

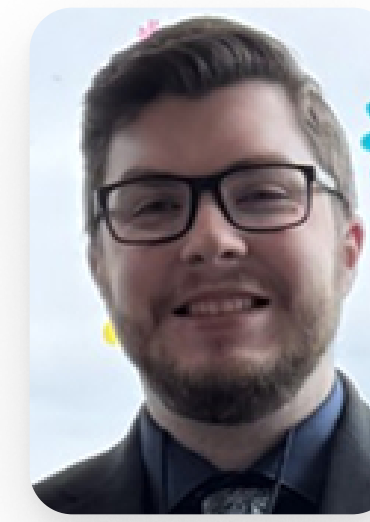
UX DAYS 2026

Taking the Step from a Foundation Design System into a Component Library

By: Spencer McDaniel



About Me: UX Designer for OSF HealthCare since 2022



2016-2018:
Computer Graphics &
Multimedia Design



2021:
Graphic Design Intern
for Float Iona Group



2022-Present:
UI/UX Designer & UX Designer
for OSF Innovation and OSF
HealthCare

2018-2022:
B.S User Experience Design;
B.S. Psychology



2021-2022:
Intern for OSF HealthCare
Innovation Design Lab





Illustration provided by Storyset

01 | Terminology

02 | Component Library Details

03 | Microinteractions

04 | Workshop

Terminology

Design System

A scalable, centralized library of designs to invoke consistency across all user interfaces for a brand that serves as a singular “source of truth”

Component Library

Reusable interface elements, accompanied usually with documentation on common usage, microinteractions, and code, that represent the style guide

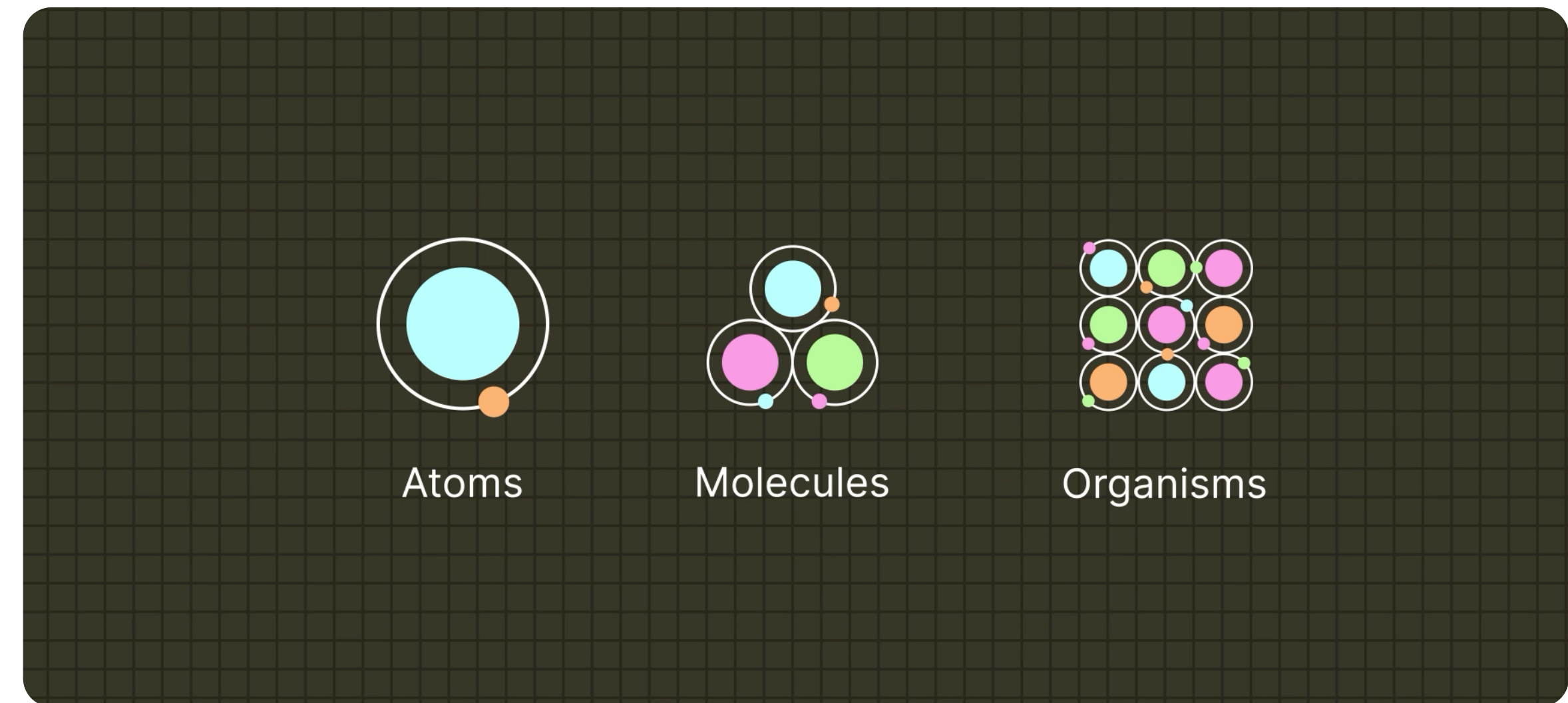
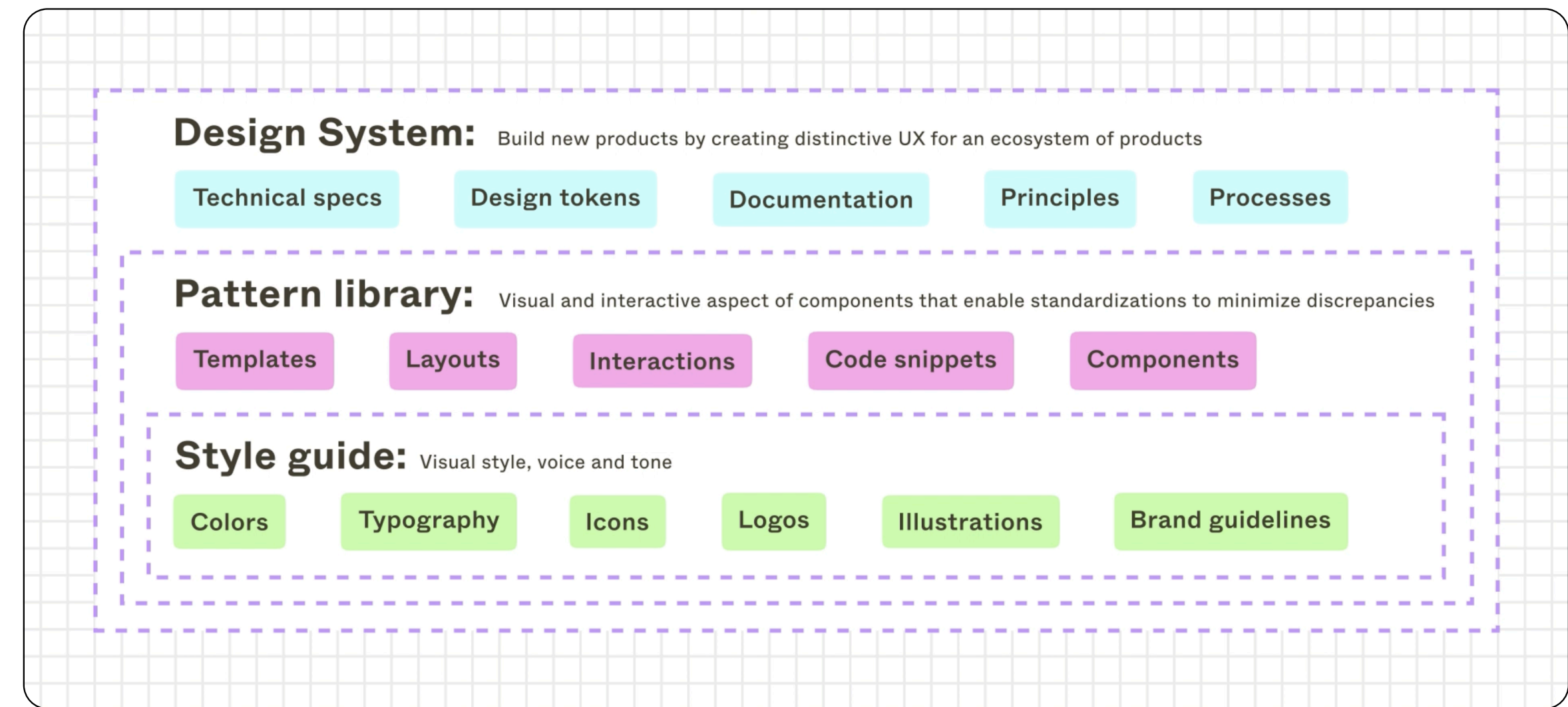
Style Guide (Foundations)

The visual representation of a brand through colors, typography, iconography, imagery, tone of voice, and writing

Atoms, Molecules, & Organisms (Atomic Design by Brad Frost)

An organizational system of UI elements:

- **Atoms**- The most basic element, i.e. a button or input field. “Building Blocks”
- **Molecules**- A group of two or more atoms, i.e. a search bar
- **Organisms**- Complex elements containing both molecules and atoms, i.e. a social media card component or global navigation bar



From Figma’s Introduction to Design system courses <https://help.figma.com/hc/en-us/articles/14552802134807-Lesson-1-Welcome-to-design-systems>

Terminology cont.

Library

The stored collection of assets, tokens, variables, and styles which can be published and shared with other teams and design files

Breakpoint

Responsive design term, represents a threshold of screen sizes to represent mobile, tablet, desktop screens. Usually named extra-small, small, medium, large, etc.

Component

A UI element asset which can be put within a library, contains properties (values)

Instance

A “locked” reusable copy of a component/asset that is dependent on the main component. Changes to main component automatically happen on instances

Auto-layout

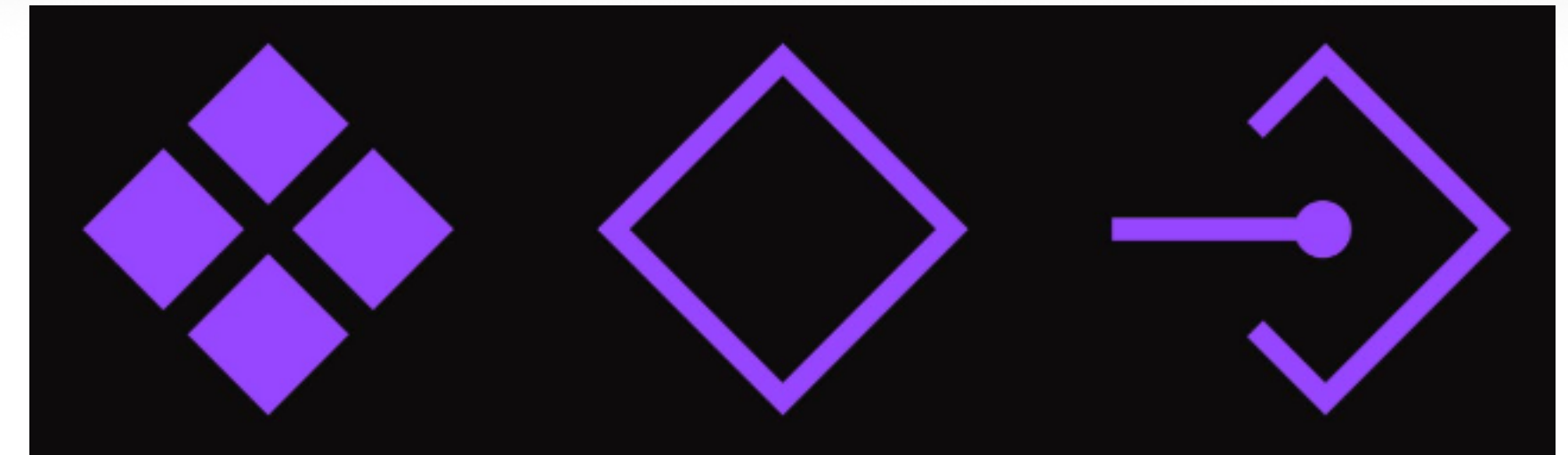
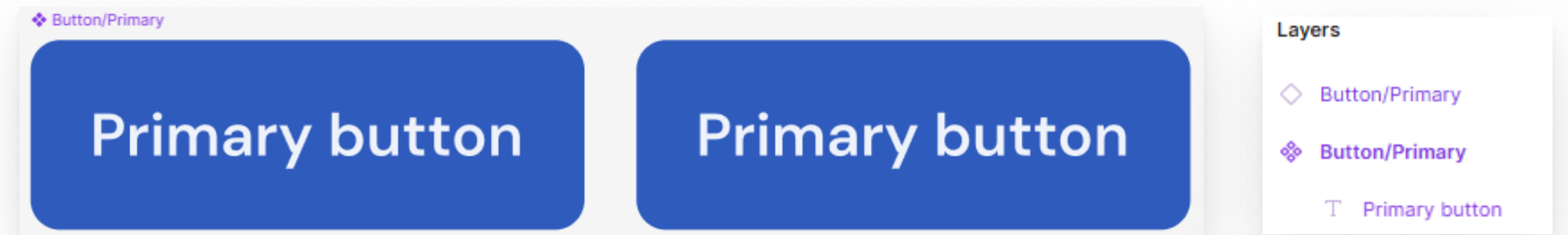
Type of frame to promote dynamic resizing, especially useful on components

Variant

Term used to describe a variation of a component property within Figma. Component properties can be type of buttons, unfilled → filled icons, etc.

Slot

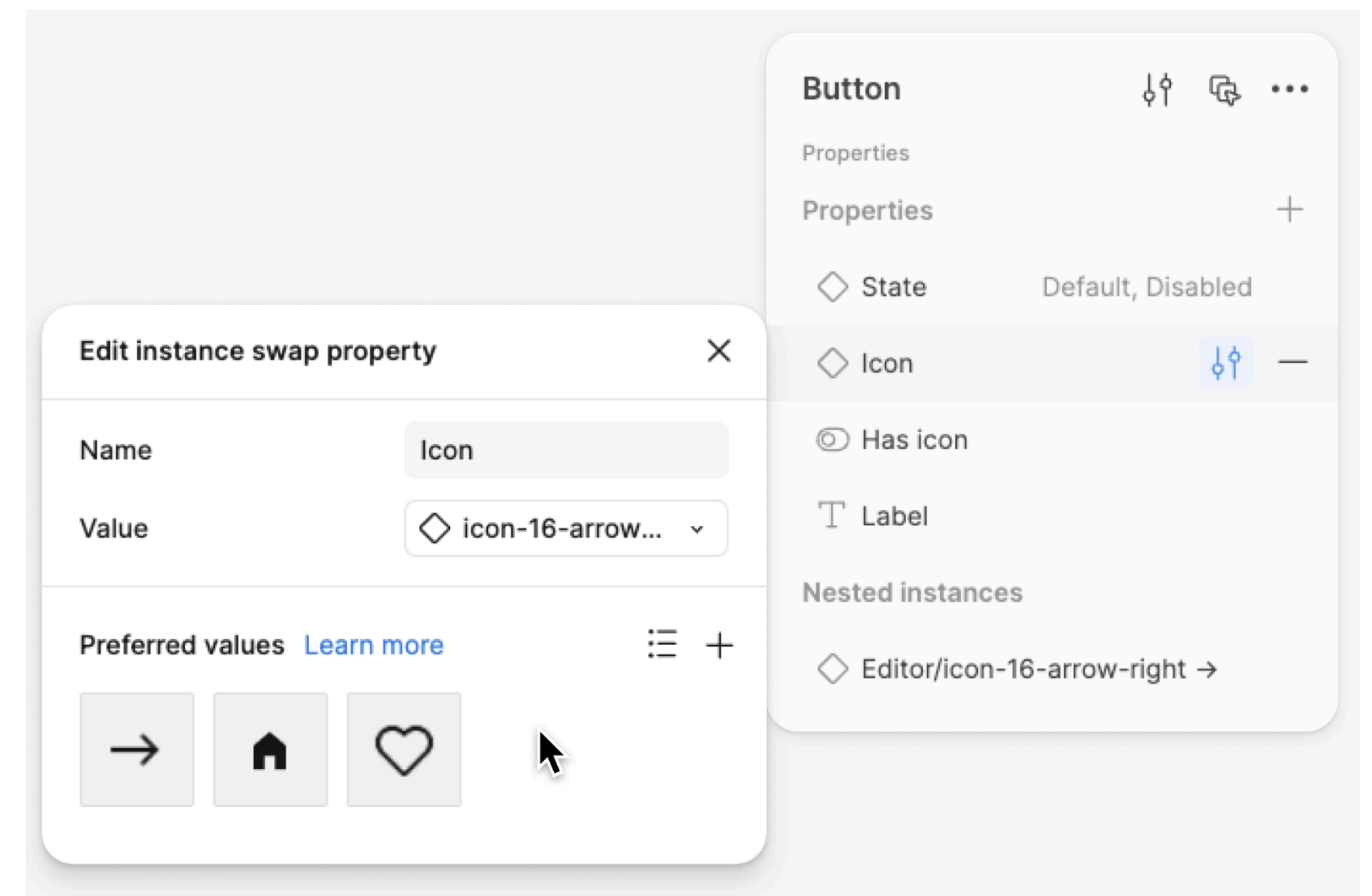
Component property that allows specific content to be changed/removed within an instance without requiring user to detach instance



Component Icon

Instance Icon

Instance Swap Icon



From Figma Learn's Component Guide <https://help.figma.com/hc/en-us/articles/5579474826519-Explore-component-properties>

02 Why do I need a Component Library?

Most design systems attempt to bridge the gap between designers, developers, and non-technical users

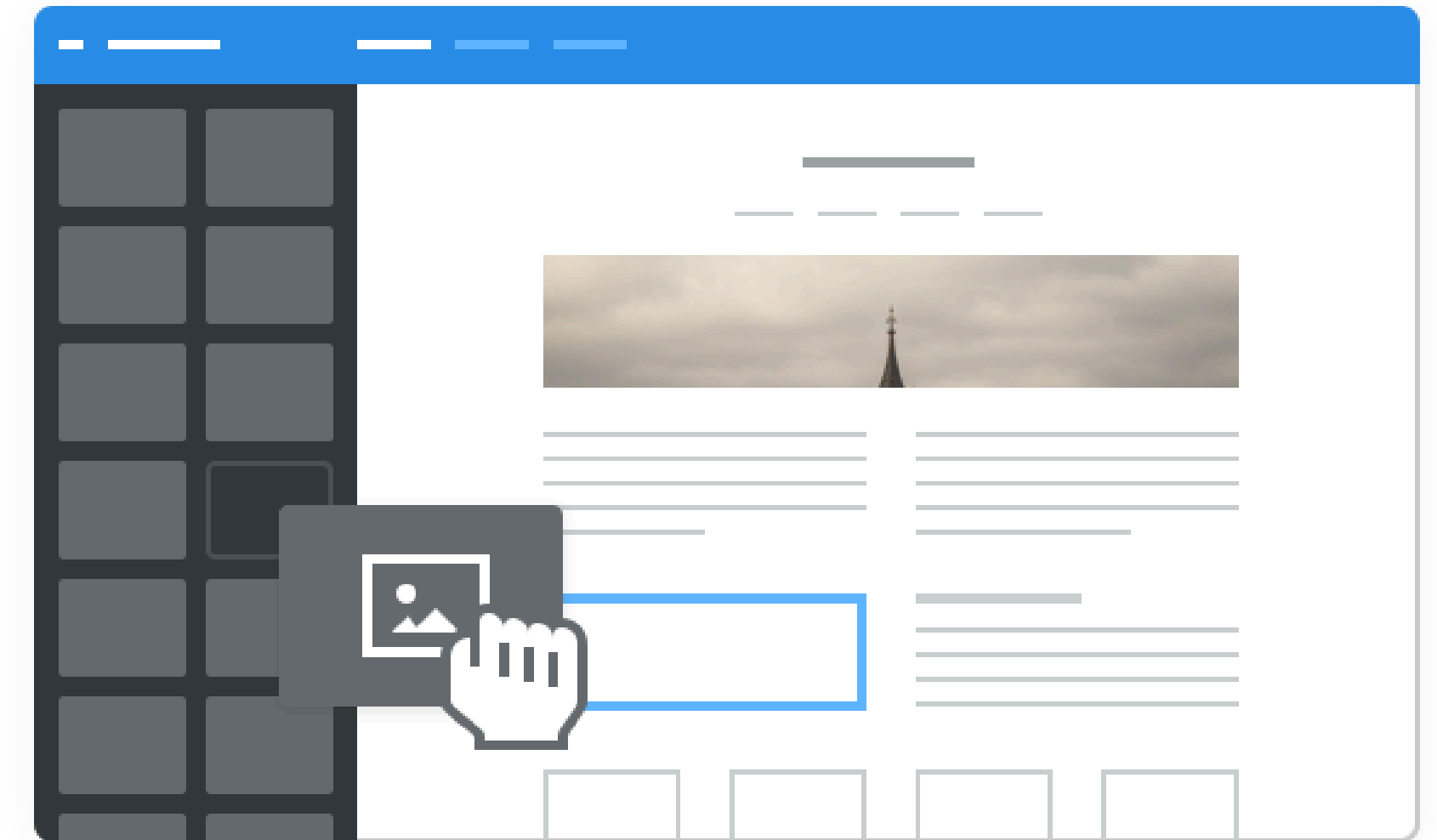
- Components can act as a “UI building block” to ease the translation between everyone
 - Think of drag-and-drop website design like Squarespace or ElementorPro

Since most components should be built through tokens, variables, and auto-layout, the hand-off between design → development is easier than ever before

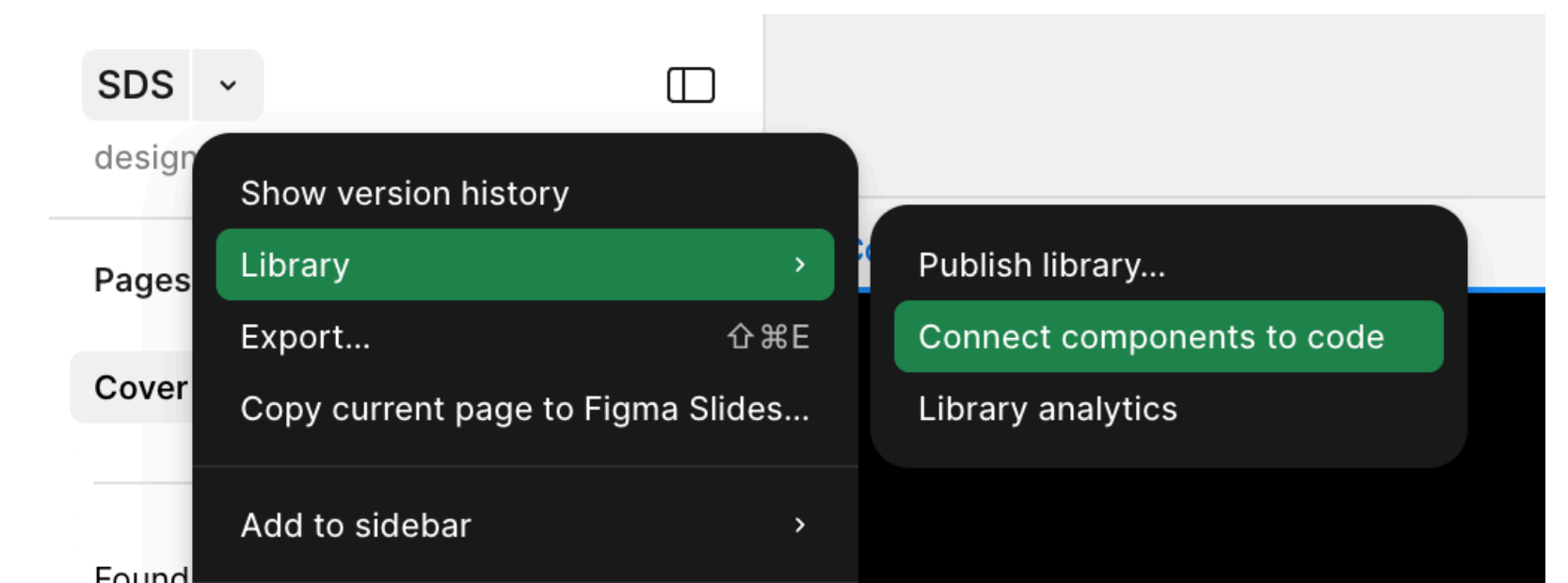
- There are also tools through Figma Dev that go even further to automate this: Figma Code Connect, Claude Code integration, etc.

Component Libraries organize and host all microinteraction states

Component Libraries also allow efficient updates to all designs without manual, one-by-one edits

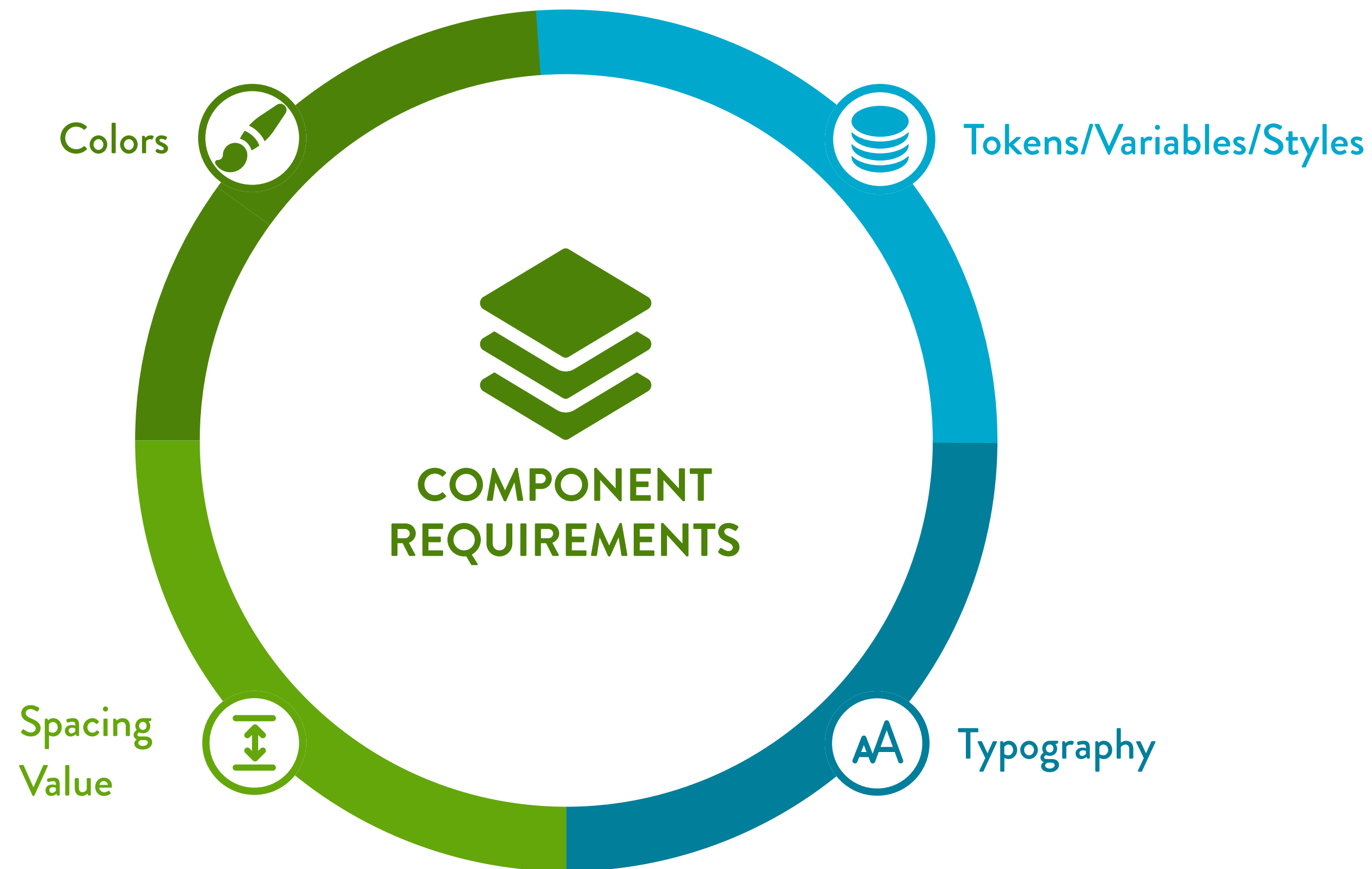


From Magezon Blog: <https://blog.magezon.com/the-pros-and-cons-of-using-a-drag-drop-ecm/>



From Figma Code Connect: <https://developers.figma.com/docs/code-connect/code-connect-ui-setup/>

Minimum Requirements for a Component Library



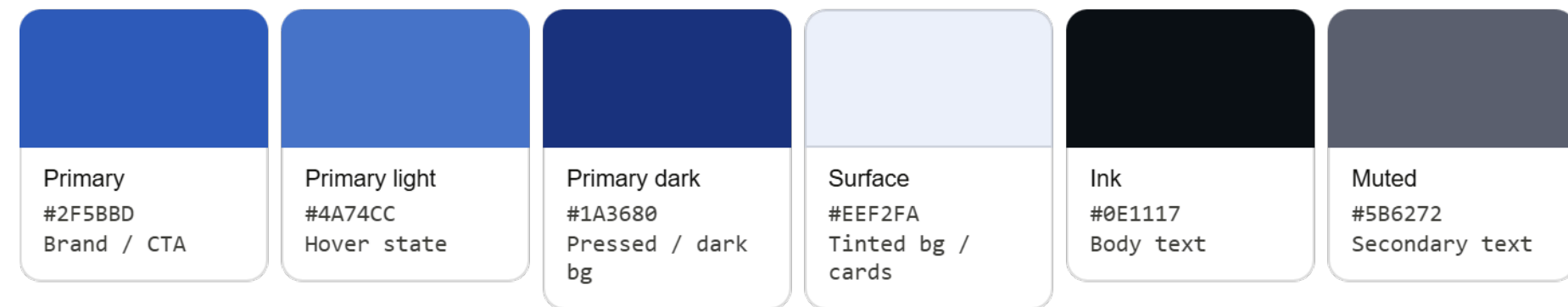
- Having tokens or local styles is the most crucial requirement to create components, specifically for:
 - Colors
 - Typography
 - Iconography (*if used*)
 - Effect Styles (*drop shadow, etc.*)
- A set spacing standard value (*commonly 4px or 8px*)

Not all design systems or style guides are the same scope, but this is a general standard

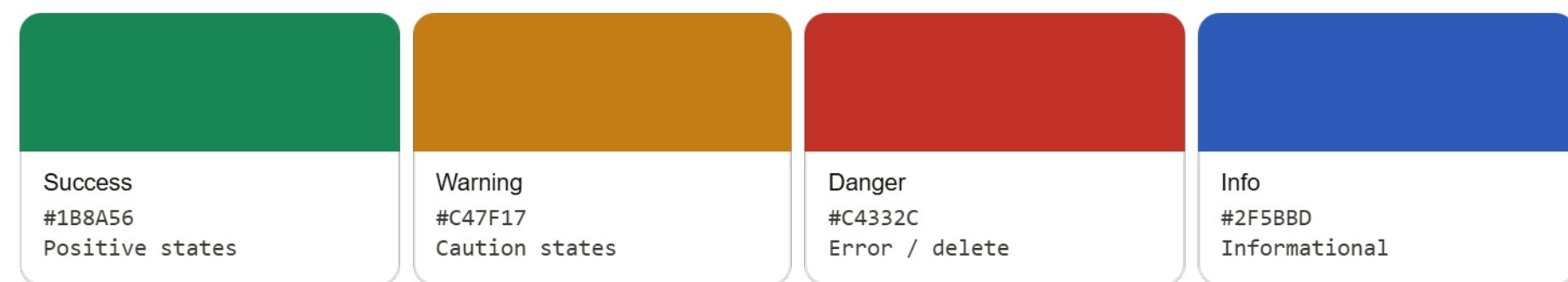
PRIMARY SCALE



CORE PALETTE



SEMANTIC COLORS



NEUTRAL SCALE



USAGE PREVIEW



USAGE TOKENS



Create a color palette for an example UX design file, using the color #2F5BBD as the primary color

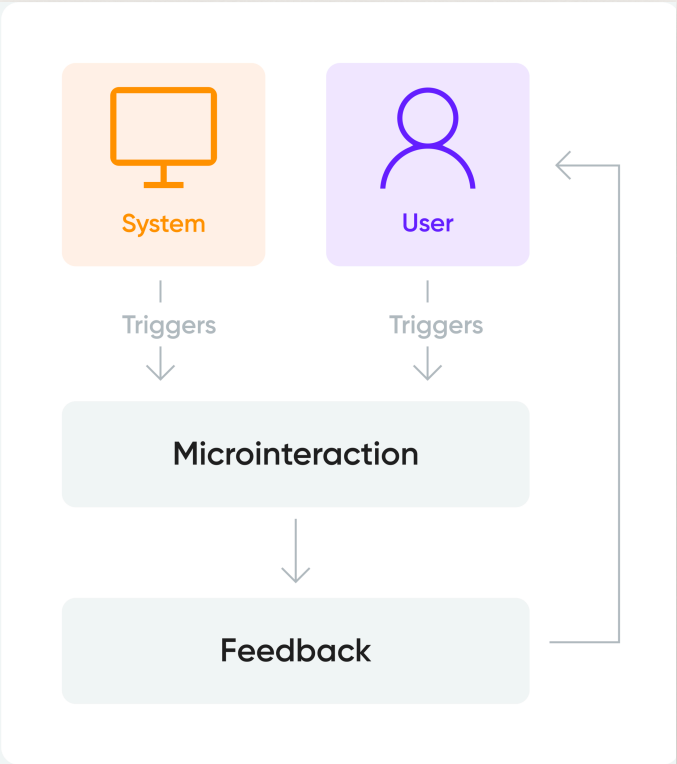
AI Style Guides

Disclaimer: AI usage is up to the individual and there are countless debates on the ethical/moral as well as quality assurance issues

- I do not use AI often but it is important to understand what its capabilities
- This color style guide was provided by Anthropic's Claude with a singular prompt
 - I also received drop shadow tokens using this style with another prompt
- Figma also has Figma Make for similar purposes
- Claude and other AI agents can be integrated with your Figma project MCP to create all tokens, variables, and even components

However, knowing the UX fundamentals is more vital than ever to spot AI mistakes and innovate to provide the best possible UX

Microinteractions



Definition

Subtle animations and visual/audio feedback that communicates to users that an event was triggered

Microinteractions vs Micro-animations

- While both similar, microinteractions refer to user-activated actions, through hover, clicks, swipes, and text input
- Micro-animations are subtle visual effects to draw user attention to specific actions or elements on a page, and can be triggered on-site load or scroll

User Gestures/Inputs

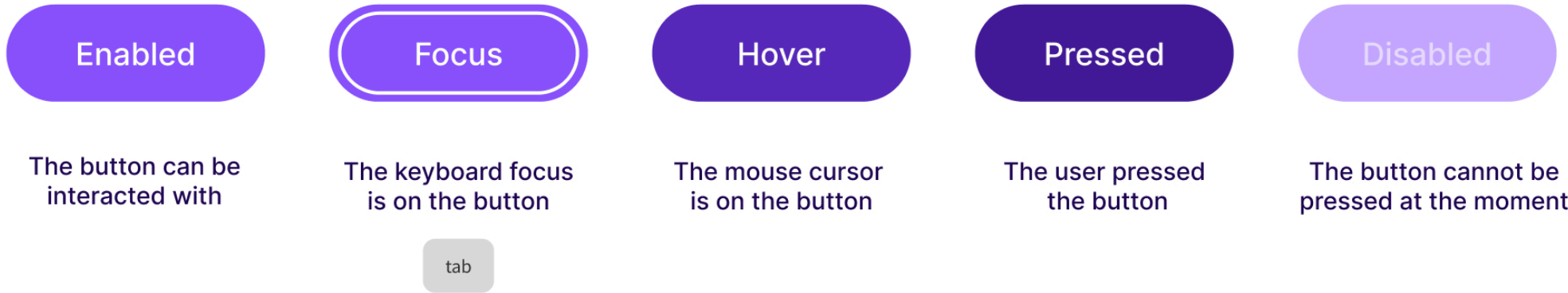
User actions that trigger microinteractions or micro-animations are called user gestures or user input. These include actions like swiping, double tapping, keyboard input, long press, etc.

Interaction States

Refers to certain component variants to account for microinteractions



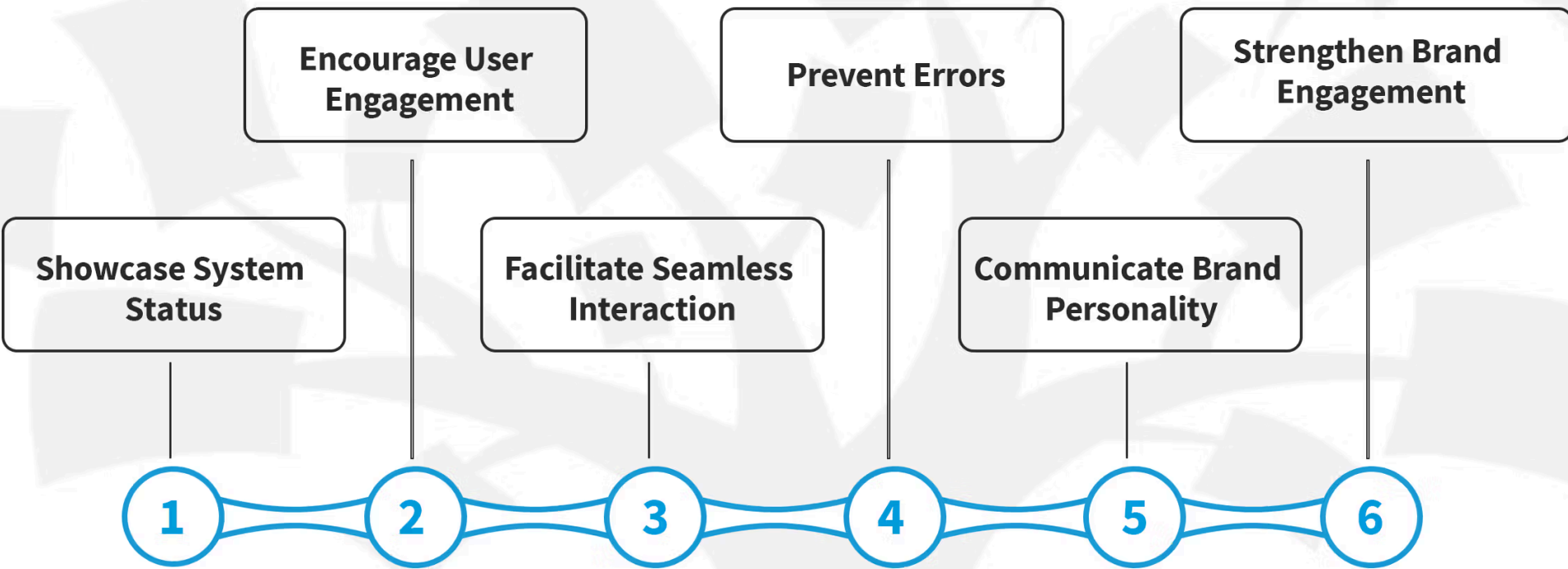
Button States



NN/g

Common Interaction States for buttons by NN/Group: <https://ixdf.org/literature/article/micro-interactions-ux>

The Role of Micro-Interactions



Interaction Design Foundation
interaction-design.org

From Interaction Design Foundation: <https://ixdf.org/literature/article/micro-interactions-ux>



Design for Intentional Microinteractions

1

What are you designing?

- Is it an atom, molecule, or organism?
 - If it is a more complex component, what existing atoms/molecules are used and which new assets are required?
- Does it require a user action?
- Is there an on-load animation or non-user triggered animation?
- How does this component resize on different breakpoints?



2

How will users interact with the component?

- What interaction states are required?
- If it is an input field, is there data validation or required input?
 - Are the error interaction states accounted for?
- How does the component react on different devices?
- If it is a complex component, do the existing atoms have attached microinteractions?



3

Accessibility Considerations

- Is the user interaction zone compliant with touch target sizes?
- Are the interaction states compliant with contrast accessibility requirements?
- Can users interact with the component through keyboard inputs?
- Can users use screen readers or voice inputs to interact with the component?
 - Any empty headers?

How to Organize Components

Figma uses a forward slash (/) naming convention to parse out folder structure in the asset tab, along with a certain format on where the component exists:

1. Library names are decided by Design File name
2. Page names within the Design File are the next grouping
3. Then, section names are the next grouping
4. Next, the name of the component, with the leftmost/first text being prioritized as the next grouping
5. Finally, component property names are the final grouping, through the use of a dropdown/selector within asset page

This example on the right is how OSF HealthCare's design system names the components within a brand section

❖ 6XXL/Fullwidth/H3 Headline

BREAKPOINT

The screen size / device is the first category to be listed

PAGE TEMPLATE

After determining breakpoint, type of page layout is next up

COMPONENT VERSION

The version type is the final grouping in the naming label

SET DEFAULT VARIANT

Labels the most standard use of the component to create versions from

Example within our Design System

The image illustrates a workflow through a design system interface:

- Library View:** The first panel shows a sidebar with various component libraries: Atoms (304 components), Content Components (3377 components), Foundations (553 components), and Navigation Components (125 components). An arrow points from the 'Content Components' library to the next panel.
- Content Components List:** The second panel displays a list of content components including 'IN PROGRESS - Icon ...', 'Table', 'Accordian', 'Action Button Group', 'Alt. Hero', 'Article Summary', 'Card Carousel', 'Content Card', 'Content Expander', 'Content Listing', and 'Filtering Search Bar'. An arrow points from 'Content Listing' to the next panel.
- Component Selection:** The third panel shows a list of specific components: 'CHOI', 'OnCall', 'OSF', 'SACN', 'SFMCCN', and 'Sisters'. An arrow points from 'OSF' to the next panel.
- Size Selection:** The fourth panel shows size variants for the 'OSF' component: '1XS', '2SM', '3MD', '4LG', '5XL', and '6XXL'. An arrow points from '6XXL' to the next panel.
- Layout Selection:** The fifth panel shows layout options: 'Background', 'Fullwidth', and 'Right Rail'. An arrow points from 'Fullwidth' to the next panel.
- Variant Selection:** The sixth panel shows specific variants for the 'Fullwidth' layout: 'Default', 'Default w Right Image', 'H3 Headline', and 'H3 Headline w Right Image'. An arrow points from 'H3 Headline' to the final panel.
- Details Panel:** The final panel shows the 'Details' view for the 'OSF Healthcare DID/DXP / Content Components'. It displays a preview of the component and its properties. The 'H3 Headline' property is expanded, showing it includes 4 variants and was created by Ian Conger 1 month ago. An 'Insert instance' button is visible. Below, the 'Properties' section shows a dropdown menu with options: 'Default' (selected), 'No CTA', 'No Body', and 'Headline only'.

04

WORKSHOP & QUESTIONS



Thank You!

For questions, reach out to me via email at spencer.m.mcdaniel@osfhealthcare.org or LinkedIn

