



**crews**

Where you belong

## TRAINING

### Design System

#### LEARNING OBJECTIVES

- Understand the role of a design system within a digital organisation
- Learn how to structure a consistent and scalable component library
- Ensure collaboration between design and development through shared standards
- Use the right tools to design, document and maintain a design system

#### TRAINING DURATION

2 days (14 hours)

#### TARGET AUDIENCE

UI/UX design, front-end development and product management professionals

#### PREREQUISITES

None

#### ACCESS TIME

Eligibility based on application and interview with the Experience team: response within 48 hours.

#### PRICE

- Inter-company training: €1,680 excl. VAT per person
- Intra-company / tailor-made training: on request

#### Crews Education

3 rue Lac du Mont-Cenis, BP 70408, 73370 Le Bourget du Lac, FRANCE

Tél : +33 (0)4 80 81 94 50 - Email : [contact@crews-education.com](mailto:contact@crews-education.com)

[www.crews-education.com](http://www.crews-education.com)



## DETAILED PROGRAM

- Introduction to design systems
  - Definition, objectives and benefits
  - Design system vs style guide vs UI kit
  - Examples of recognised systems (Material, Polaris, Lightning...)
- Architecture and foundations
  - Tokens: colours, typography, spacing, breakpoints
  - Grids, layout and visual hierarchy
  - Accessibility, consistency and scalability
- Components and interface patterns
  - Creating modular and reusable components
  - States, interactions, responsive behaviour and variant logic
  - Page templates, workflows and UX guidelines
- Documentation and governance
  - Documentation tools (Storybook, Zeroheight, Notion...)
  - Versioning, governance, contribution and validation
  - Implementing update and deployment guidelines
- Design / Dev / Product collaboration
  - Workflow between Figma and development environments
  - Handoff, specifications and naming conventions
  - Agile methodologies integrating the design system
- Practical workshop
  - Creating a mini design system in Figma or an equivalent tool
  - Structuring styles, components and documentation
  - Simulating an iteration process with feedback

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## CAREER OPPORTUNITIES, PATHWAYS AND FOLLOW-UP COURSES

At the end of the training, learners will be able to build or improve an internal design system, enhance user experience consistency and streamline collaboration between product, design and tech teams.

## TEACHING METHODS, RESOURCES AND SUPPORT

- Training delivered by professionals actively working in the digital field
- Varied and dynamic teaching methods (case studies, workshops, assignments)
- Individual support by the Experience team

## TRAINING TOOLS

- High-performance digital tools: Google Workspace for Education, Edusign...
- Practical case studies based on real-life business situations

## EVALUATION METHODS

- End-of-training assessment via quiz or project submission

## RESULTS AND PERFORMANCE INDICATORS

- Satisfaction rate at the end of training: NA
- Individual progress rate: NA

## ACCESSIBILITY

Accessibility for people with disabilities or specific difficulties, contact us to organize an interview and offer you a program adapted to your needs: [handicap@crews-education.com](mailto:handicap@crews-education.com)

Accessibility to international attendants, contact us: [international@crews-education.com](mailto:international@crews-education.com)

## CONTACTS

- By telephone: +33(0)4 80 81 94 50
- By WhatsApp: +33(0)7 56 10 93 20
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