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Design System for SaaS-Interface

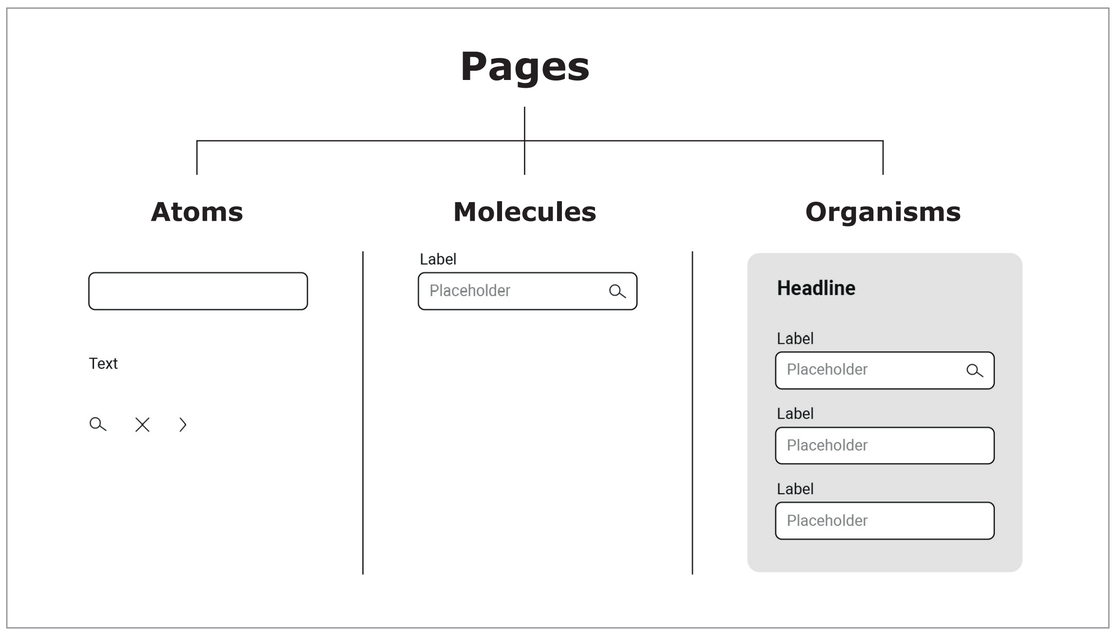
The SEWOBE AG design system

Abstract

The subject of the work is the development of a design system that provides guidelines and interface components for SEWOBE AG's SaaS application “VereinsMANAGER”. Scientific analyses and methods were used to accomplish the task. The aim is to gain insights into atomic design and usability heuristics in complex user interfaces.

The design system includes brand and design guidelines that define basic design rules such as spacing, typography and color, as well as a component library with modular and responsive components for the VereinsMANAGER user interface. The focus is on a consistent and user-centered design.

Hypotheses about the new UI design were validated in a usability test. The redesign of the UI is intended to secure the market position of SEWOBE AG and its products.



Modular structure of the UI components

Special Focus: Atomic Design

The structure of UI components is based on the atomic design principle, which divides elements into atoms, molecules and organisms (as shown on the left).

This enables flexible use, as individual modules can be combined as required. The Component Library in Figma contains many standardized UI elements such as input fields, buttons and tooltips.

Instead of designing each element from scratch, developers and designers can use on existing atoms and molecules. If a similar form is to be created later, the same molecules and organisms can be used and only slightly adapted. This saves time and considerably simplifies maintenance of the user interface.

Color palette of the Design System

Result and Future Work

The new UI concept is based on two of Jakob Nielsen's usability heuristics: “Aesthetic and Minimalist Design” and “Consistency and Standards”. Minimalism ensures that the interface is reduced to the essentials in order to avoid visual overload. This is implemented through reduced colour palettes, clear visual hierarchies and standardized typography. Consistency is ensured by the modular structure of the UI components.

In the future, the design system could be expanded with additional components, such as diagrams or tables, to cover an even wider range of application scenarios. In addition, further usability tests could be carried out with real users in order to tailor the design more specifically to the needs of the target group.

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