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## Design System training

3 days (21 hours)

### Presentation

The Design System has become an essential component of web and mobile interface design. It enables efficient collaboration and consistent design of digital products.

You'll master the creation and management of Design Systems. A fundamental concept for designers, developers and project managers seeking to streamline their design process and guarantee a harmonious user experience.

Design Systems encompass elements such as interface components, [style libraries](#), interaction models and [design principles](#).

Our Design System training course will give you the skills you need to design, implement and maintain an efficient, scalable Design System.

Take advantage of this training to strengthen your design and collaboration skills, and harness the full benefits of Design Systems to create consistent digital experiences.

### Objectives

- Understanding Design System issues
- Create a library of complex components
- Documenting your Design System
- Learn to collaborate and communicate with this tool
- Maintaining and upgrading a Design System

### Target audience

- UI Designer
- UX Designer
- Artistic Director
- Project Manager
- Developer
- Product Owner

## Prerequisites

- Good web skills
- Experience in web design, development or project management
- An interest in Figma software
- An eye for graphics and ergonomics

## Design System training program

### Day 1 - Introduction to Design Systems

- What is a Design System?
- Design System challenges
- Discover the "Component libraries" section
- Discover the "Documentation" section
- Examples and use cases

### Choosing the right tools

- Discover Figma
- Discover Zeroheight

### Discovering components

- Introduction to Atomic Design
- Differentiate between elements
  - Atoms
  - Molecules
  - Organizations

### Creating the first elements

- Using Figma to create UI components
- Differentiate between main components and instances
- Style guide creation

### Day 2 - Creating a component library

- Creating atom elements
- Creating molecule-type elements
- Creating organization-type elements

## Conventions and accessibility

- Discover the accessibility standards to be respected in UI Design
- Applying accessibility standards to the component library

## Page creation with registered components

- Efficient use of the library to create new pages
- Share the component library with other designers

## Day 3 - Documenting and collaborating

- First step on Zeroheight
- Creation of usage specifications
- Creating design specifications
- Creating interaction features
- Documentation for designers
- Documentation for integrators (developers)

## Thinking about evolution

- Discover versioning
- Setting up a versioning system

## Collaboration and resource sharing

- Exporting and sharing component libraries
- Exporting and sharing documentation
- Exporting and sharing ancillary assets
- Learning to work together as a team

## Companies concerned

This training course is aimed at both individuals and companies, large or small, wishing to train their teams in a new advanced computer technology, or to acquire specific business knowledge or modern methods.

## Positioning on entry to training

Positioning at the start of training complies with Qualiopi quality criteria. As soon as registration is finalized, the learner receives a self-assessment questionnaire which enables us to assess his or her estimated level of proficiency in different types of technology, as well as his or her expectations and personal objectives for the training to come, within the limits imposed by the selected format. This questionnaire also enables us to anticipate any connection or security difficulties within the company (intra-company or virtual classroom) which could be problematic for the follow-up and smooth running of the training session.

## Teaching methods

Practical course: 60% Practical, 40% Theory. Training material distributed in digital format to all participants.

## Organization

The course alternates theoretical input from the trainer, supported by examples, with brainstorming sessions and group work.

## Validation

At the end of the session, a multiple-choice questionnaire verifies the correct acquisition of skills.

## Sanction

A certificate will be issued to each trainee who completes the course.