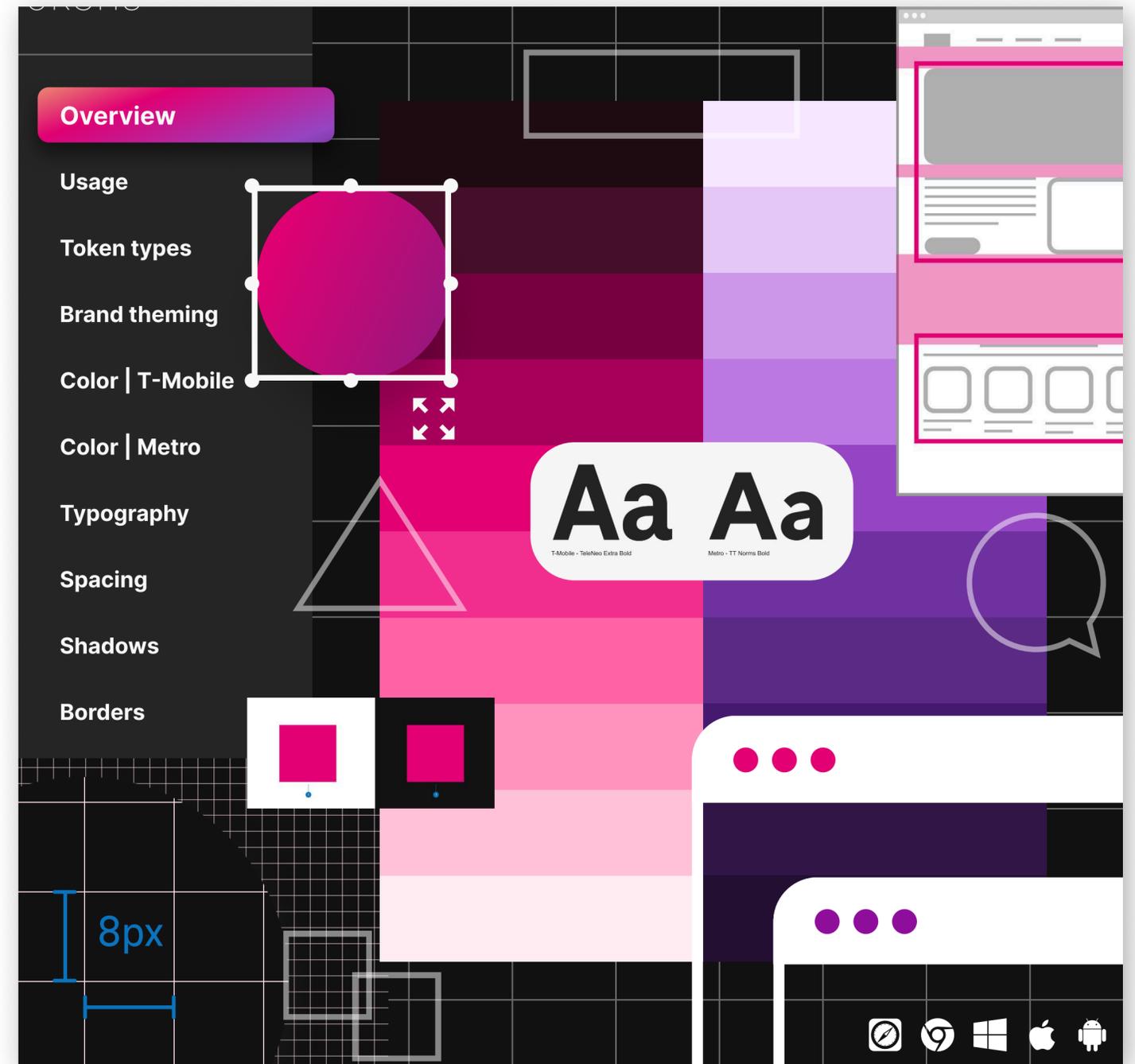


Apeiron Design System



THE CONTEXT

Apeiron offers comprehensive UX/UI support for designers and developers to build innovative digital products that T-Mobile and Metro customers love.

THE PROBLEM

The fragmented design process across the product teams resulted in a lack of a cohesive brand identity.

THE SOLUTION

- Defining design system and language
- Creating a strategy to support multiple platforms
- Building a concise design system documentation

MY ROLE - RESEARCH, DESIGN & DOCUMENTATION

FOR

1. FOUNDATIONAL ELEMENTS
2. UI ELEMENTS

1. FOUNDATIONAL ELEMENTS - TOKEN

PROCESS FOLLOWED

1. RESEARCH

2. CONCEPTUALISE & DESIGN

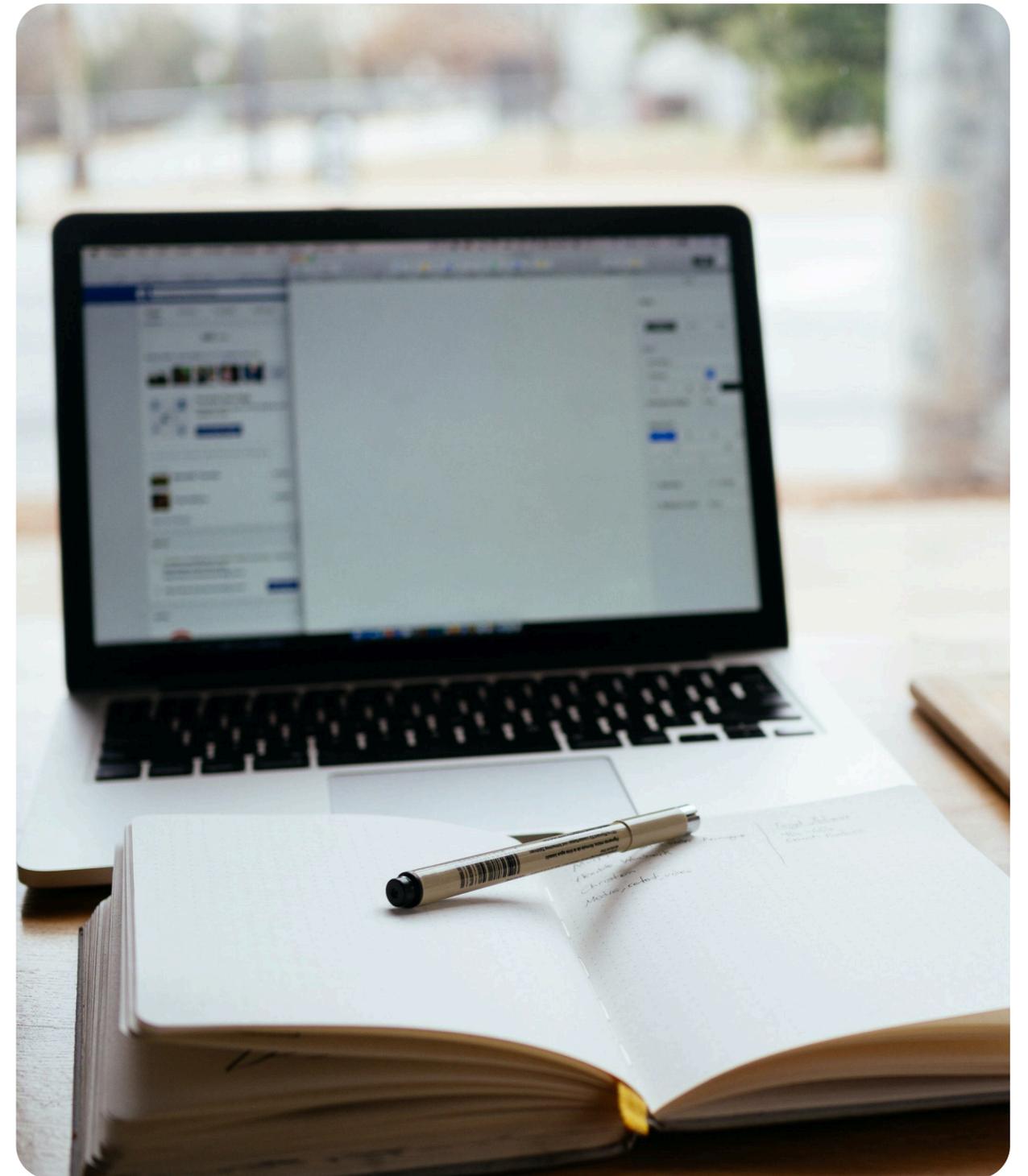
3. DOCUMENTATION

1. RESEARCH

2 3

Dived into an intensive research sprint

- Secondary research - forums and google
- Collaborated with Designers, PM, Accessibility team and Developers working on Design Tokens at TMO
- Studied other Design Systems available in market



1

2. CONCEPTUALISE & DESIGN

3

Based on the insights from the research, started creating a design strategy

- Create wireframes, prototypes, and visual design
- Write UX copy that supports the design concept
- Test & refine the design concept, and make necessary adjustments to the UX copy.

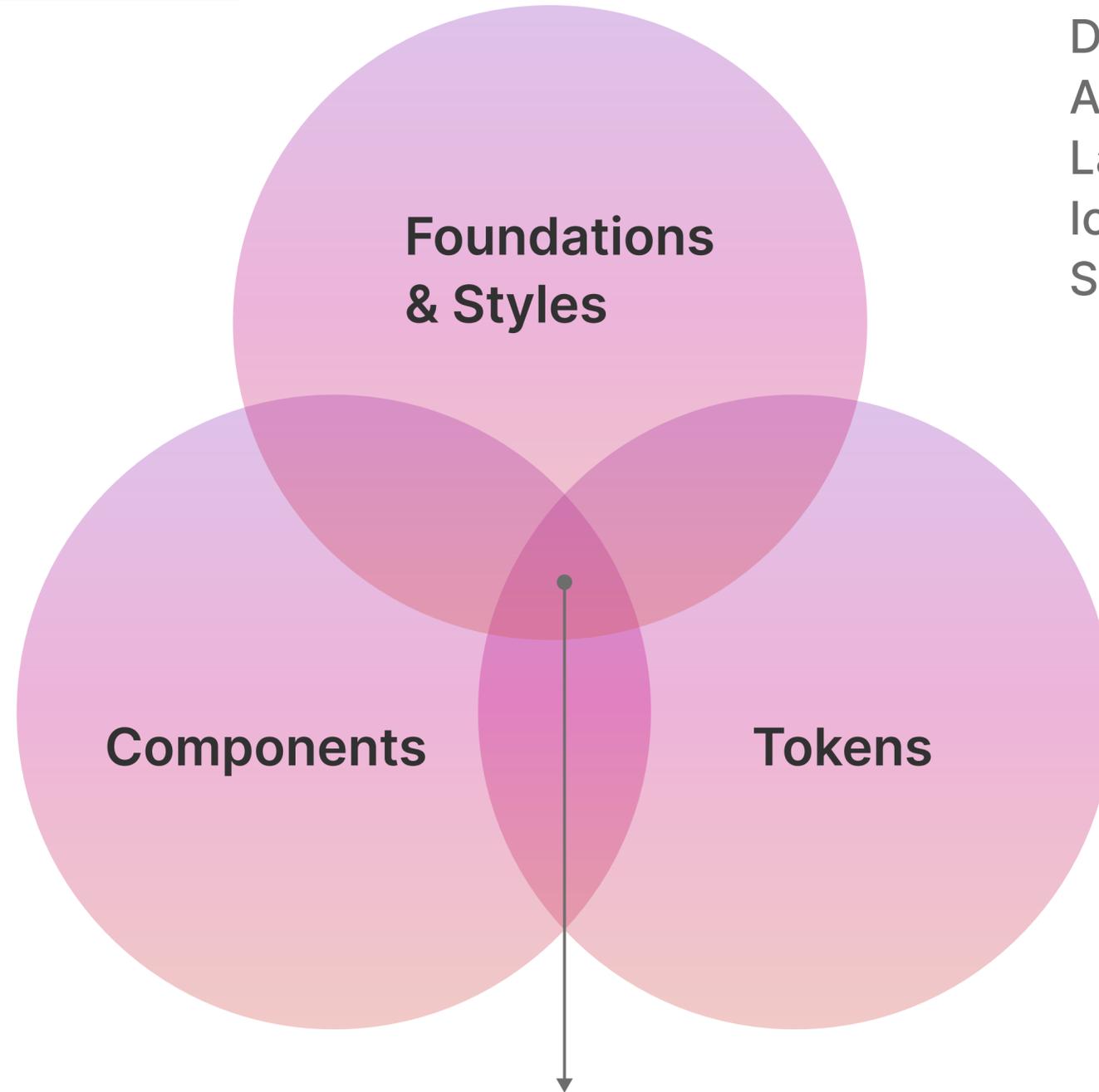


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2. CONCEPTUALISE & DESIGN

3

Buttons
Breadcrumb
Cards
Checkbox
Dropdown
Dialogs
Lists
Menus
Progress Indicator
Radio Button
Select



APEIRON

Design Principles
Accessibility
Layout
Icons
Shape

Color
Typography
Spacing
Border
Shadow

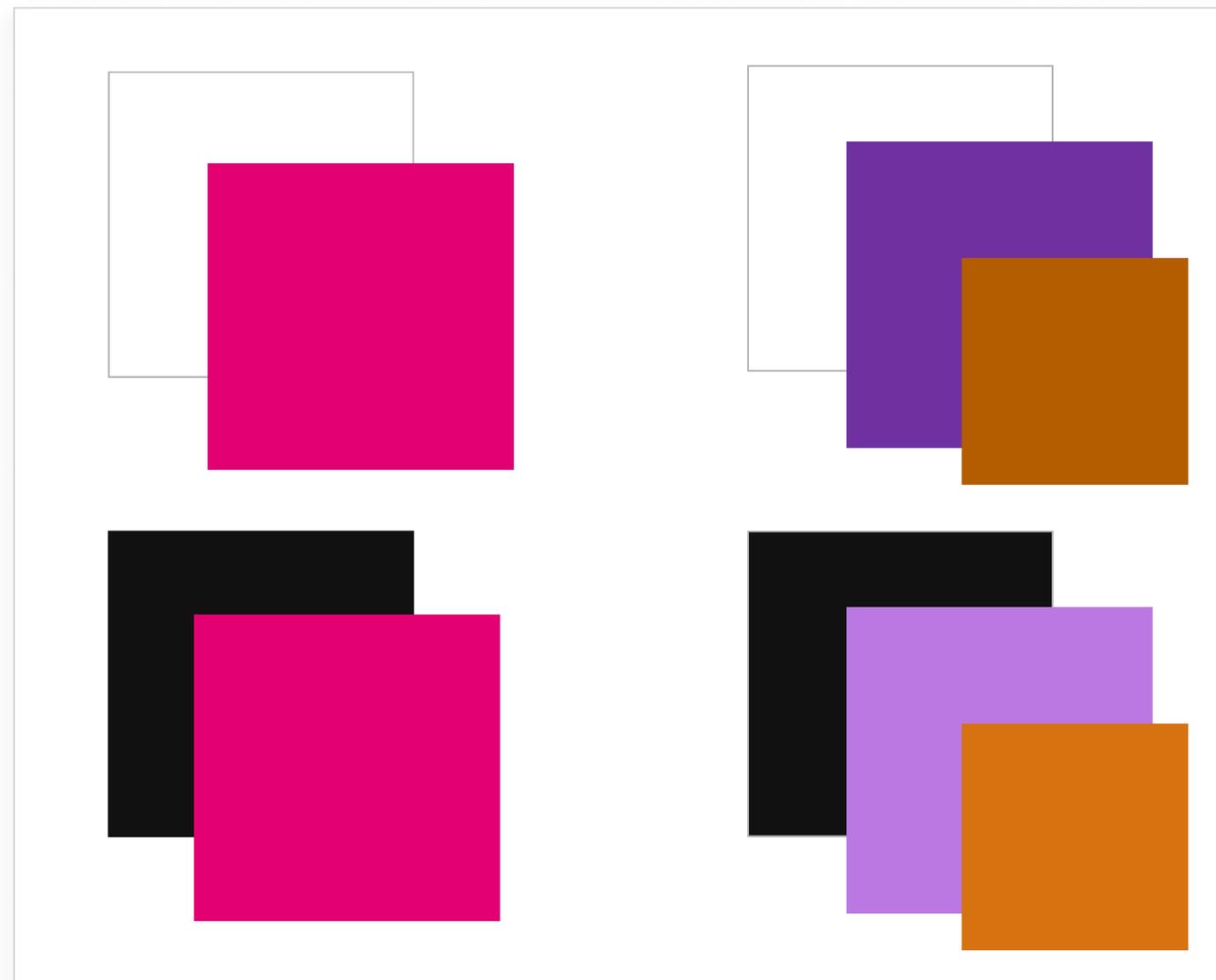
COLOR

Apeiron uses a hue-based method to identify additional tints and shades.



LIGHT & DARK BACKGROUND

Apeiron supports light and dark modes in the app and provides UI variations for light and dark backgrounds on the web.



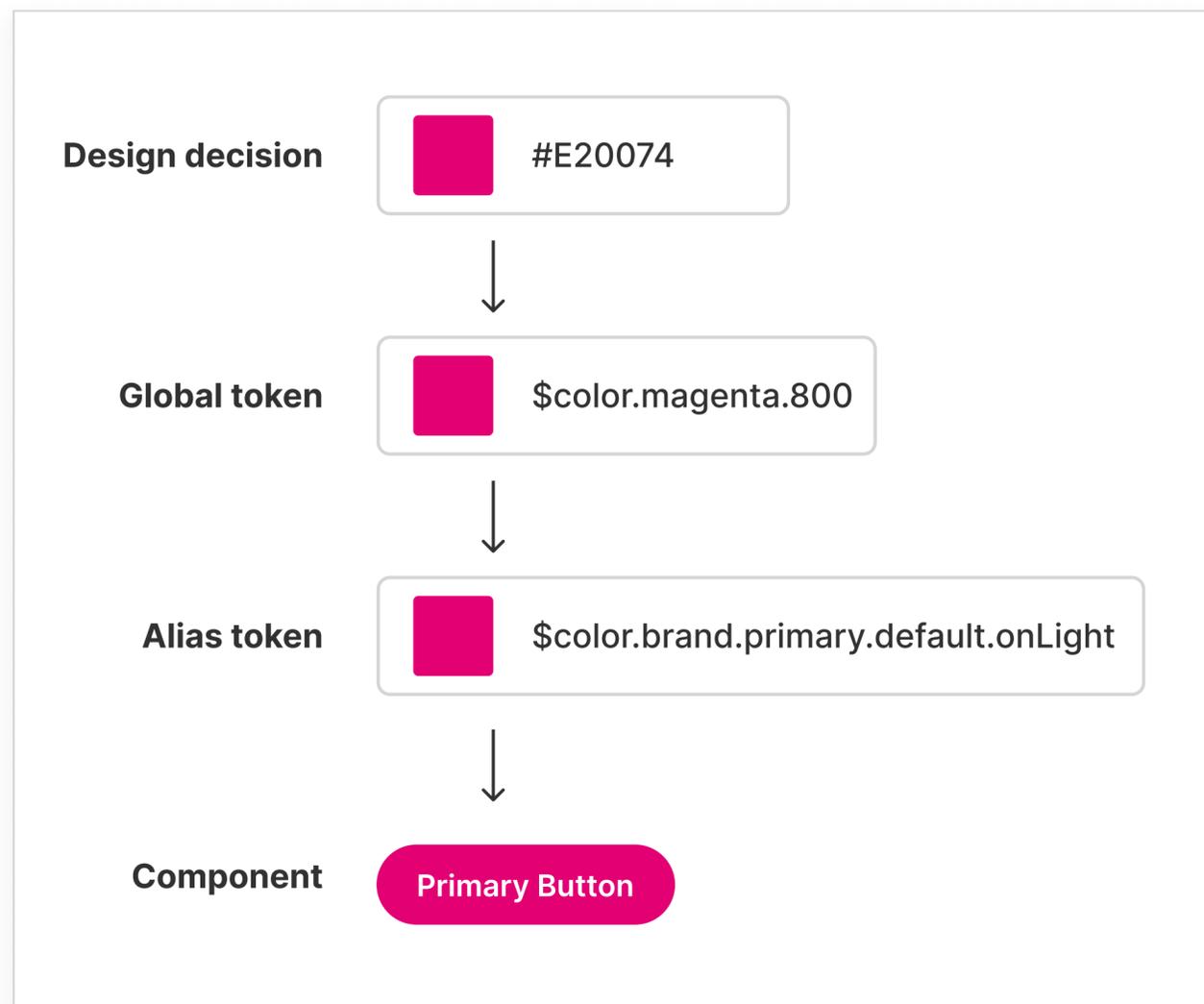
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2. CONCEPTUALISE & DESIGN

3

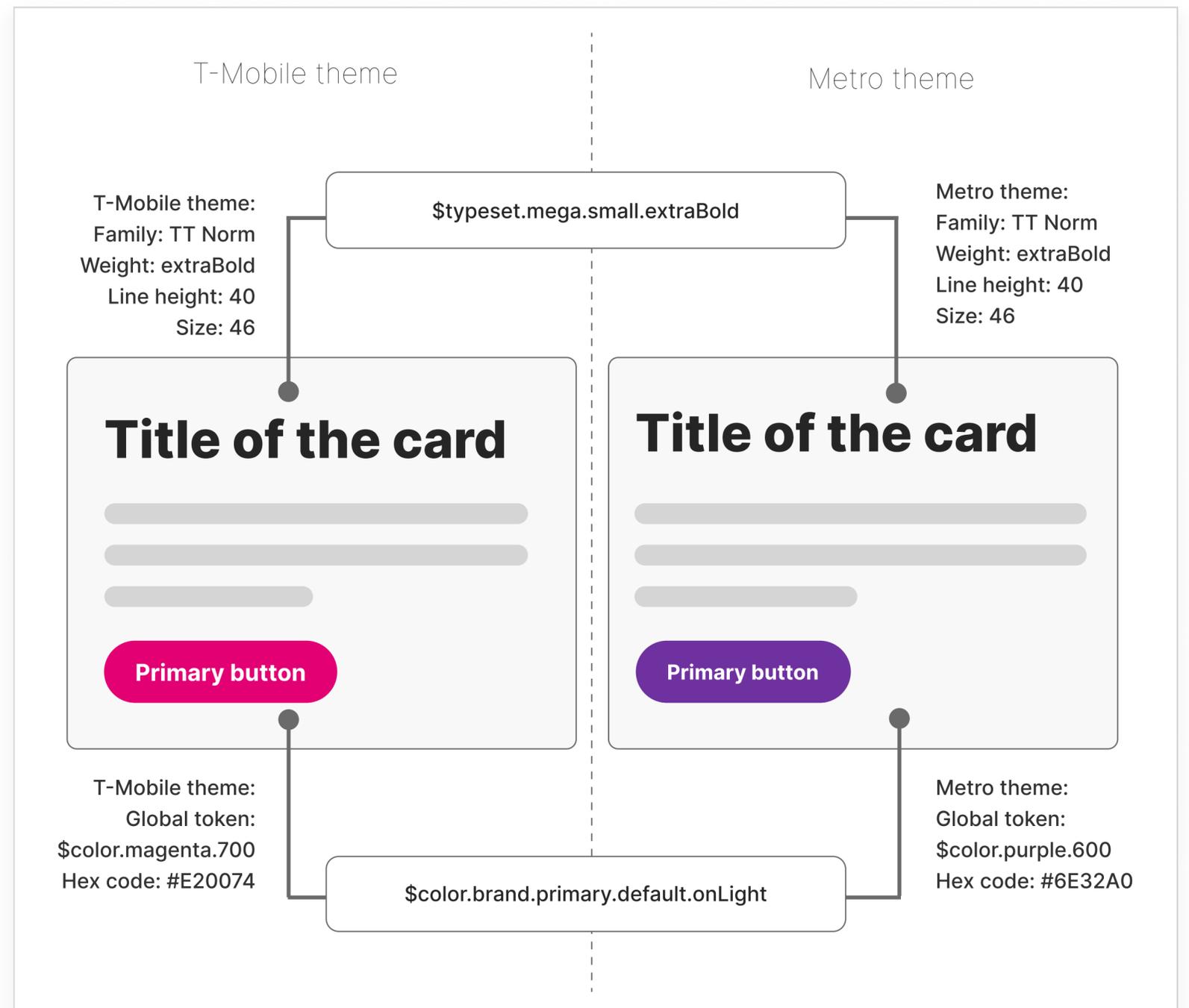
DESIGN TOKENS

Tokens translate design decisions into data and keep all platforms unified.



BRAND THEMING

Apeiron uses themes to modify components' styles to align with a brand.



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3. DOCUMENTATION

The image displays five overlapping screenshots of the Apeiron Design System documentation. Each screenshot shows a dark-themed navigation sidebar on the left and a main content area on the right. The screenshots are as follows:

- Top Left:** "Token types" page. It explains global tokens (used for color, typography, and spacing) and alias tokens (used to rename global tokens for specific contexts).
- Top Middle:** "Usage" page. It defines design tokens as the source of truth for foundational decisions and explains how they are used in place of hard-coded values.
- Top Right:** "Spacing" page. It features a table of spacing tokens with columns for "Example", "Token Alias", and "Pixels".
- Bottom Left:** "Typography" page. It displays a table of typography tokens, showing "Token alias", "Style" (with visual examples of the text "Ag"), and "Style" details like font size and weight.
- Bottom Middle:** "Shadows" page. It shows a vertical stack of boxes with different shadows, each with a "Token Alias" and a "Color Token" value.
- Bottom Right:** "Borders" page. It shows three boxes with different border styles, each with a "Token alias", "Value", and "Usage" description.

Token types

The following types of design tokens are the building blocks for Apeiron's design language.

Global tokens

Global tokens are the foundational values of the design system. They can be used directly and are inherited by all other token types. Global tokens cover our color palette, typography, and spacing values. So, a global token will point to a static value, such as a hex code for color or a font for typography.

They have general names because they're not meant to be consumed by designers or developers. Instead, we rename global tokens to suggest their specific usage within components and patterns. These are called alias tokens.

Alias tokens

Alias tokens are linked to global tokens and their values. They're semantically named to help designers and developers understand how the token should be used. Any update to a global token quickly cascades through the alias tokens.

When applying a brand theme, alias tokens point to different global tokens depending on the brand.

Usage

What are design tokens?

Design tokens are the source of truth for the foundational decisions in the Apeiron Design System. Tokens translate into readable styles for all digital platforms.

We use tokens in place of hard-coded values, such as hex values for color or pixel values for spacing. A design token only needs to be changed in one place to see the effect system-wide.

How do design tokens work?

We use "variables" for any stylistic decisions that could change over time. Design tokens take these "variables" and abstract them from the values they represent. We give the design token a semantic name and then assign a value.

For example, rather than simply using the hex value #E20074, we named the design token \$color.magenta.700, which maps to the value #E20074 in the design system.

Spacing

Base unit = 8px

Example	Token Alias	Pixels
	\$spacing.100	4px
	\$spacing.200	8px
	\$spacing.300	16px
	\$spacing.400	24px
	\$spacing.500	32px
	\$spacing.600	40px
	\$spacing.700	48px
	\$spacing.20000	56px
	\$spacing.900	80px

Typography

Token alias

Style

	\$typeset.mega.large.extraBold	webDesktop/mega/large TeleNeo, TTNorms Extrabold 58/64
	Responsive web mobile minimum	webMobile/mega/large TeleNeo, TTNorms Extrabold 46/56
	\$typeset.mega.medium.extraBold	webDesktop/mega/medium TeleNeo, TTNorms Extrabold 51/56
	Responsive web mobile minimum	webMobile/mega/medium TeleNeo, TTNorms Extrabold 41/48
	\$typeset.mega.small.extraBold	webDesktop/mega/small TeleNeo, TTNorms Extrabold 46/56
	Responsive web mobile minimum	webMobile/mega/small TeleNeo, TTNorms Extrabold 36/40
	\$typeset.display.xlarge.extraBold	webDesktop/display/xlarge TeleNeo, TTNorms Extrabold 41/48
	Responsive web mobile minimum	webMobile/display/xlarge TeleNeo, TTNorms

Shadows

Token Alias

Color Token

	\$shadow.xSmall.onLight	\$color.transparent.100
	\$shadow.small.onLight	\$color.transparent.200
	\$shadow.medium.onLight	\$color.transparent.300
	\$shadow.large.onLight	\$color.transparent.400
	\$shadow.xLarge.onLight	\$color.transparent.500
	\$shadow.xSmall.onDark	\$color.transparent.600
	\$shadow.small.onDark	\$color.transparent.700
	\$shadow.medium.onDark	\$color.transparent.800
	\$shadow.xLarge.onLight	\$color.transparent.900

Borders

Token alias

Value

Usage

	\$borderRadius.small	8px	Border radius for graphic objects such as an input field or text area
	\$borderWidth.thin	1px	Standard border width
	\$borderWidth.regular	2px	Selected element border width

2. UI COMPONENTS - DIALOGS

PROCESS FOLLOWED

1. RECOMMENDATIONS

2. DESIGN

3. DOCUMENTATION

STEPS

- 1 Find usage, variations, functionalities and platform specifications
- 2 Specify T-Mobile use cases and conduct interviews with relevant feature teams
- 3 Identify accessibility and content design considerations

KEY RECOMMENDATIONS AFTER STUDYING 80+ DESIGN SYSTEM AND 20+ ARTICLES

COMPONENT: Modal Dialogs

PURPOSE: Prompt a user for a specific action or input while temporarily interrupting their current task flow

PLACEMENT: Full-screen takeover. Appear without warning at the center of the screen on scrimmed background.

CONTENT GUIDELINES: Header/Title (Optional), Supporting text, Footer/Action buttons (Optional). It should fully explain the function without extra context.

INTERACTIONS: Must be dismissible via a CTA

Web

Title

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Duis aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat nulla pariatur. Excepteur sint occaecat cupidatat non proident, sunt in culpa qui officia deserunt mollit anim id est laborum

SECONDARY

PRIMARY

Android

Title

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua.

SECONDARY

PRIMARY

iOS

Title

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod incididunt ut labore et.

SECONDARY

PRIMARY

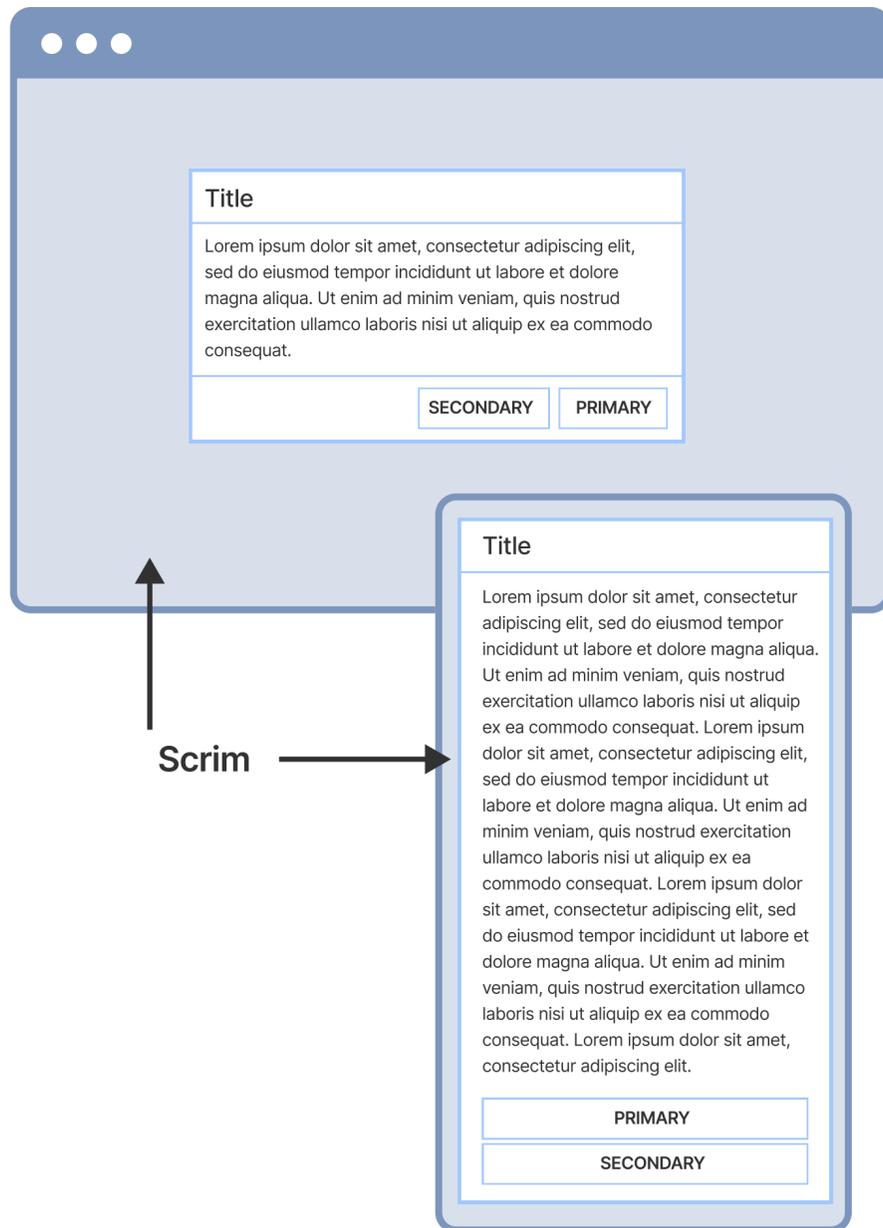
1. RECOMMENDATIONS

2 3

CROSS PLATFORM ADAPTATIONS

Web (Desktop and Mobile)

Recommended Name: Dialog



Android

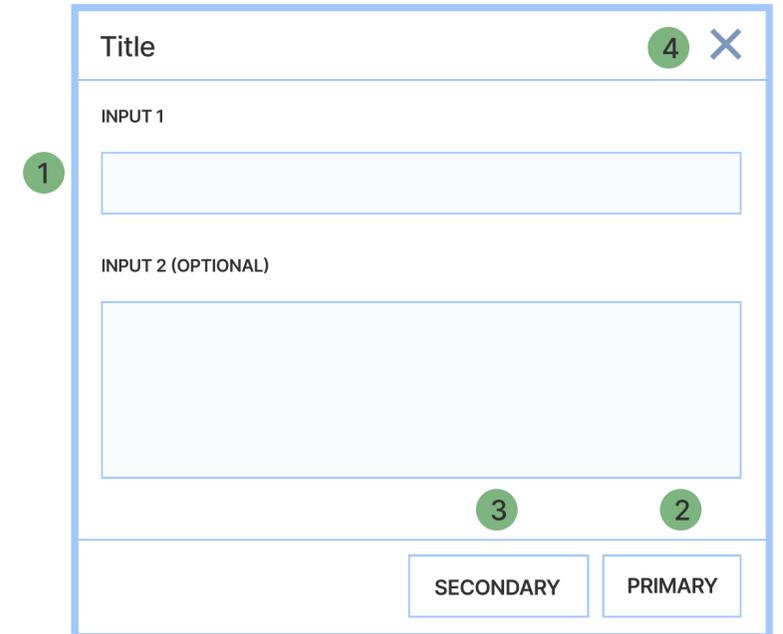
Recommended Name: Dialog



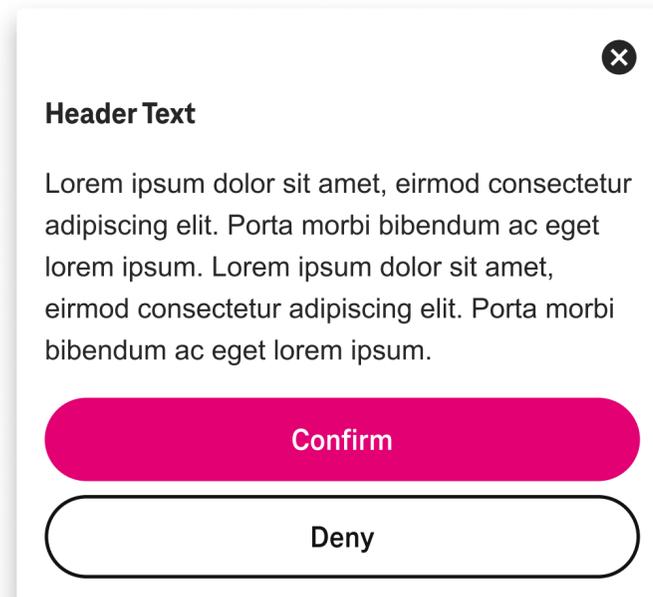
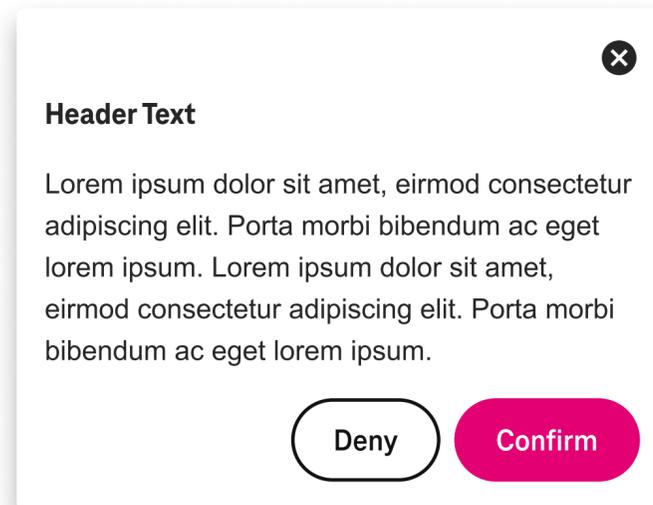
iOS

Recommended Name: Alert

ACCESSIBILITY FOCUS ORDER



WEB



ANDROID

Basic dialog title

A dialog is a type of modal window that appears in front of app content to provide critical information, or prompt for a decision to be made.

Action 2 Action 1

Basic dialog title

A dialog is a type of modal window that appears in front of app content to provide critical information, or prompt for a decision to be made.

Action 1

Action 2

IOS

Title Here

Here's to the crazy ones, the misfits, the rebels, the troublemakers...

Action

Action

Title Here

Here's to the crazy ones, the misfits, the rebels, the troublemakers...

Action

Action

1

2

3. DOCUMENTATION

The image displays a collage of six overlapping documentation pages from the APEIRC design system. Each page features a dark sidebar with navigation links (Overview, Usage, Accessibility, Web, iOS, Android) and a main content area with text, images, and diagrams.

- Dialog (Top Left):** Defines a dialog as a pop-up for communication. Includes a "Use location service?" dialog example with "Disagree" and "Agree" buttons. Lists helpful links for web, app, and development components.
- Usage (Top Middle):** Explains that dialogs are for quick, actionable interactions and should be used sparingly. Includes a "Best practices" section on using a scrim to dim the background.
- Web (Top Right):** Shows two dialog anatomy diagrams. The first has a close button, header, body, and two buttons. The second has a close button, header, body, and two buttons.
- Android (Middle Right):** States that dialogs follow the native Android pattern. Shows two dialog anatomy diagrams with numbered callouts for header, body, and buttons.
- Accessibility (Bottom Left):** Focuses on keyboard accessibility, stating that content behind the modal must be inert. Includes a "Focus" section with a numbered list of focus order: 1. The dialog itself, 2. First Interactive Element, 3. Rest of interactive controls.
- Scrim (Bottom Right):** Shows a dialog with the text "Are you trying to add additional lines?". Includes a note: "Padding - The scrim around the dialog should not be less than 16px."

LIST OF OTHER COMPONENTS I WORKED ON...

1. Select
2. Dropdown
3. Breadcrumbs
4. Links & Action Buttons
5. Ordered/Unordered lists
6. Progress indicators
7. Alert/Cookie Banners
8. Toggle



Thank you!

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[Portfolio Link](#)