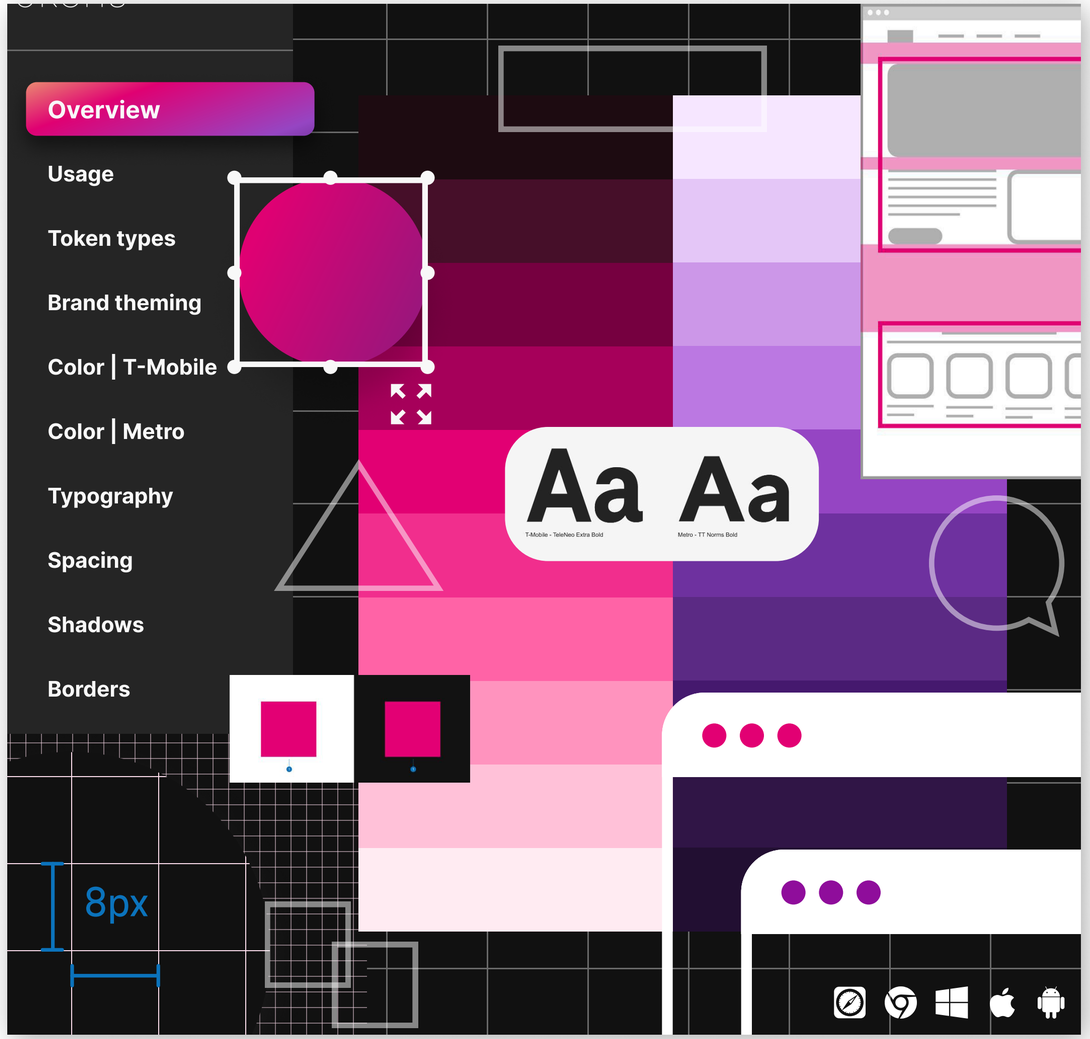
Apeiron Design System



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

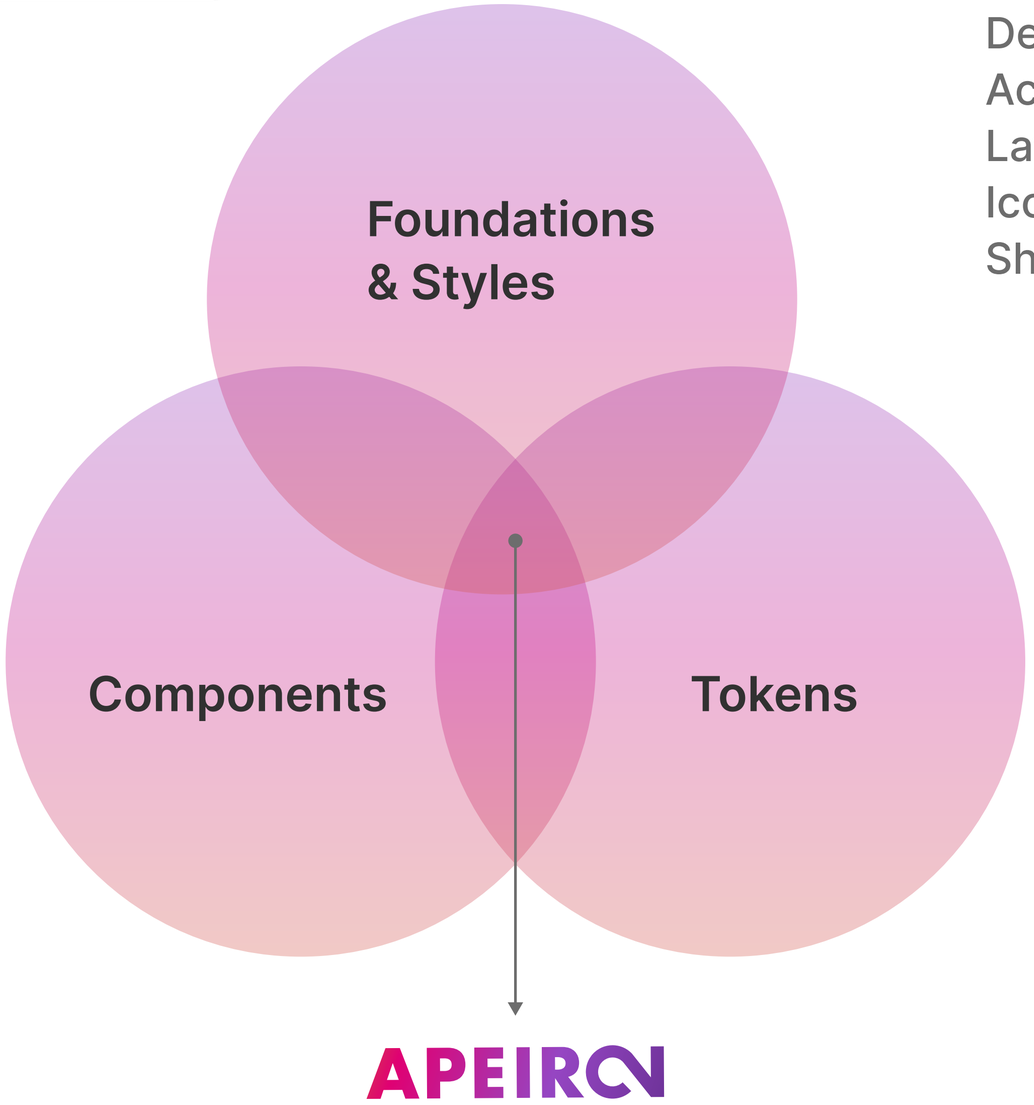
Dived into an intensive research sprint

- 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.



Design Principles
Accessibility
Layout
Icons
Shape

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

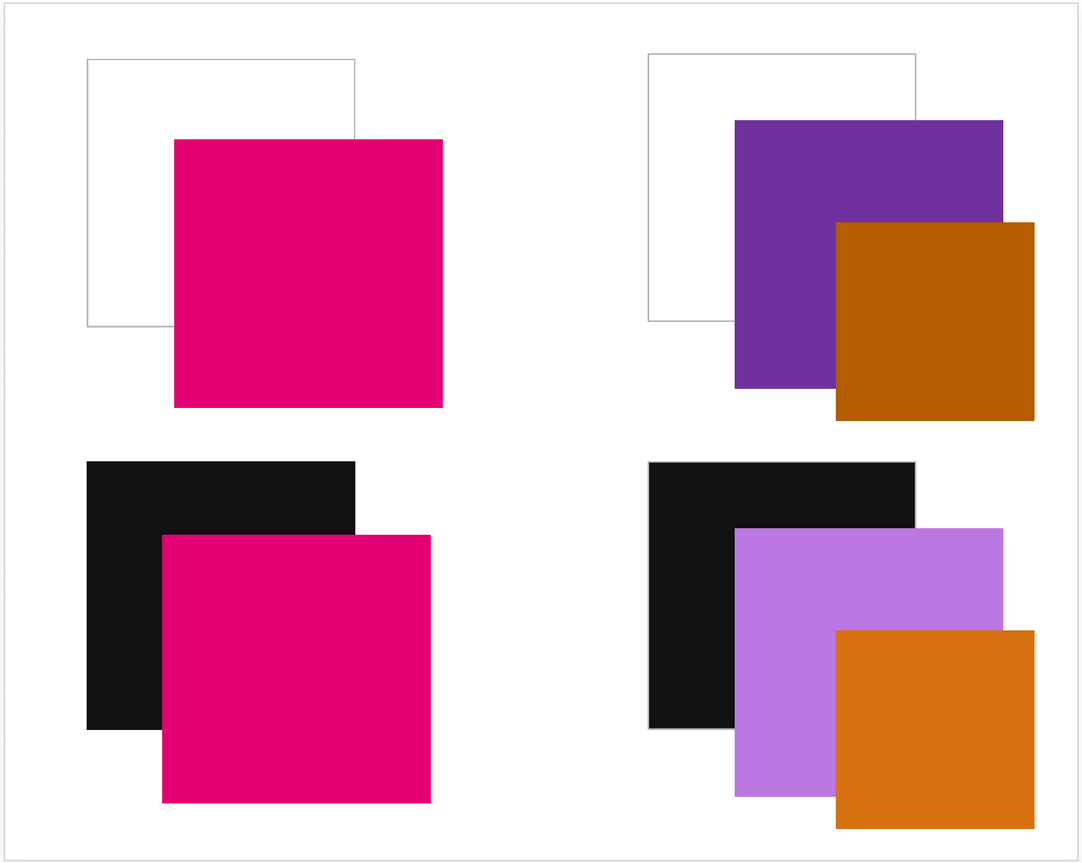
Color
Typography
Spacing
Border
Shadow

COLOR

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

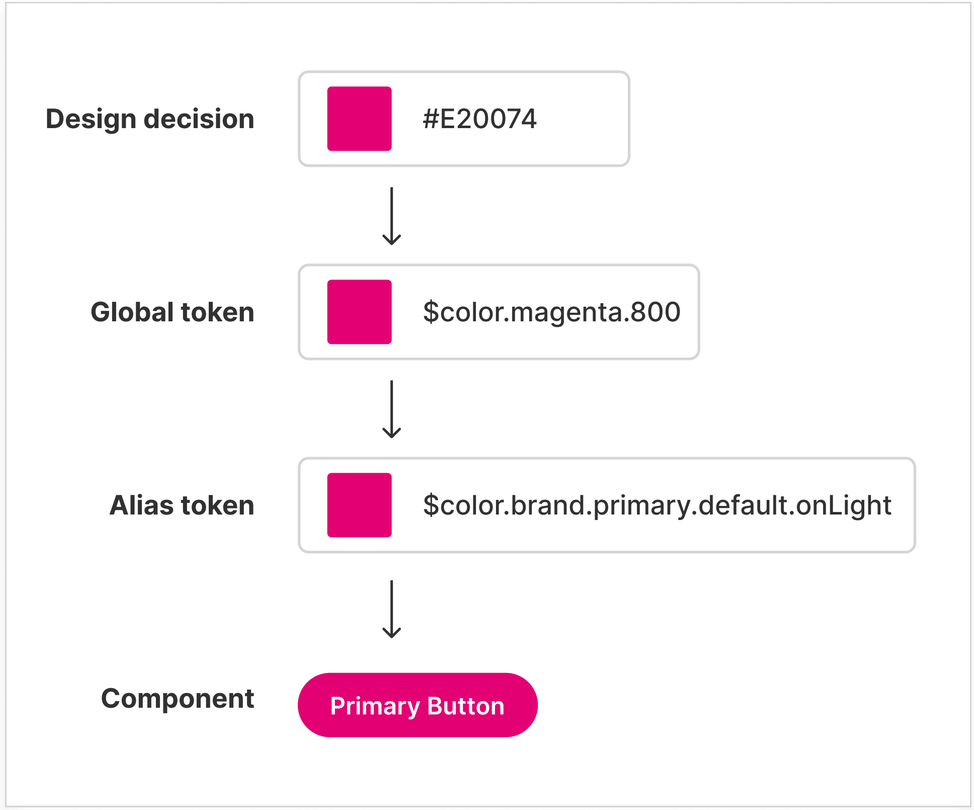
LIGHT & DARK BACKGROUND

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



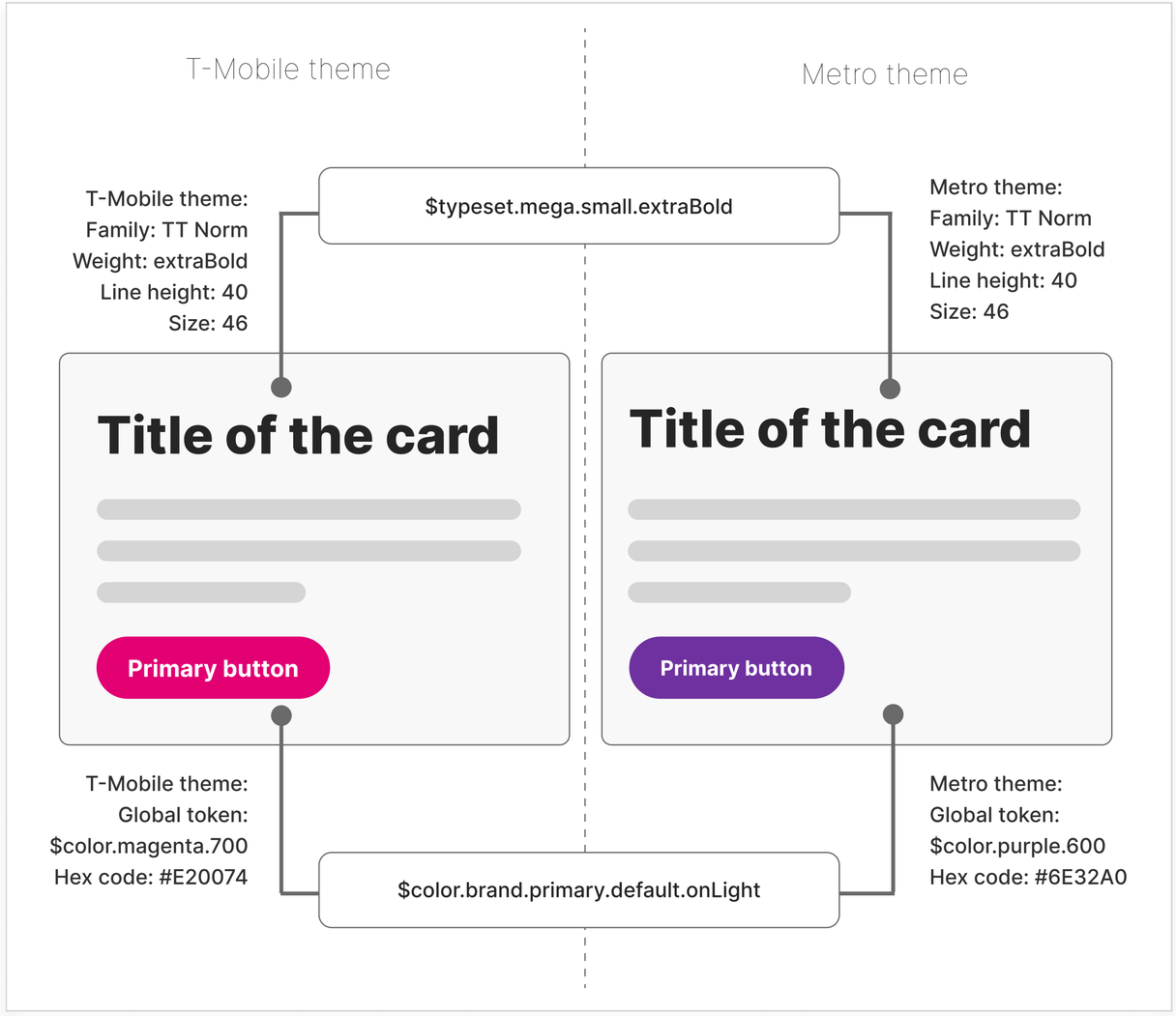
DESIGN TOKENS

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

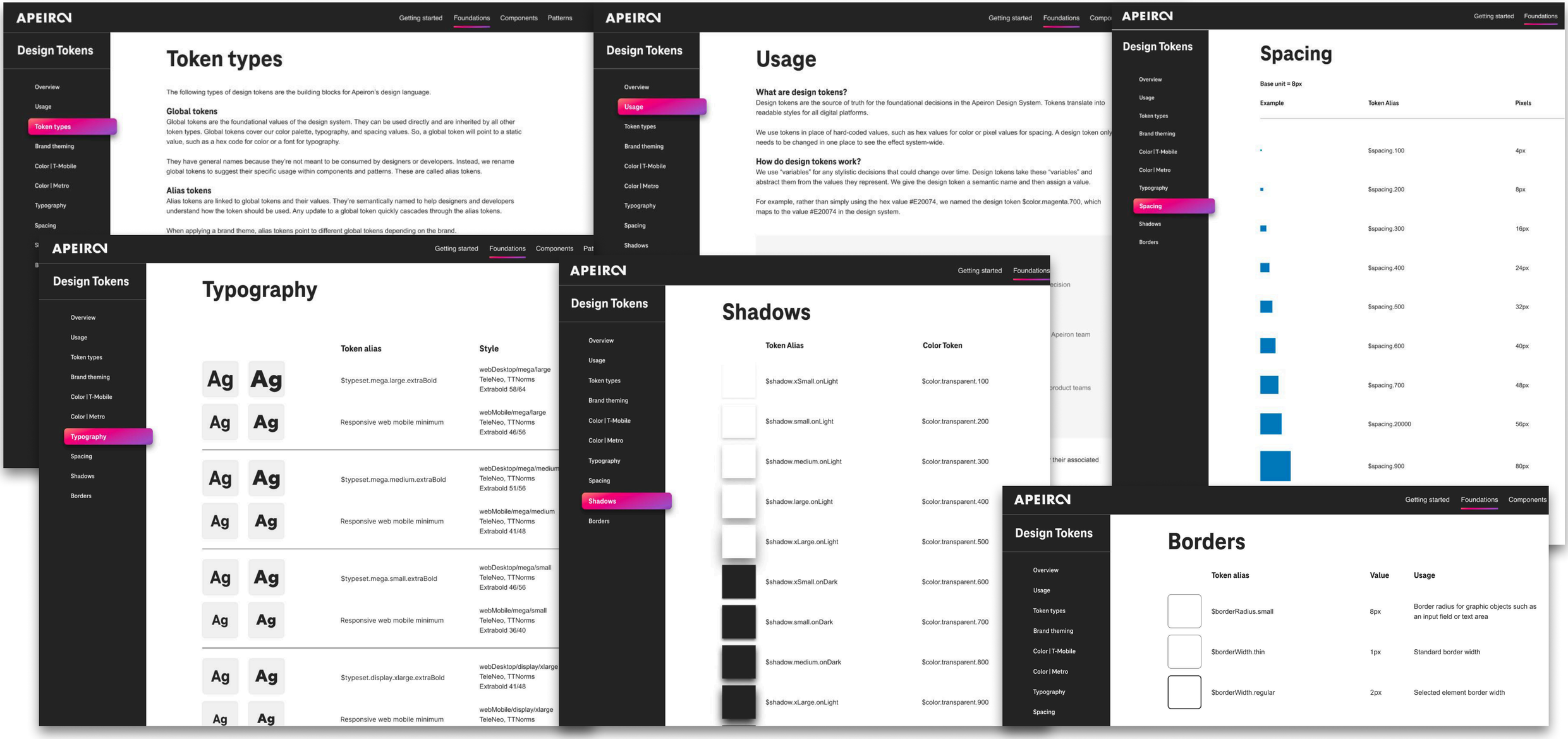


BRAND THEMING

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



1 2 3. DOCUMENTATION



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

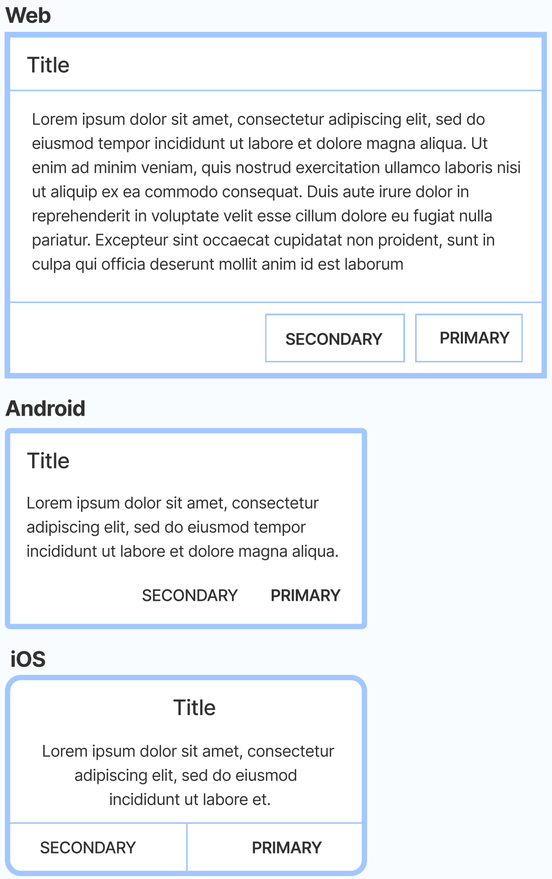
COMPONENT: Modal Dialogs

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.

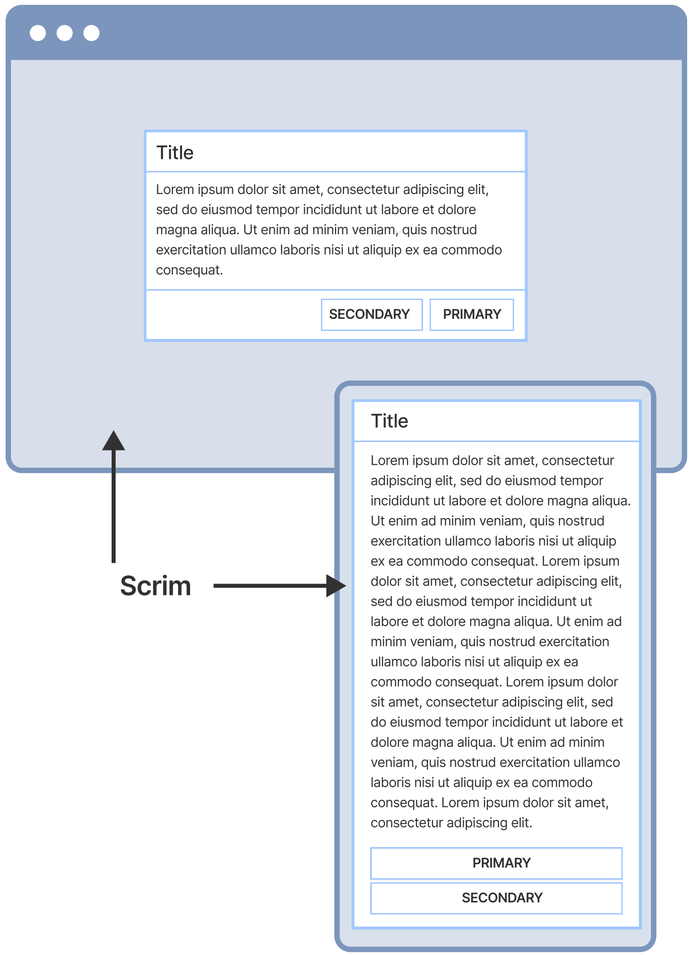
INTERACTIONS: Must be dismissible via a CTA



CROSS PLATFORM ADAPTATIONS

Web (Desktop and Mobile)

Recommended Name: Dialog



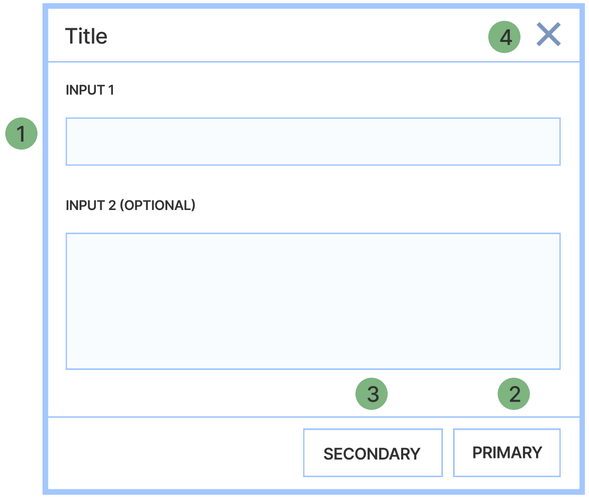
Android

Recommended Name: Dialog

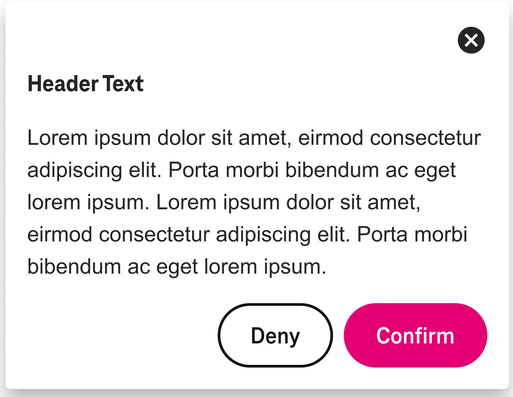
iOS

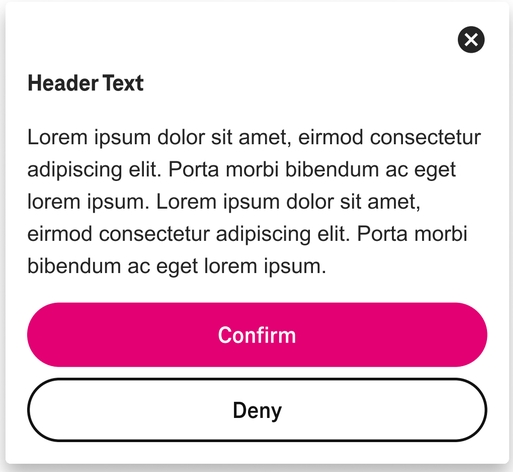
Recommended Name: Alert

ACCESSIBILITY FOCUS ORDER

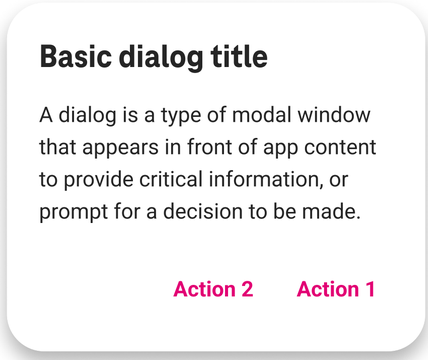


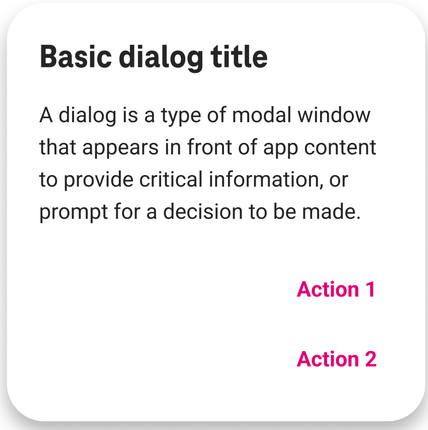
WEB



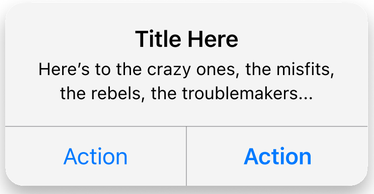


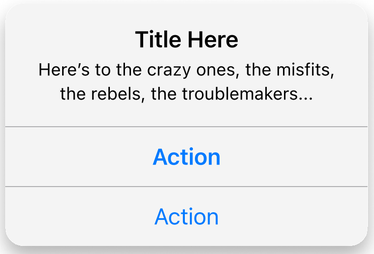
ANDROID



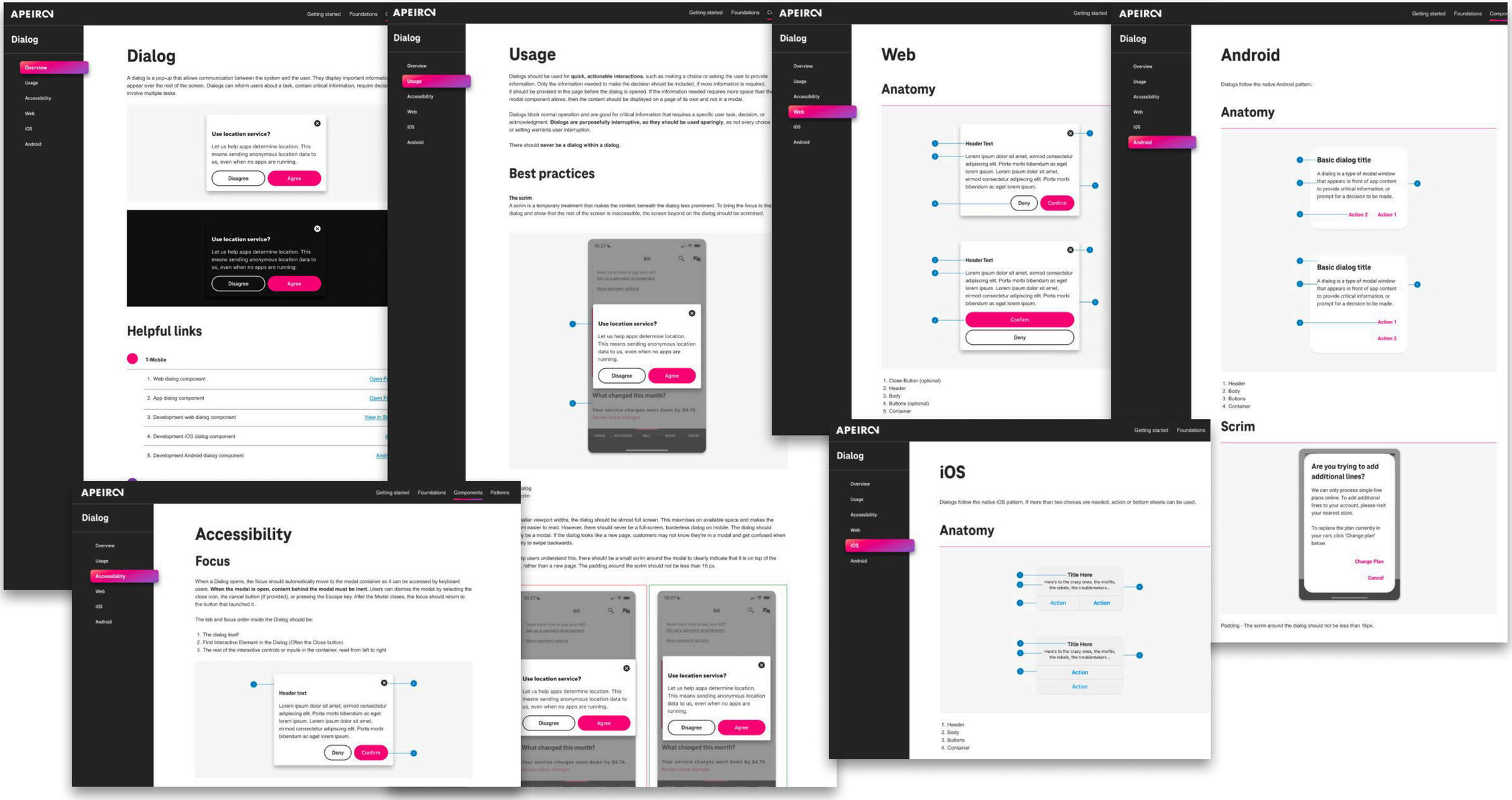


IOS



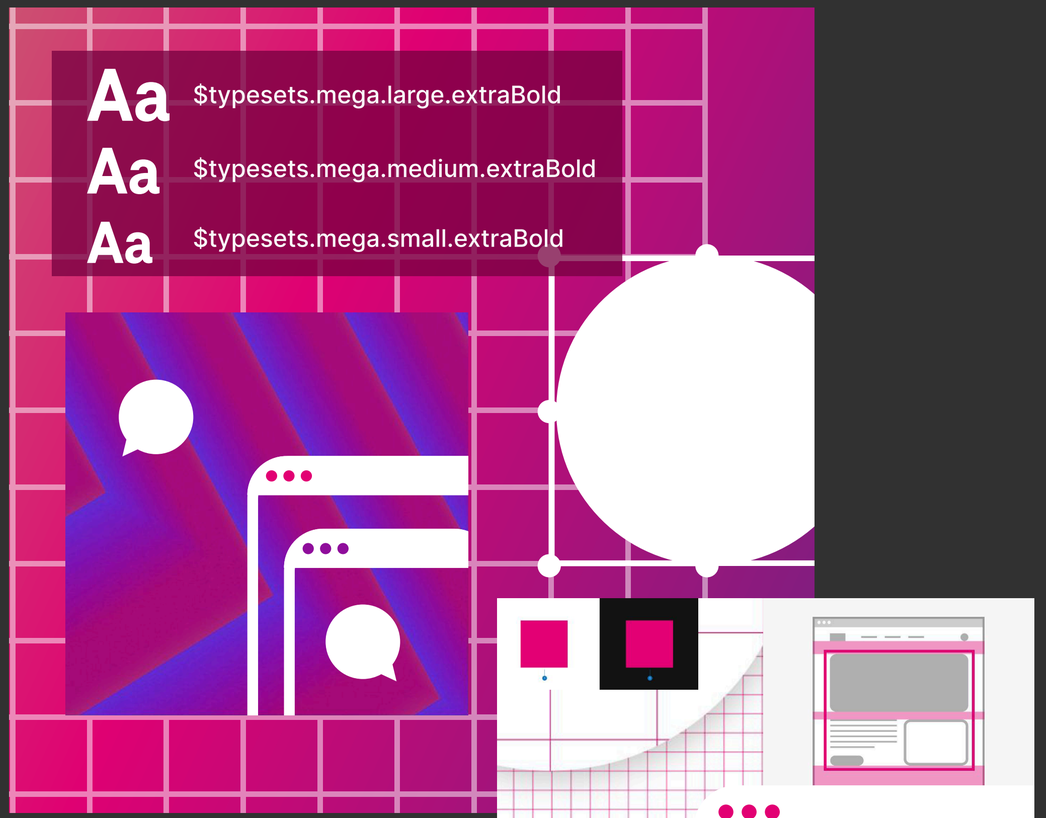


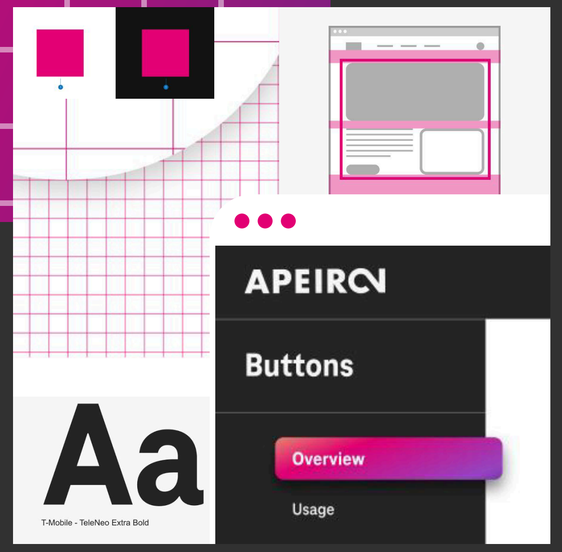
1 2 3. DOCUMENTATION



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