viewing: Active Users Events (Last 30 min)

Active Users with Events: 228 (100% of total)

Event Action		Event Label	Active Users	
1.	element map opened	(not set)	193	84.65%
2.	open selection modal	(not set)	84	36.84%
3.	close selection modal	(not set)	54	23.68%
4.	navigate to category	service-category-id	28	12.28%
5.	navigate to category	about-category-id	26	11.40%
6.	navigate to category	photo-category-id	20	8.77%
7.	navigate to category	contact-category-id	19	8.33%
8.	select predefinition	home-page-3	14	6.14%
9.	navigate to category	home-category-id	13	5.70%
10.	select predefinition	service-page-2	9	3.95%

# CSS & Sass

What is CSS?

What is Sass?

How to use Sass?

How to use CSS?

How to use Sass and CSS together?

How to use Sass and CSS together?

How to use Sass and CSS together?

How to use Sass and CSS together?

How to use Sass and CSS together?

How to use Sass and CSS together?

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How to use Sass and CSS together?

How to use Sass and CSS together?





[INSTALL](#)[LEARN SASS](#)[BLOG](#)[DOCUMENTATION](#)[GET INVOLVED](#)[LIBSASS](#)

# CSS with superpowers



Sass is the most mature, stable, and powerful professional grade CSS extension language in the world.

[Current Release: Selective Steve \(3.4.22\)](#)[Release Notes](#)[Fork on Github](#)[Implementation Guide](#)

## CSS COMPATIBLE

Sass is completely compatible with all versions of CSS. We take this compatibility seriously, so that you can seamlessly

## FEATURE RICH

Sass boasts more features and abilities than any other CSS extension language out there. The Sass Core Team has

## MATURE

Sass has been actively supported for over 9 years by its loving Core Team.







Kevin Lorenz (@verpixelt)

Feb 24, 2015 · 7 min read

# Your nesting is harmful

## On abusing a preprocessor's feature

# Sass Mixins vs Extends: The Data

March 9, 2015

---

The debate between using mixins or extends in Sass has been heating up recently. From the surface it appears they both provide solid benefits in helping us write consistent and modular code. However, the critics are out and extends specifically have come under fire. But why?

(If you're unsure what [mixins and extends](#) are, or the [Sass preprocessor](#), I'd recommend researching them before before continuing here.)

## The Argument

There are a handful of [arguments against extends](#), the most popular include:

- Extends don't allow arguments
- Extends don't work within media queries
- Extends, when nested, can extend unintended code
- Extends group the compiled CSS based on reused declarations, not on how the code is contextually written



**Shay Howe**

Director of Product



---

### Work at Belly

Belly is building the best engineering team around.





find packages



sign up or log in

★ sass-lint public

All Node Sass linter!

## Sass Lint

npm package

1.5.1

build

error

coverage

97%

A Node-only Sass linter for both `sass` and `scss` syntax!

## Install

```
npm install sass-lint --save-dev
```

## Configuring

Use the [Sample Config](#) as a guide to create your `.sass-lint.yml` in the root of where you are running Sass Lint from. The default configuration can be found [here](#).

*Migrating from SCSS-Lint:* If you already have a config for SCSS-Lint, you can instantly convert it to the equivalent Sass Lint config at [sasstools.github.io/make-sass-lint-config](https://sasstools.github.io/make-sass-lint-config).

## Options

The following are options that you can use to config the Sass Linter.

## Files

The `files` option can either be set to a `glob` or it can be set to an object, where the key `include` is set to the glob you want to include, and `ignore` set to either a glob string or an array of glob strings that you would like to ignore.

## learn more about npm On-Site

Private npm registry for enterprise customers. Free 30-day trial. [Learn more...](#)

`npm install sass-lint`[how? learn more](#) [bgriffith](#) published a month ago**1.5.1** is the latest of 21 releases[github.com/sasstools/sass-lint](https://github.com/sasstools/sass-lint)

MIT

## Collaborators



## Stats

**641** downloads in the last day**12,676** downloads in the last week

# Conventions

# Optimizing for happiness with **Convention over Configuration.**

–Ruby on Rails, since 2004



# ntl

reinit

```
release:patch
```

release:minor

release:major

## setup

[ui-library > master > ntl

Npm Task List - v1.1.2

? **Select a task to run:** (Use arrow keys)

> start

reinit

lint

release:patch

release:minor

release:major

setup

You can also specify a project folder containing a package

ntl ./my-node-project

**More info**

(Move up and down to reveal more choices)

```
→ ng-poopy master X git add .
```

```
→ commitizen
```

```
All commit message lines will be cropped at 100 characters.
```

```
? Select the type of change that you're committing: (Use arrow keys)
```

```
> feat:      A new feature
```

```
fix:        A bug fix
```

```
docs:       Documentation only changes
```

```
style:      Changes that do not affect the meaning of the code  
(white-space, formatting, missing semi-colons, etc)
```

```
refactor:   A code change that neither fixes a bug or adds a feature
```

```
perf:       A code change that improves performance
```

```
test:       Adding missing tests
```

```
chore:      Changes to the build process or auxiliary tools  
and libraries such as documentation generation
```



```
→ ng-poopy master ✗ git add .  
→ ng-poopy master ✗ git cz
```

All commit message lines will be cropped at 100 characters.

? Select the type of change that you're committing: (Use arrow keys)

```
> feat:      A new feature  
fix:        A bug fix  
docs:       Documentation only changes  
style:      Changes that do not affect the meaning of the code  
            (white-space, formatting, missing semi-colons, etc)  
refactor:   A code change that neither fixes a bug or adds a feature  
perf:       A code change that improves performance  
test:       Adding missing tests  
chore:      Changes to the build process or auxiliary tools  
            and libraries such as documentation generation
```

# Angular Commit Format

Each commit message consists of a header, a body and a footer. The header has a special format that includes a type, a scope and a subject:

**<type>( <scope> ): <subject>**

**<BLANK LINE>**

**<body>**

**<BLANK LINE>**

**<footer>**



**pattern(Tabs): use span tag instead of an a tag in TabsItem**

christian-meyer-jimdo committed 12 days ago





find packages



sign up or log in

★ **git-changelog** public

A git changelog based on ANGULAR JS commit standards

**npm package** **0.1.8** **build** **failing** **coverage** **99%** **code climate** ?A git changelog based on ANGULAR JS commit standards. [NPM page](#)**Works as a CLI option or grunt plugin****Example output****NEWS!**version 0.1.7 is out, special thanks to **JohnnyEstilles** for his work.

This release includes a big refactor with a huge improvement on test coverage.

**Git changelog is secure enough**

Next releases will include:

**learn more about npm On-Site**Private npm registry for enterprise customers. Free 30-day trial. [Learn more...](#)

npm install git-changelog

[how? learn more](#) **rafinskipg** published 10 months ago**0.1.8** is the latest of 9 releases[github.com/rafinskipg/git-changelog](https://github.com/rafinskipg/git-changelog)MIT **Collaborators****Stats****27** downloads in the last day**306** downloads in the last week





sign up or log in



# ★ semantic-release public

automated semver compliant package publishing

fully automated package publishing

Trust us, this will change your workflow for the better.

– egghead.io

gitter join chat semantic-release code style standard commitizen friendly

dependencies up to date devDependencies out of date

build passing coverage 100%

Out of the box this is just about *commit-messages*, but you can do so much more.

- **Detect breaking changes** using the test suite of your last release: [cracks](#)
- Detect breaking changes using your dependents' test suites: [Help out! Implement the dont-break plugin](#)
- Detect breaking changes diffing your JSDoc interface: [Help out! Implement the india plugin](#)
- Abort releases with **insufficient test coverage**: [Help out! Implement the istanbul plugin](#)
- Abort releases with **vulnerable dependencies** in the tree: [Help out! Implement the nsp plugin](#)
- Everything you can imagine: [Build Plugins!](#)

	commands	comment
manual/before	npm version major git push origin master --tags	You <b>manually decide</b> what the <b>next version</b> is. You have to remember what major, minor and patch means. You have to remember to push

## npm3 dependency resolution

npm3 resolves dependencies differently than npm2. Here's what you need to know. [Learn more...](#)

npm i semantic-release

[how? learn more](#)

semantic-release published 7 months ago

4.3.5 is the latest of 52 releases

[github.com/semantic-release/semantic-release](https://github.com/semantic-release/semantic-release)

MIT

## Stats

546 downloads in the last day

3,599 downloads in the last week

13,757 downloads in the last month

[37 open issues](#) on GitHub

[8 open pull requests](#) on GitHub



# Sharing



APRIL 14, 2014

# How to be an open source gardener

I do a lot of work on open source, but my most valuable contributions haven't been code. Writing a patch is the easiest part of open source. The truly hard stuff is all of the rest: bug trackers, mailing lists, documentation, and other management tasks. Here's some things I've learned along the way.

It was RailsConf 2012. I sat in on a panel discussion, and the number of issues open on [rails/rails](#) came up. There were about 800 issues at the time, and had been for a while. Inquiring minds wished to know if that number was ever going to drop, and how the community could help. It was brought

24 March 2016

## **CSS AND SCALABILITY**

Several years ago I got curious about how css worked at scale. When I first started out, there weren't nearly as many learning resources as there are now. There were a few books that my friends lent me and a couple of decent blog posts. But CSS was still pretty new and most people hadn't started to think deeply or learn hard lessons about concepts of maintainability when working with teams on large web apps.



Christoph Reinartz

Feb 2 · 7 min read

# Large Scale CSS Refactoring at trivago

Project Ironman: the technical migration of the trivago hotel search's existing CSS core

The article was originally posted on the [trivago techblog](#).

While our company and our application were constantly growing, we often ran into some consistency issues between code and design. Because we didn't have a design/frontend system and development guidelines to follow, our UI became cluttered and unsustainable. This caused maintenance issues, slowed down our UI Development and caused us to produce technical debt with an overcomplicated CSS/DOM structure. In the end, we were afraid of spending our time on figuring out crazy rendering bugs rather than rapidly developing new UI features. I gave a [lightning talk](#) at the beginning of 2015 to present what we had learned at the [LeanUX Meetup](#) in Düsseldorf.

A tool like [CSS Stats](#) can easily help you figure out consistency issues within



# Nightwatch.js

Browser automated testing done easy.

```
google.js
1 module.exports = {
2   tags: ['google'],
3   'Demo test Google' : function (client) {
4     client
5       .url('http://www.google.com')
6       .waitForElementVisible('body', 1000)
7       .assert.title('Google')
8       .assert.visible('input[type=text]')
9       .setValue('input[type=text]', 'nightwatch')
10      .waitForElementVisible('button[name=btnG]', 1000)
11      .click('button[name=btnG]')
12      .pause(1000)
13      .assert.containsText('#main', 'The Night Watch')
14      .end();
15    }
16  };
17
```

Write End-to-End tests in Node.js quickly and effortlessly that run against a Selenium server.

 [Download](#) (v0.8.18)

[View on GitHub](#)

 [Tweet](#)  [Star](#) 4,080

## Browser Automation

**Nightwatch.js** is an easy to use *Node.js* based End-to-End (E2E) testing solution for browser based apps and websites. It uses the powerful [Selenium WebDriver API](#) to perform commands and assertions on DOM elements.

**STOP!**

**Nothing of this is news  
to you?**

**→ help others get there**

**this *is* news to you?**

**→ tell us what kind of  
help you need**



**EMPOWERING PEOPLE**

**to own, shape and  
improve culture,  
convention,  
communication.**



Read Introducing  
Design Systems Ops  
on Medium



Read Design Ops for all  
of us on Medium



HOW DO WE MAKE  
FUTURE DESIGN  
CHANGES EASIER?

Watch Living Design  
Systems on YouTube



What is DesignOps?

Join the discussion

# designops.org

Design Systems Ops

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**LET'S TALK**

HOW DO WE MAKE  
FUTURE DESIGN  
CHANGES EASIER?

Watch **Living Design**  
**Systems** on YouTube

What is DesignOps?

Join the discussion

Kaelig

Mar 15 · 6 min read

Recommended by Oliver Wehn, Patrick Hamann,  
and 169 others



Design Systems Ops: shipping (design) at scale.

## Design Systems Ops

The best products are built by teams with great communication bridges between designers and engineers. Whether you're one or the other, at the end of the day... we're all shipping software. When a Design System is invited to the party, communication is even better.

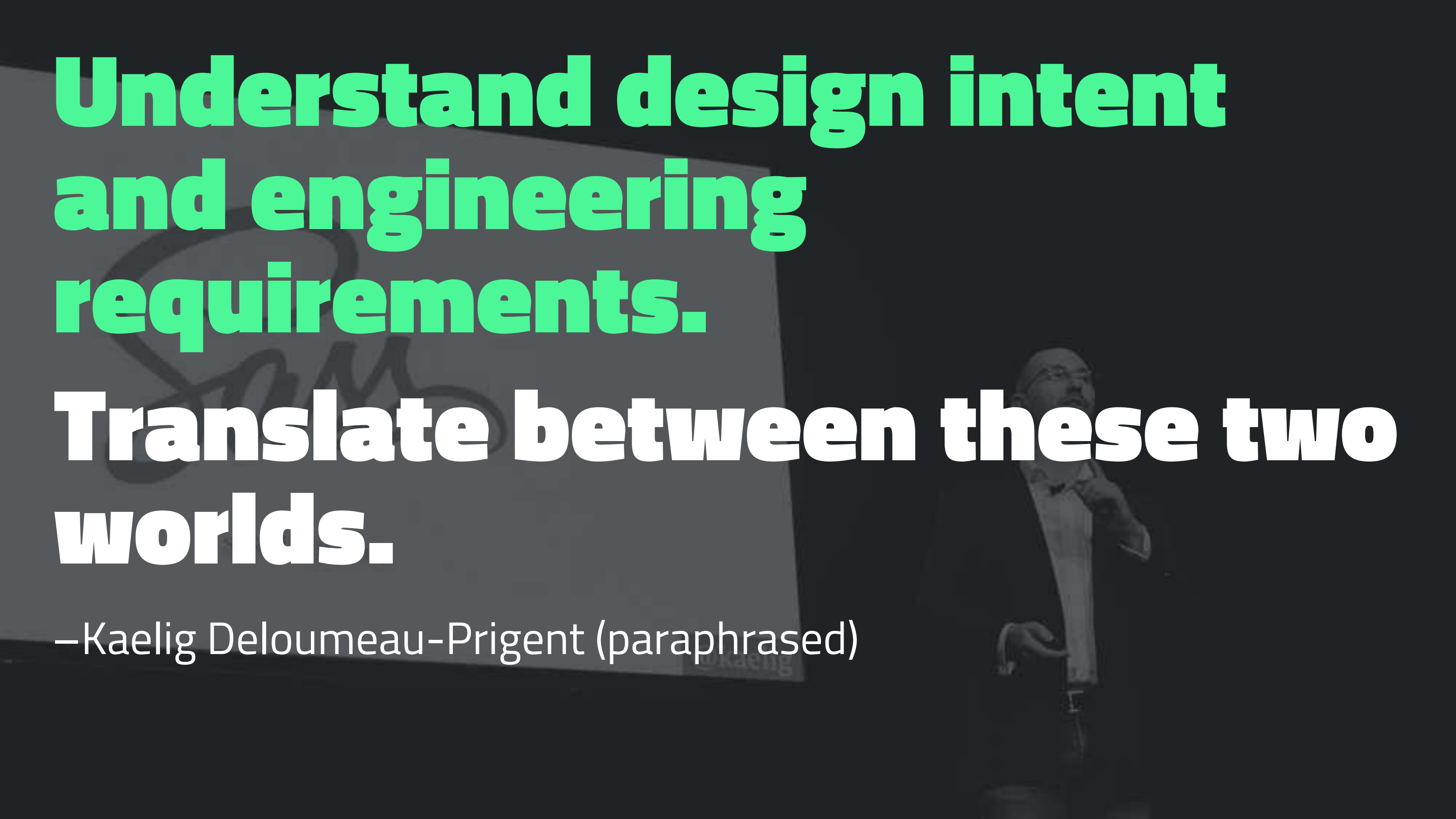


# Sass

[sass-lang.com](http://sass-lang.com)

@kaelig



The background of the slide features a dark, low-key photograph of a man in a suit and glasses, standing and pointing his right hand towards a large screen. The screen displays a faint, light-colored diagram that appears to be a network or flowchart with several nodes and connecting lines. The overall tone is professional and technical.

**Understand design intent  
and engineering  
requirements.**

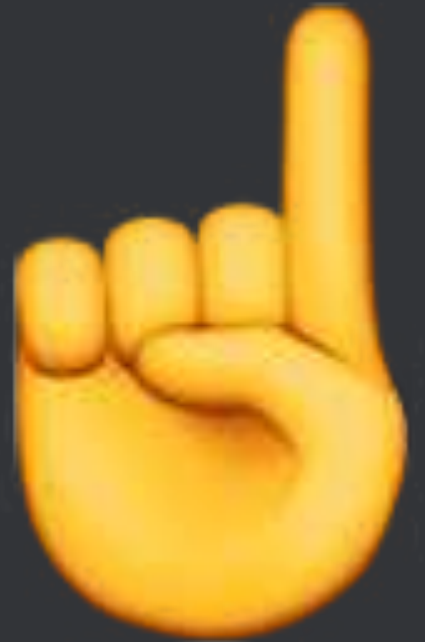
**Translate between these two  
worlds.**

–Kaelig Deloumeau-Prigent (paraphrased)


■

# And

("Design System" and...)







# It should scale down, as well as it needs to scale up.

Photo: Michelle Tribe, CC BY

Design Ops for all of us

. . . .

*In my view [this] requires a certain state of mind. It's an attitude which says: I'm going to make a difference, I'm going to cooperate and communicate, and I'm going to*



# The design system is only one part of the chain.

Photo: Michelle Tribe, CC BY

## Design Ops for all of us

. . . .

*In my view [this] requires a certain state of mind. It's an attitude which says: I'm going to make a difference, I'm going to cooperate and communicate, and I'm going to*





Photo: Michelle Tribe, CC BY

## Design Ops for all of us

. . . .

*In my view [this] requires a certain state of mind. It's an attitude which says: I'm going to make a difference, I'm going to cooperate and communicate, and I'm going to*

# HOW DO WE MAKE FUTURE DESIGN CHANGES EASIER?







Read Introducing  
Design Systems Ops  
on Medium



Read Design Ops for all  
of us on Medium



HOW DO WE MAKE  
FUTURE DESIGN  
CHANGES EASIER?

Watch Living Design  
Systems on YouTube



What is DesignOps?

Join the discussion

&lt;&gt; Code

! Issues 6

Pull requests 0

Wiki

Pulse

Graphs

Settings

# What is DesignOps? #1

! Open

filtercake opened this issue 23 days ago · 8 comments



filtercake commented 23 days ago

DesignOps member



In order to explain what this role does and means, we should have a clear role definition.

Entry points:

- [Introducing Design Systems Ops — Medium](#)
- [Design Ops — for all of us — Medium](#)



filtercake commented 23 days ago

DesignOps member



first idea:

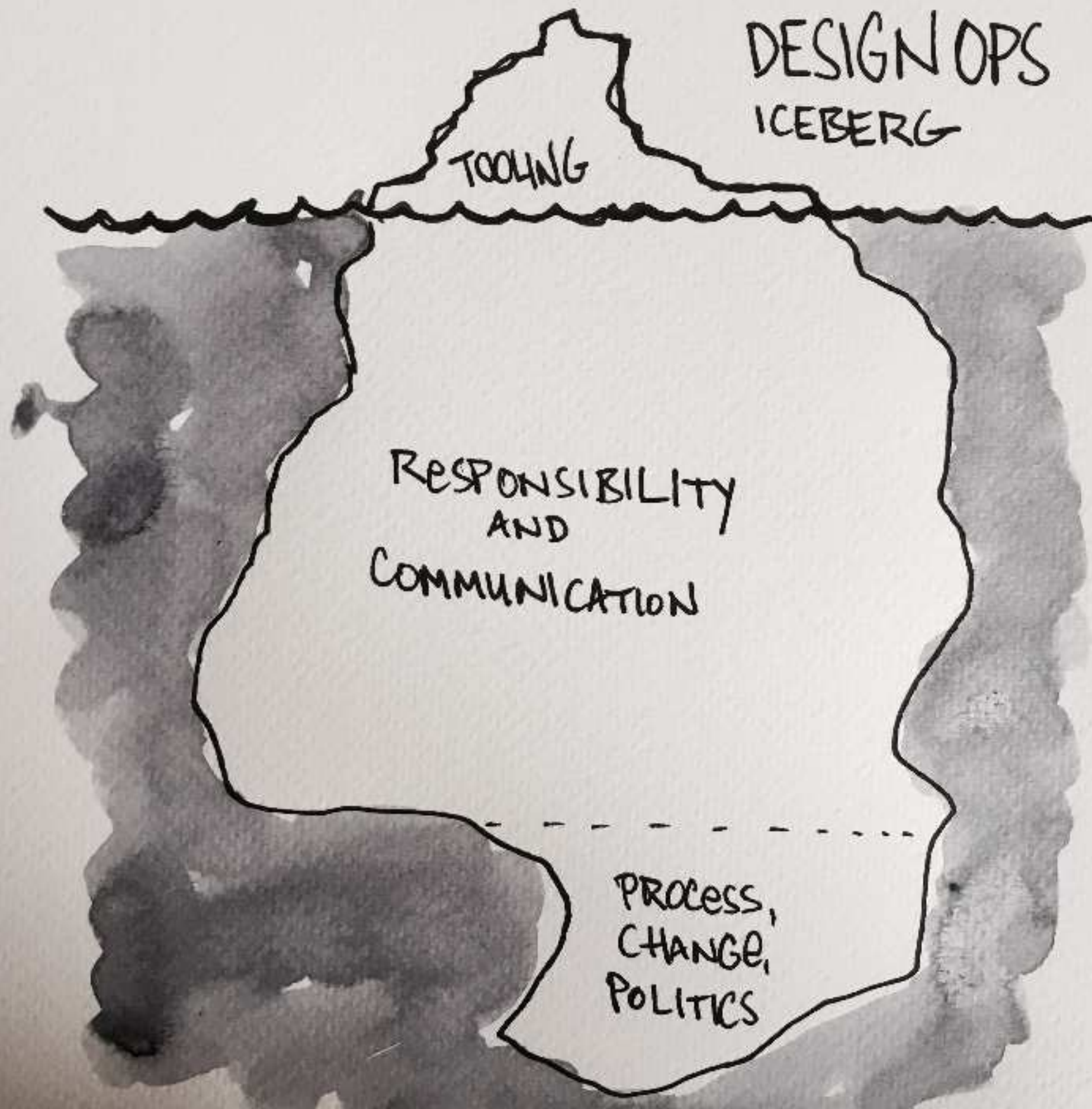


# DESIGN OPS ICEBERG

TOOLING

RESPONSIBILITY  
AND  
COMMUNICATION

PROCESS,  
CHANGE,  
POLITICS



<> Code

! Issues 6

🔗 Pull requests 0

📖 Wiki

📶 Pulse

📊 Graphs

⚙️ Settings

Filters ▾

🔍 is:issue is:open

Labels

Milestones

New issue

<input type="checkbox"/>	! 6 Open	✓ 2 Closed	Author ▾	Labels ▾	Milestones ▾	Assignee ▾	Sort ▾
<input type="checkbox"/>	! <b>Talk at upfront Berlin</b>						💬 2
	#8 opened 14 days ago by filtercake						
<input type="checkbox"/>	! <b>DesignOps Weekly</b>						💬 4
	#7 opened 21 days ago by filtercake						
<input type="checkbox"/>	! <b>Org gov</b>						💬 1
	#6 opened 21 days ago by filtercake						
<input type="checkbox"/>	! <b>DesignOps Day Hamburg (Fr Nov 19?)</b>						💬 0
	#5 opened 22 days ago by filtercake						
<input type="checkbox"/>	! <b>CoC and enforcement</b>						💬 6
	#3 opened 23 days ago by filtercake						
<input type="checkbox"/>	! <b>What is DesignOps?</b>						💬 8
	#1 opened 23 days ago by filtercake						

# CoC and enforcement - Issue #3 - DesignOps/discussion



filtercake commented 12 days ago

DesignOps member



♥ @ShellyCoen has agreed to be an additional contact person for the CoC ♥

I created [shelly@designops.org](mailto:shelly@designops.org) which forwards to me and shelly so far – @kaelig do you want to be on that list, too?



kaelig commented 10 days ago

DesignOps member



Yes please, thank you very much for doing this.



ShellyCoen commented 10 days ago

DesignOps member



<3 Happy to be of help @filtercake! And nice to meet you @kaelig :)



kaelig commented 9 days ago

DesignOps member



Hi!



**filtercake** commented 12 days ago

DesignOps member



❤️ **@ShellyCoen** has agreed to be an additional contact person for the CoC ❤️

I created `coduct@designops.org` which forwards to me and shelly so far – **@kaelig** do you want to be on that list, too?



**kaelig** commented 10 days ago

DesignOps member



Yes please, thank you very much for doing this.



**ShellyCoen** commented 10 days ago

DesignOps member



<3 Happy to be of help **@filtercake**! And nice to meet you **@kaelig** :)



**kaelig** commented 9 days ago

DesignOps member



Hi!





# DesignOps

 **Repositories**

 **People** 5

 **Teams** 0

 **Settings**

Filters ▾

Find a repository...

+ New repository

**designops.github.io**

code for DesignOps.whatever

Updated 6 days ago

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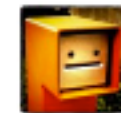
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**filtercake**

filtercake



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git@github.com:DesignOps/



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Latest commit b5a85c7 14 days ago



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README.md

We're looking for articles on **what and how to do** and **tools that make doing it easier** :)

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# DesignOps Weekly - Issue #7 - DesignOps/discussion

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# DesignOps Day Hamburg (Fr Nov 19?) #5

🔔 Open

filtercake opened this issue 22 days ago · 0 comments



filtercake commented 22 days ago

DesignOps member



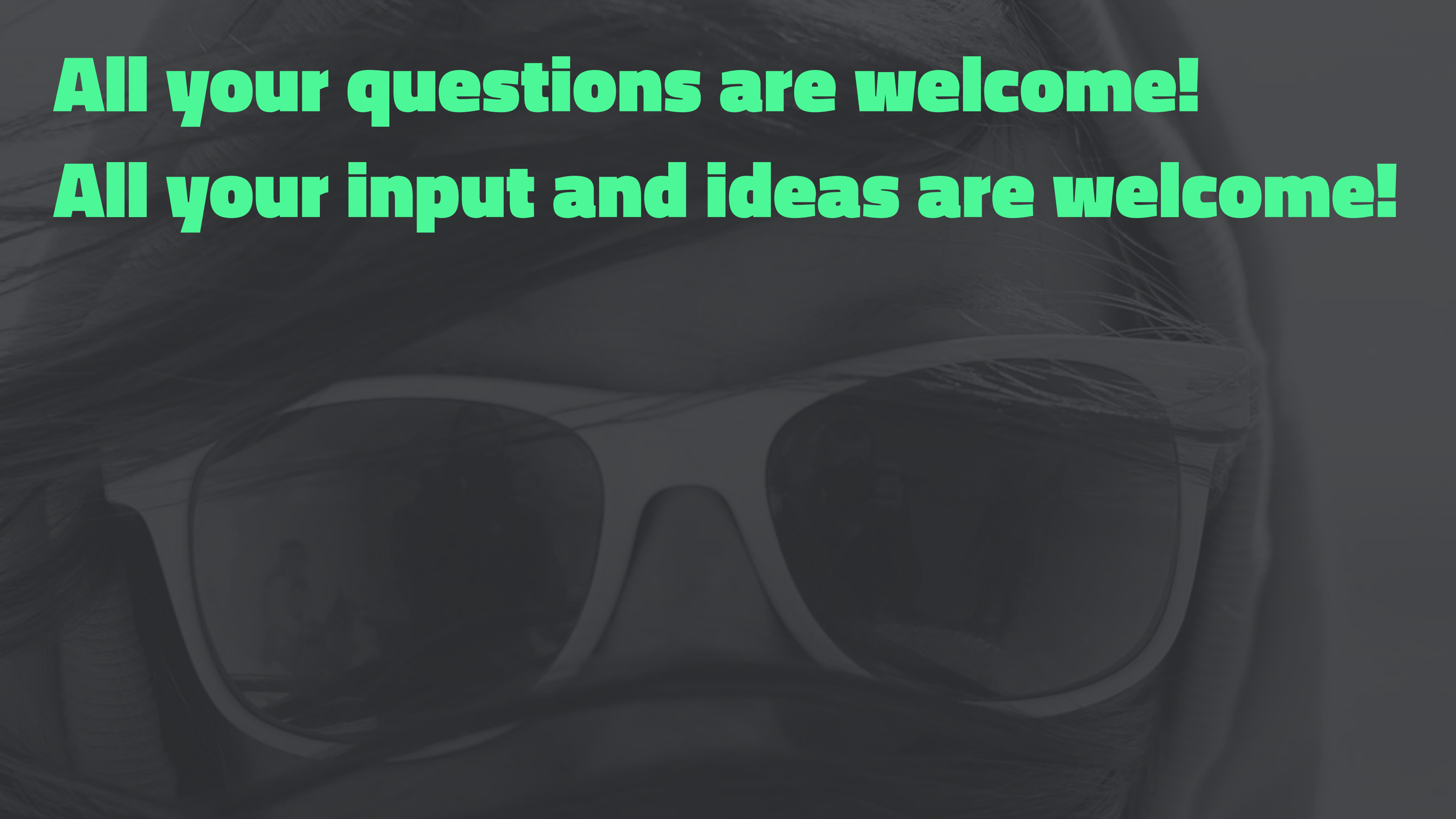
I do not want to organize an official conference or anything at this point or found another meetup.

[XP Days Germany 2016](#) are in Hamburg from Nov 20 to 22., so let's just informally and unofficially meet on Saturday, Nov 19, in Hamburg.

I'm sure all the rest (location, wifi, coffee) will come together until then – and if not, we can still occupy some coffeeshop :)

**All your questions are welcome!**

**All your input and ideas are welcome!**











# Jimdo



# **EMPOWER, COOPERATE, COMMUNICATE**

**THX! :)**

Fabian Fabian – @filtercake



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