THE EVOLUTION OF DESIGN SYSTEMS AND UI/UX TECHNIQUES

Maya Stoeva

Abstract. *Software companies have been striving to develop software that is rapid, high-quality, and consistent since their early days. As user experience design and usability became increasingly important, they started looking for ways to make design scalable and repeatable. Over the years, they have invented terms such as pattern and design libraries, style guides, simple conventions between developers and designers with code snippets, and design tokens. These efforts led to the creation of the design system cross-point paradigm, which has been applied through various prototyping instruments. Design systems and prototyping tools have become an integral part of the design process, helping designers create better products in less time. With the help of design systems, designers and front-end developers can maintain consistency across different platforms and products, which is crucial for building robust software. Prototyping tools allow designers to quickly test their ideas and get feedback from stakeholders, which helps them to iterate and improve their designs. Design systems and prototyping tools have revolutionized the way designers work, making it easier and more efficient to create high-quality designs. They have undergone significant evolution in recent years, resulting in changes in UI/UX techniques, with new methods and approaches while building interfaces. In this paper, the author discusses the evolution of design systems and prototyping tools and makes future predictions related to these areas.*

Maya Stoeva,
Paisii Hilendarski University of Plovdiv,
Faculty of Mathematics and Informatics,
236 Bulgaria Blvd., 4003 Plovdiv, Bulgaria
Corresponding author: `mstoeva@uni-plovdiv.bg`