

The System is a tool made for teams involved in redesigning and transforming parts of the enterprise, such as new products or services, processes or organizations. Designed as a collection of reusable and interconnected building blocks, it regroupes the elements needed to co-design and deliver better solutions, faster and more coherently than in isolation.

Enterprise Design System component types

- Principles: universallty applicable guidelines to key design decisions, pertaining to enterprise values such as sustainability, agility, or customer orientation
- Patterns: reusable solutions for recurring design challenges such as orchestration and composition of components, and sequences of activities or processes
- Assets: recurring elements to be reused within multiple designed solutions across the enterprise, such as platforms, products, systems or resources



IDENTITY



ARCHITECTURE



EXPERIENCE



ACTORS



TOUCHPOINTS



SERVICES



CONTENT



BUSINESS



PEOPLE



FUNCTION



STRUCTURE



COMMUNICATION



INFORMATION



INTERACTION



OPERATION



ORGANIZATION



TECHNOLOGY



SIGNS



THINGS



PLACES