

Procore
Design System
by Amanda Bridge



PROCORE



Background

BACKGROUND

I was placed on Procore's design system team as the only UX Writer in an effort to improve our design system.



CORE DESIGN
SYSTEM

The Team



Senior UX Writer
(me!)

UX Design
Manager

UX Designer

UI Designer

4 Engineers

Technical
Product
Manager

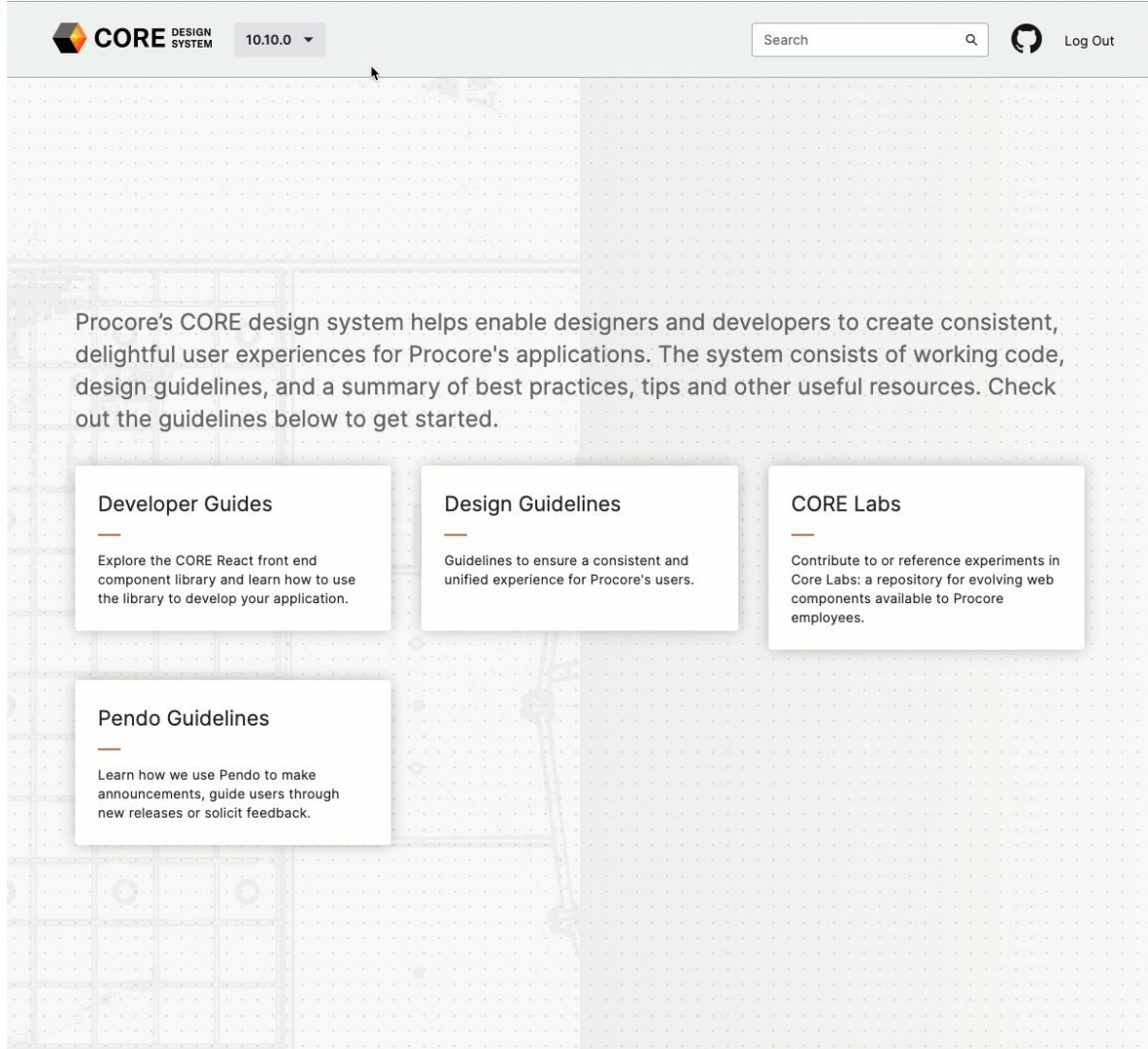
BACKGROUND

What We Had

Quick documentation for style and foundational pages.

Short guidelines for behavior and usage and short descriptions for most component types.

Lorem Ipsums or placeholder text for all components with content.



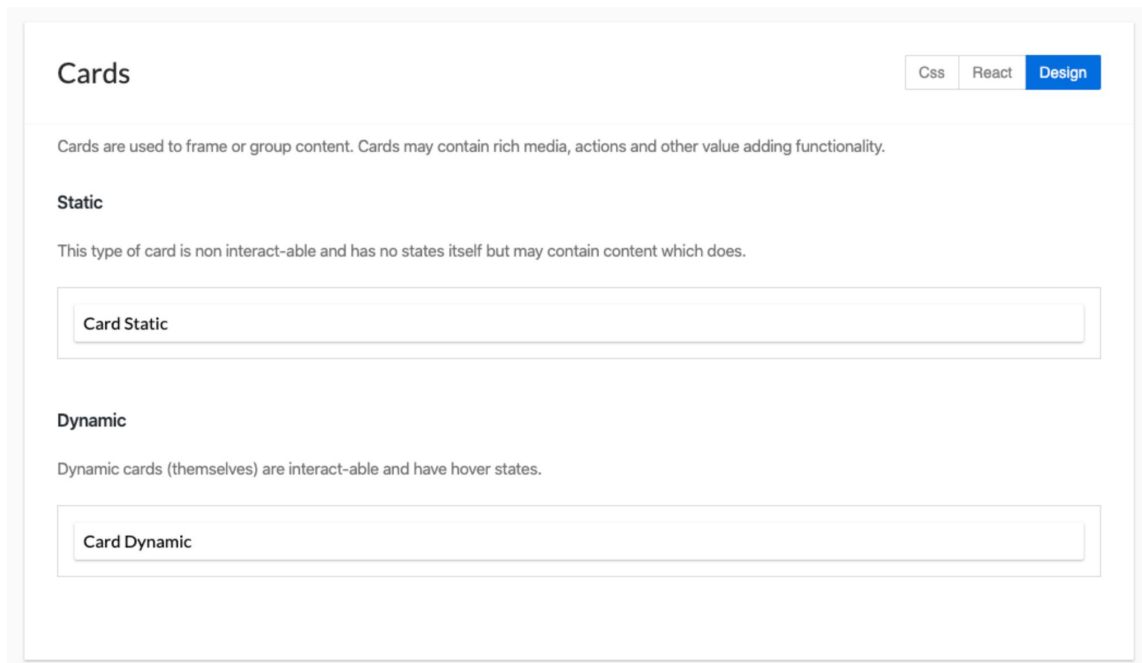
BACKGROUND

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BACKGROUND

Problems We Faced

“I expect the design system (its value and how to use it) is equally communicated to, understood, and valued by all of [P&T]; Otherwise it is more likely to fail.”

- UX, 2017

Cognitive Load

The documentation we had was text heavy, hard to interpret, and scattered across multiple sources.

Inconsistency

Inconsistencies in our app made our product harder for our users to learn, costing us \$\$ to our dev and design debt.

No Source of Truth

Because the design system was missing key elements, it didn't meet the need of our teams. Therefore, it was undervalued and underutilized.

Task

Product Optimization

I want the system (Figma, CORE, etc) to be easy and clear to use

Figma + CORE optimization			
Figma and Core are easy to use	Figma + CORE are easy to use	If a component is going to be changed, can we use Figma + CORE	I want more control of what I can do
Using a component is easy and clear to use	Design is clear and easy to use	Before implementation	Implementation of components
Documentation is clear and easy to use	Design is clear and easy to use	Design is clear and easy to use	Design is clear and easy to use
Make it clear to use and easy to use	Design is clear and easy to use	Design is clear and easy to use	Design is clear and easy to use
Include features that are easy to use	Design is clear and easy to use	Design is clear and easy to use	Design is clear and easy to use

Inclusive Design Decision

I want to feel included and valued in system design decisions

Design Decisions / Research		Working Design	
What is the current state of the system?	Research to help design decisions	How do we think about the system?	How do we think about the system?
What is the current state of the system?	Research to help design decisions	How do we think about the system?	How do we think about the system?
What is the current state of the system?	Research to help design decisions	How do we think about the system?	How do we think about the system?
What is the current state of the system?	Research to help design decisions	How do we think about the system?	How do we think about the system?

Communication

I want to know what's going on in systems

Readings / Feedback		What's going on?		Clear communication / Collaboration	
Readings / Feedback	Readings / Feedback	What's going on?	What's going on?	Clear communication / Collaboration	Clear communication / Collaboration
Readings / Feedback	Readings / Feedback	What's going on?	What's going on?	Clear communication / Collaboration	Clear communication / Collaboration
Readings / Feedback	Readings / Feedback	What's going on?	What's going on?	Clear communication / Collaboration	Clear communication / Collaboration
Readings / Feedback	Readings / Feedback	What's going on?	What's going on?	Clear communication / Collaboration	Clear communication / Collaboration

Responsibilities

I want to know what systems owns, versus what I own

App designer is responsible		Getting help	
App designer is responsible	App designer is responsible	Getting help	Getting help
App designer is responsible	App designer is responsible	Getting help	Getting help
App designer is responsible	App designer is responsible	Getting help	Getting help
App designer is responsible	App designer is responsible	Getting help	Getting help

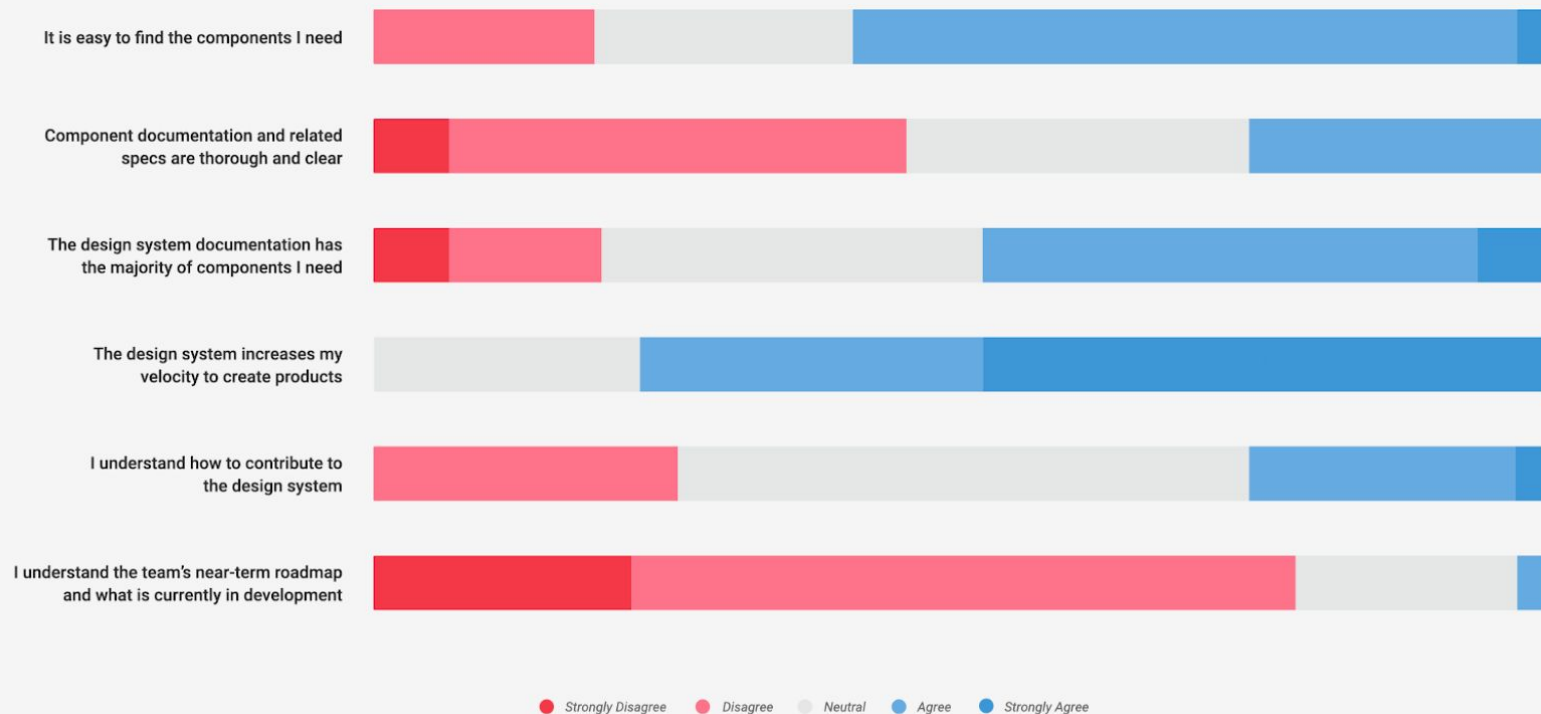
Contribution & Process

I want to know how and why I can contribute to the system

Contribution		Contribution	
Contribution	Contribution	Contribution	Contribution
Contribution	Contribution	Contribution	Contribution
Contribution	Contribution	Contribution	Contribution
Contribution	Contribution	Contribution	Contribution

Initial Research

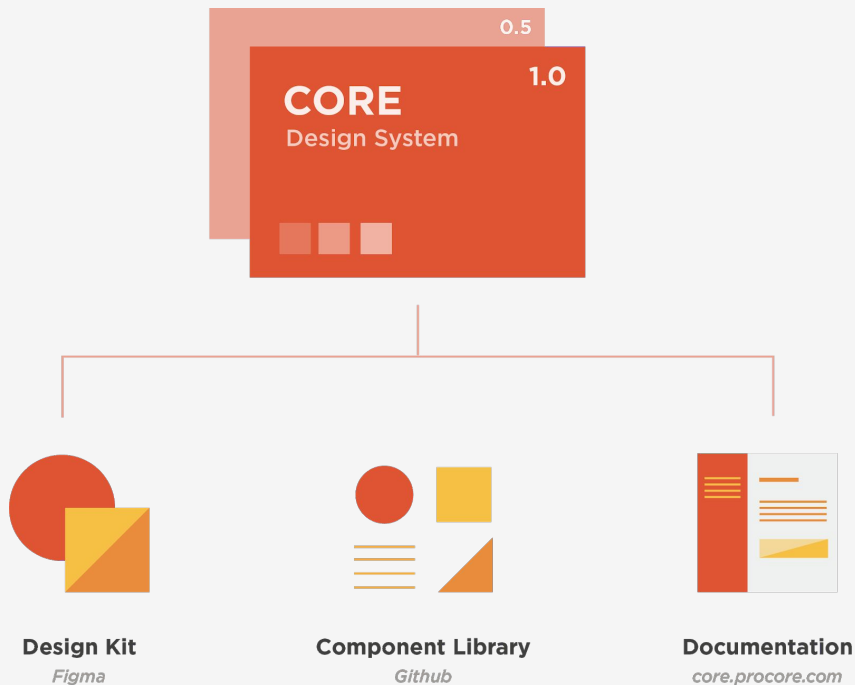
All UX respondents agreed or disagreed with the following statements



TASK

Objectives

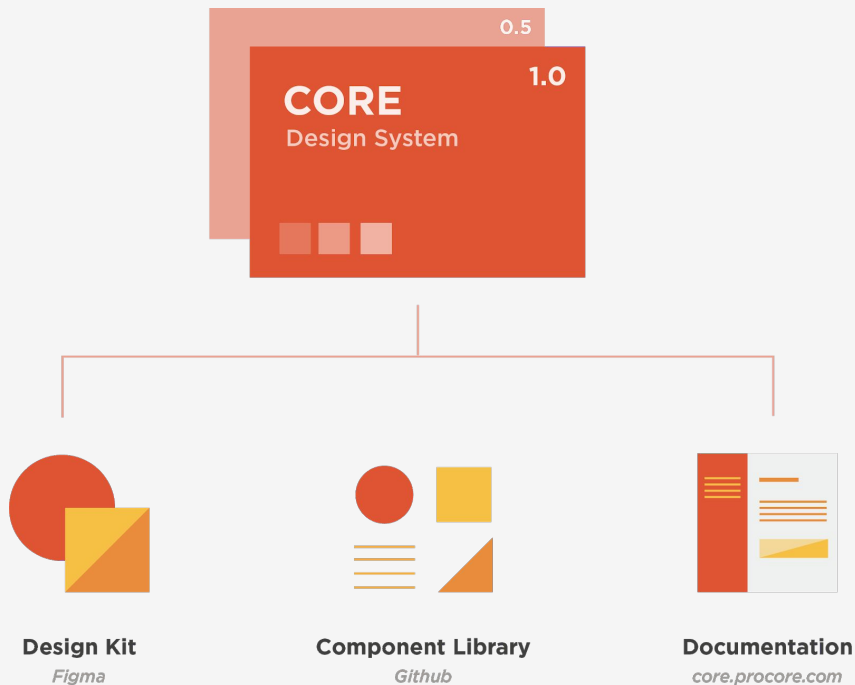
1. Create a **unified Design System** based on shared design principles and design language.
2. **Create Design Guidelines** that are easy to find, thorough, clear, and digestible enough to not add time to a designer's workflow.
3. Simplify the **contribution** process and improve internal communication.
4. Improve the **overall experience** of using the Design System.



TASK

Objectives

1. Create a **unified Design System** based on shared design principles and design language.
2. **Create Design Guidelines** that are easy to find, thorough, clear, and digestible enough to not add time to a designer's workflow.
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4. Improve the **overall experience** of using the Design System.



Action

OBJECTIVE 2

Create Design Guidelines that are **easy to find, thorough, clear, and digestible** enough to not add time to a designer's workflow.

“[We need to] make the documentation...more accessible to all UXers”

-UX FOCUS GROUP, 2019

What We Had

Engineering

React Components
CSS Style Sheet
Custom Doc Site
Library Component Pipeline



Content

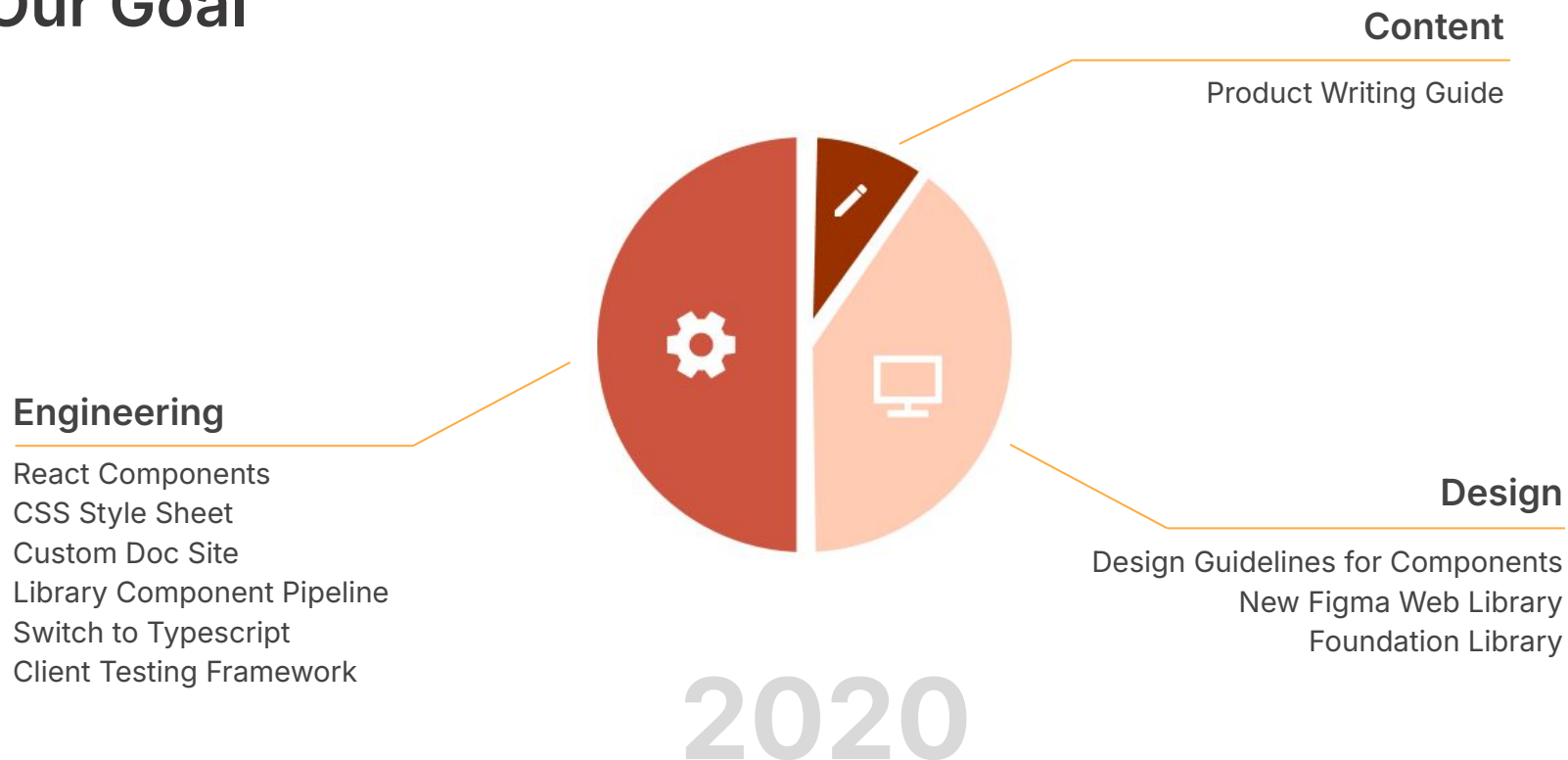
Writing Style Guides
(WIP) Voice and Tone

Design

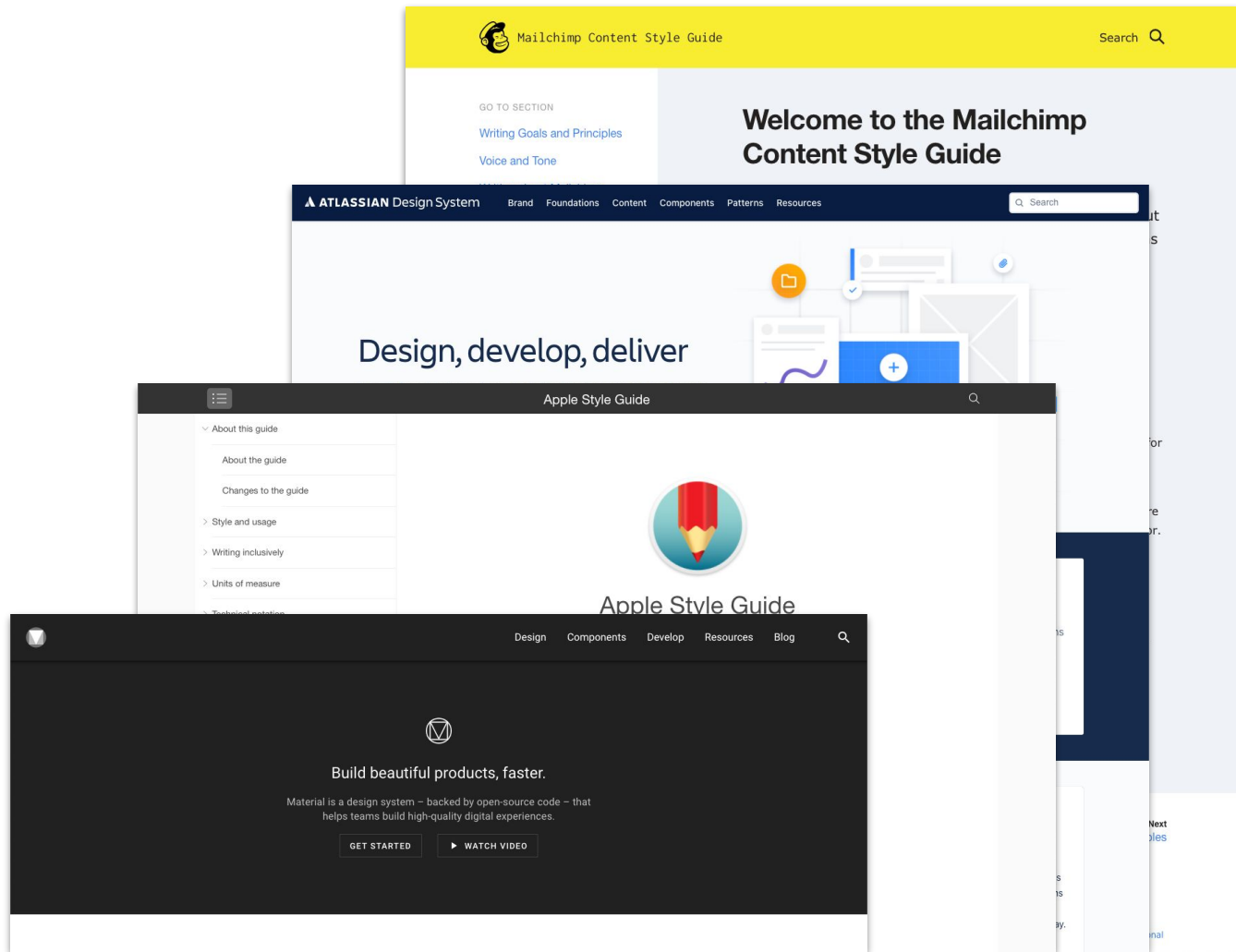
Design System Manual (DSM)
Sketch/Invision Spec Sheets

2018

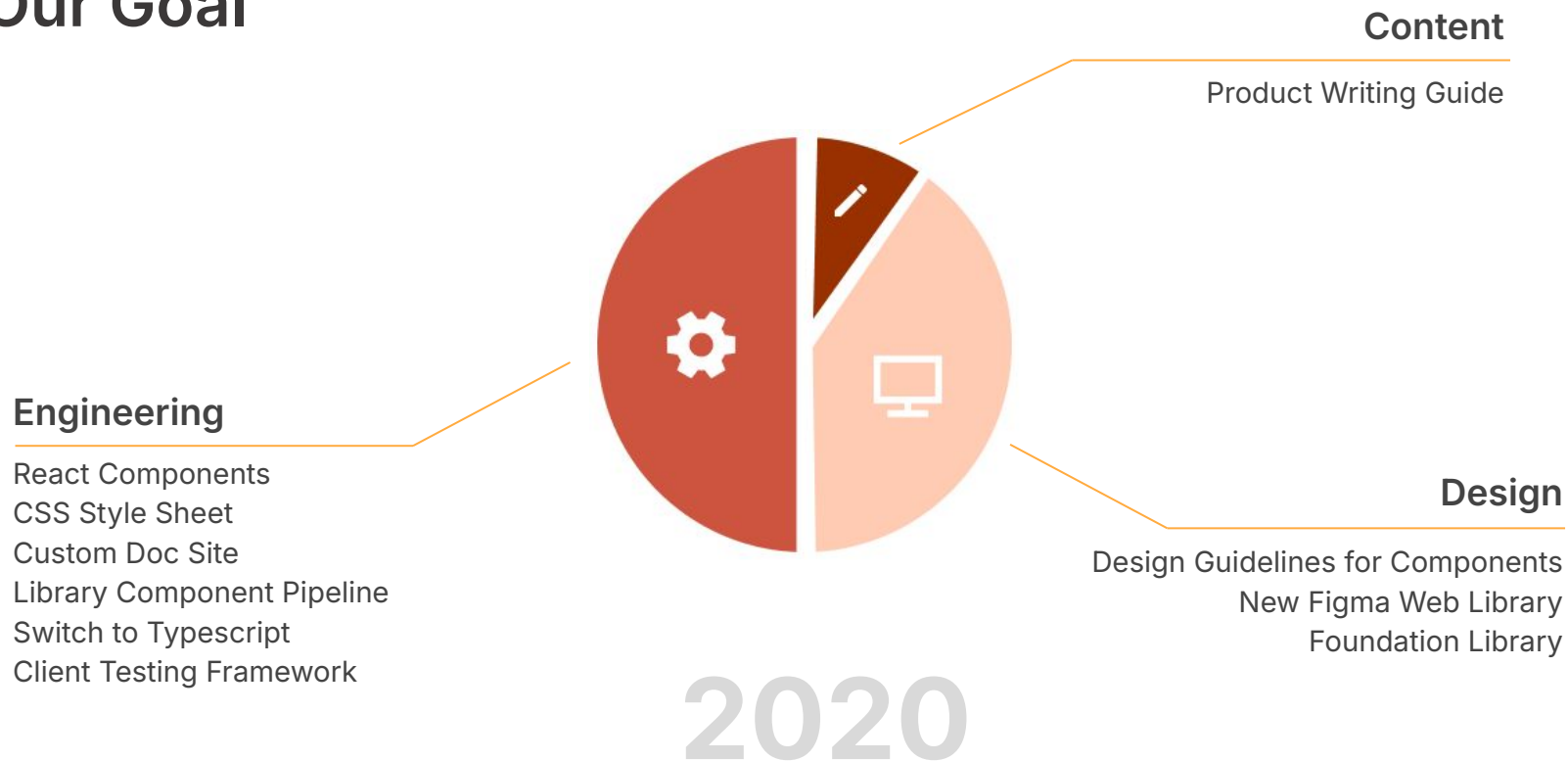
Our Goal



Research



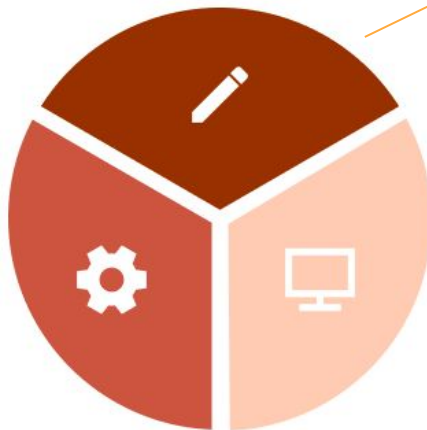
Our Goal



What We Made

Engineering

- React Components
- CSS Style Sheet
- Custom Doc Site
- Library Component Pipeline
- Switch to Typescript
- Client Testing Framework
- Architectural Improvements



Content

- Content Templates
- Figma Content Library
- Internationalization
- Product Writing Guide

Design

- Design Language and Principles
- Design-Owned Guidelines Site
- Design Guidelines for Components
- New Figma Web Library
- Foundation Library

2020

Design Systems

Content

Product Writing Guide

Voice and tone
Grammar
Best practices
Internationalization

Component Guidelines

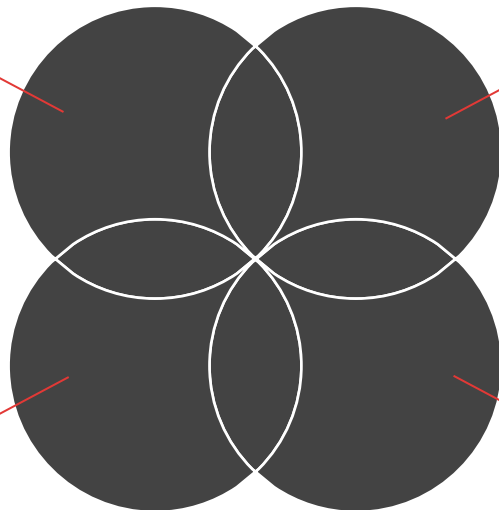
Content templates
Character count limits
Best practices

Glossaries

E.g. button glossary

Content Library

Example content



Results

Design Guidelines Site

Design-Owned Guidelines Site

Layouts, Components and Patterns

Foundation

Product Writing Guide

Developer Site Link

Spotlight



Search...

Introduction

Foundation

Product Writing Guide

Components

Layouts

Patterns

Spotlight

Feedback

Welcome to the Core
of Procore's products

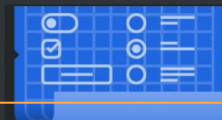
Design Guidelines

Start Designing



Foundation

Our design language consists of color palette, grid, icons, shadows and more



Components

Our design language consists of color palette, grid, icons, shadows and more

Layouts

Layouts are common arrangements of components

Product Writing Guide

Procore's product tone is human, helpful, and clear



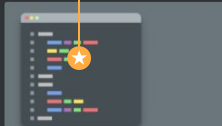
Patterns

Patterns are combinations of components that create intuitive interactions



Spotlight

The Design System blog is a conversation about Product Design and best practices within the system.



Dev Guidelines

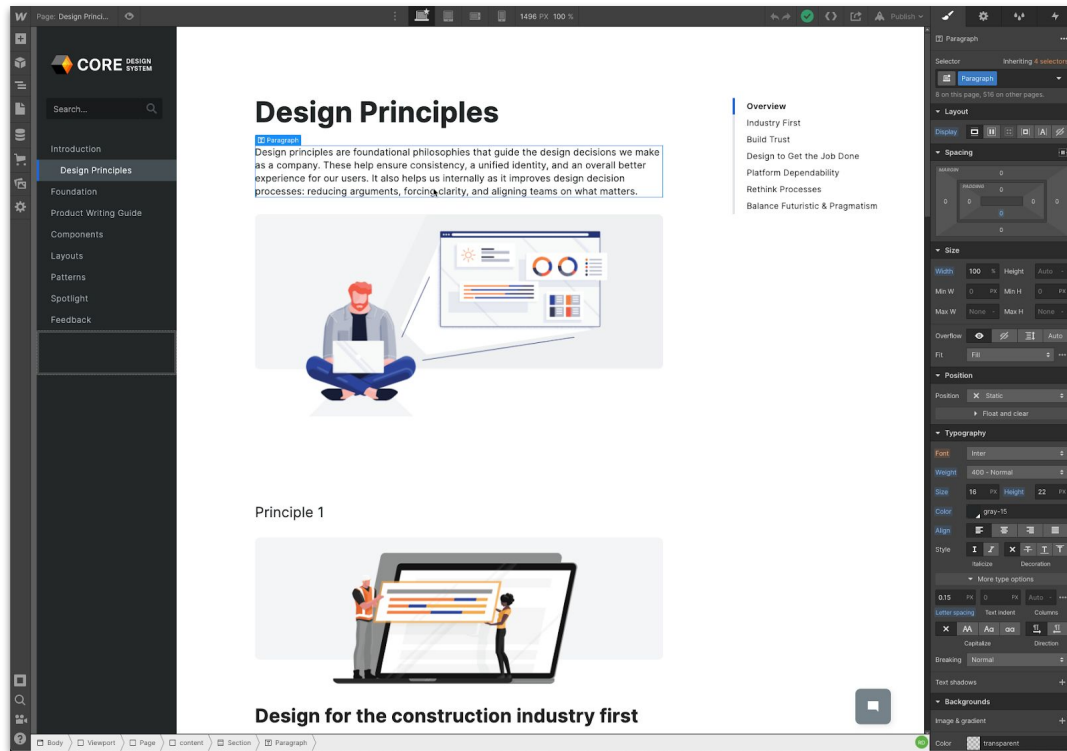
Reference tools and guidelines for developers building for and on top of Procore



Design-Owned Guidelines Site

All Design Guidelines live on **Webflow**.

This allows us to design and update the site as needed. We can make quick modifications without using dev resources.



DESIGN GUIDELINES SITE

Developer Site Link

Added an external link to **core.procore.com** to make sure all information was accessible from one place.

Wanted to make sure there was a connection between all types of documentation.

[Introduction](#)

[Style](#)

[Components](#)

[Layouts](#)

[Icons](#)

[Hooks](#)

[Utilities](#)

[Guides](#)

[Releases](#)

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[API Terms of Use](#)

Introduction

CORE React is a React implementation of [Procore's design guidelines](#).

[npm v10.11.0](#) [bundlephobia](#) [inaccessible](#) [install size 22.6 MB](#) [license Procore Developers License](#)

Install

It is recommended to install `@procore/core-react` from [NPM](#).

```
yarn add @procore/core-react
```

or

```
npm install @procore/core-react
```

Install the peer dependencies. Review the [core-react version support table](#) for valid dependency ranges.

```
yarn add formik styled-components react react-dom
```

Usage

Named imports support tree shaking and types.

```
import { Button } from '@procore/core-react'

export function ButtonCustom(props: React.ComponentProps<typeof Button>) {
  return <Button {...props} />
}
```

Component Usage

Building experiences with CORE React applies compound component design. This design pattern mirrors an HTML structure and allows APIs to match closer to familiar element composition of HTML, e.g. a `ol` has `li` as children, opposed to an `ol` taking a specific `children` attribute, the children is already an array!

A single component import will have properties that are other components. The following are all React components

```
Modal
Modal.Header
Modal.Body
```

Component-Specific Content Guidelines

43% reduction in copy-related Slack
messages quarter over quarter for the UX
Writing team

- ☐ Location
- ☐ Cost code
- ☐ Responsible party

✓ Correct

- ☐ Locations
- ☐ Cost Code
- ☐ Responsible Part

✗ Incorrect



Short Summary of the Issue

[Double-check / Try] [solutions and an optional link to the support site].

Template



File Type Not Recognized

Try uploading one of these file types: .pdf, .csv, .png.

Example

Label

All checkbox labels are written in **sentence case without punctuation** unless it is a proper noun or a user-inputted label.

Character count limit: 60

The content format of checkbox labels will vary depending on the use case. Labels in similar lists should be written using a parallel structure.

Improve the overall experience of **using the Design System.**

“I had no idea [everything on the Design Guidelines Site] was there. To be honest, I live in Figma.”

-UX, 2020

Designers + Figma

50% of tasks were attempted first in Figma even though all tasks could be completed in the Design Guidelines site.

Many designers expressed that they didn't know the Design Guidelines site had the answers they were looking for despite design.procore.com being released months prior to this research.

	Finding a component	Finding research / design reasoning	Finding the right component type	Finding content templates	Finding foundational info	Finding layouts	Finding behavior
IC2	YES <small>in Figma</small>	NO	NO	NO	YES <small>in DG</small>	NO	YES <small>in DG</small>
IC2	YES <small>in Figma</small>	NO	YES <small>in DG</small>	YES <small>in DG</small>	YES <small>in DG</small>	YES <small>in DG</small>	YES <small>in DG</small>
IC4	YES <small>in Figma</small>	NO	NO	NO	YES <small>in DG</small>	YES <small>in Figma</small>	YES <small>in DG</small>
IC2	YES <small>in Figma</small>	NO	NO	YES <small>in DG</small>	NO	YES <small>in DG</small>	YES <small>in DG</small>
IC3	YES <small>in Figma</small>	NO	YES <small>in DG</small>	YES <small>in Figma</small>	YES <small>in DG</small>	YES <small>in Figma</small>	NO
IC3	YES <small>in DG</small>	YES <small>in DG</small>	YES <small>in DG</small>	YES <small>in DG</small>	YES <small>in DG</small>	YES <small>in Figma</small>	YES <small>in DG</small>
IC4	YES <small>in Figma</small>	NO	NO	YES <small>in Figma</small>	NO	NO	YES <small>in DG</small>

Text Input

Design Guidelines

<https://design.procore.com/text-input>

◆ Content Template - Placeholder for Text Input

Label

Enter [label]

◆ Content Template - Error State for Text Input

Label

Enter [label]

❗ Short 1-5 word error message.

Content Examples

Examples

Label

Enter [label]

❗ Character limit exceeded.

Label

Enter [label]

❗ [Label] is already in use.

Label

Enter [label]

❗ Enter a whole number.

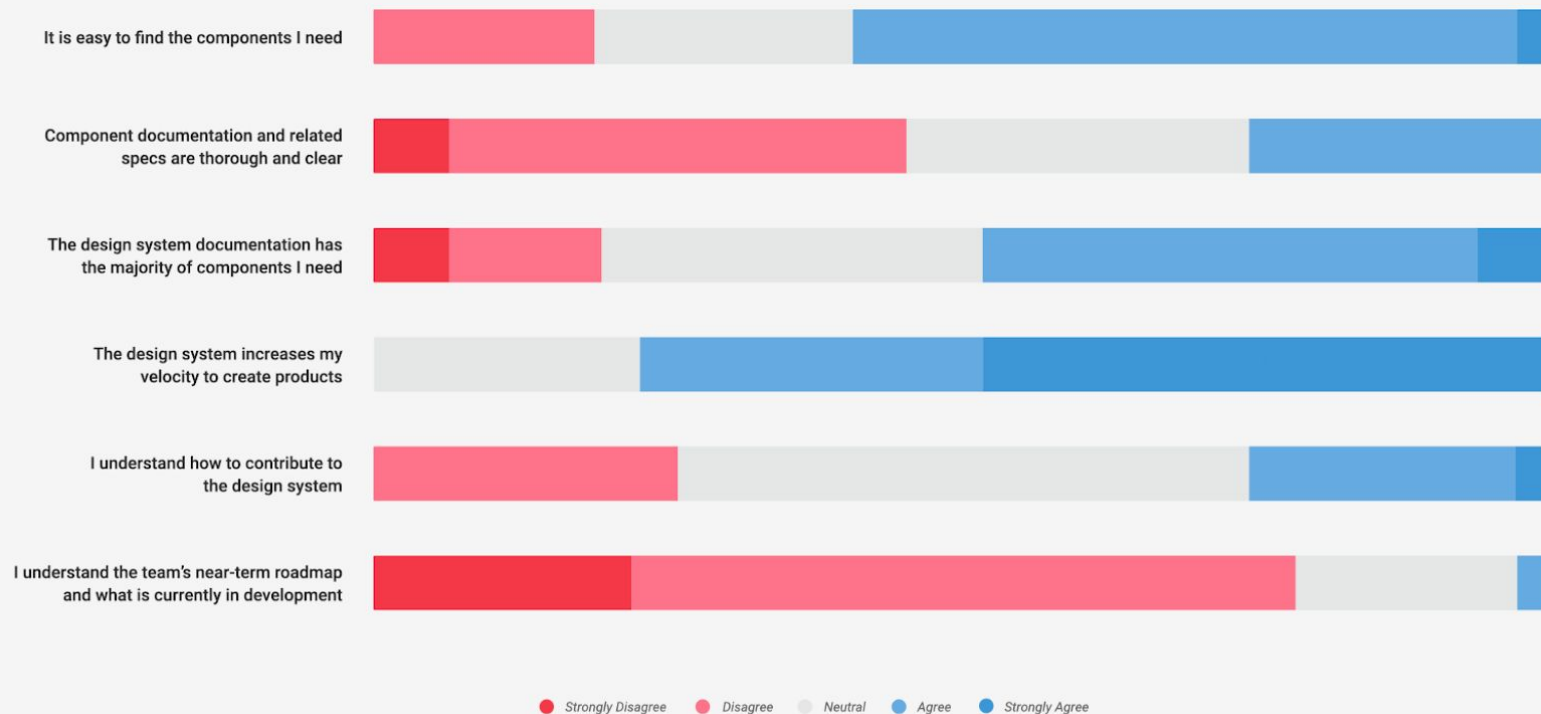
Label *

Enter [label]

❗ This field is required.

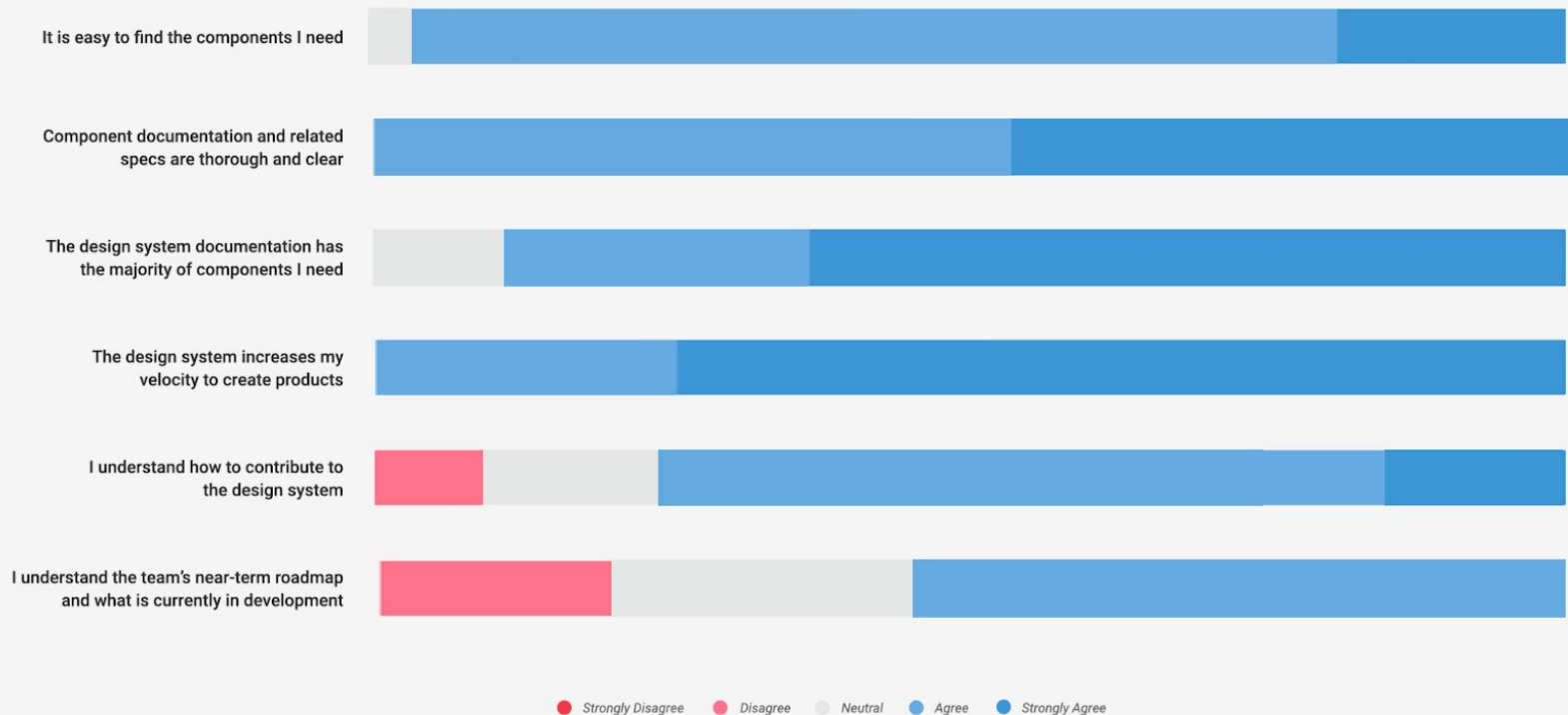
Initial Research

All UX respondents agreed or disagreed with the following statements



Follow up Research

All UX respondents agreed or disagreed with the following statements



Thank you!

