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Buttons

Types

Label

Icon

States

Sizes

Small

Regular

Button Groups

Single Selection

Multiple Selection

Button Dropdown

Standard

Split

Icon + Label

Buttons Default Types There are three default types of buttons. Each type can be formatted in three different styles representing different levels of emphasis. 1. Label Clearly communicates the action meaning, aids discovery and reduces ambiguity. </> Example Primary Secondary Tertiary <!-- requires http://hex.wds.io/2.0.0/css/studio-tech-theme/bootstrap-4-hex-ui.css --> <!-- default regular primary label --> <button class="btn btn-primary">Primary <!-- default regular secondary label --> <button class="btn btn-secondary">Secondary</button> <!-- default regular tertiary label --> <button class="btn btn-tertiary">Tertiary 2. Icon Compact enough to allow multiple actions in a relatively small space. Also it can enhance the aesthetic appeal of a design. </> Example Q <!-- requires http://hex.wds.io/2.0.0/css/studio-tech-theme/bootstrap-4-hex-ui.css --> <!-- default regular primary icon --> <button class="btn btn-primary">Primary <!-- default regular secondary icon --> <button class="btn btn-secondary">Secondary <!-- default regular tertiary icon --> <button class="btn btn-tertiary">Tertiary 2. Icon & Label </> Given enough space a combination of icon and text can be a good alternative. Example Edit Edit Edit <!-- requires http://hex.wds.io/2.0.0/css/studio-tech-theme/bootstrap-4-hex-ui.css --> <!-- default regular primary icon --> <button class="btn btn-primary">Primary <!-- default regular secondary icon --> <button class="btn btn-secondary">Secondary</button> <!-- default regular tertiary icon --> <button class="btn btn-tertiary">Tertiary/button> For Buttons Design Guidelines, Usage Recommendadtion and Best Practices Actions States Buttons have four distinct states to demonstrate response to user interaction for each style. </> Example Example Example Primary Secondary Tertiary Normal Normal Normal #00ADDC #FFF Font #00ADDC Stroke #00ADDC #FFF 0% Font #00ADDC Hover Hover Hover #005F8B #FFF Font #005F8B Stroke #005F8B #FFF 0% Font #005F8B Focus Focus Focus #3970AB #FFF Font #3970AB Stroke #3970AB #FFF 0% Font #3970AB Disabled Disabled Disabled D4D4D4 #FFF Font #D4D4D4 Stroke #D4D4D4 #FFF 0% Font #D4D4D4 <!-- requires http://hex.wds.io/2.0.0/css/studio-tech-theme/bootstrap-4-hex-ui.css --> <!-- default regular primary label --> <button class="btn btn-primary">Primary <!-- default regular secondary label --> <button class="btn btn-secondary">Secondary <!-- default regular tertiary label --> <button class="btn btn-tertiary">Tertiary Sizes Buttons have two distinct sizes to fit on a variety of layouts. 1. Regular Given enough space the regular button should be the preferred size. </> Example Regular <!-- requires http://hex.wds.io/2.0.0/css/studio-tech-theme/bootstrap-4-hex-ui.css --> <!-- default regular primary label --> <button class="btn reg btn-primary">Primary</button> 2. Small The small button could be used for interfaces with more elements. </> Example Small <!-- requires http://hex.wds.io/2.0.0/css/studio-tech-theme/bootstrap-4-hex-ui.css --> <!-- default regular primary label --> <button class="btn sm btn-primary">Primary **Button Groups** There are 2 variations of button groups that combine multiple related actions into sets. • An additional active class should be added to your button group to represent the selected state. 1. Single Selection Only one button can be selected at a time. </>

```
Example
           Middle
                      Right
   Left
<!-- requires http://hex.wds.io/2.0.0/css/studio-tech-theme/bootstrap-4-hex-ui.css -->
<!-- default regular primary label -->
<button class="btn sm btn-primary">Primary</button>
```

```
Example
<!-- requires http://hex.wds.io/2.0.0/css/studio-tech-theme/bootstrap-4-hex-ui.css -->
```

</>

</>

```
<!-- default regular primary label -->
 <button class="btn sm btn-primary">Primary
Button Dropdown
```

<!-- default regular primary label -->

<button class="btn sm btn-primary">Primary</putton>

2. Multiple Selection

Multiple buttons can be selected at a time.

```
There are 2 variations of the dropdown button
1. Standard
```

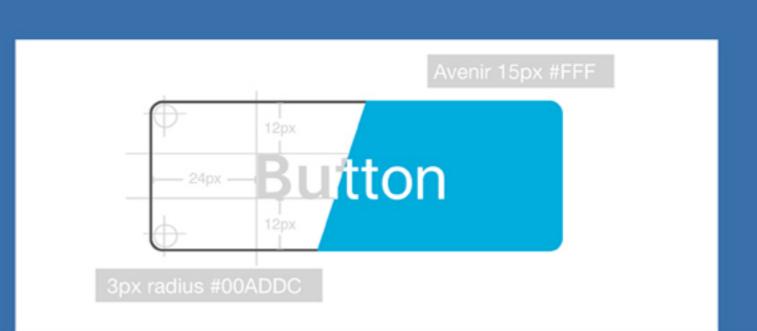
Toggleable button with a singular action that allows the user to choose one value from a predefined list

```
Example
  Standard -
<!-- requires http://hex.wds.io/2.0.0/css/studio-tech-theme/bootstrap-4-hex-ui.css -->
<!-- default regular primary label -->
```

```
<button class="btn sm btn-primary">Primary
2. Split
```

```
More complex variation because it acts as two distinct buttons in one.to display an exposed primary action plus related secondary ones.
                                                                                                                                                    </>
  Example
  <!-- requires http://hex.wds.io/2.0.0/css/studio-tech-theme/bootstrap-4-hex-ui.css -->
```

Use buttons to represent actions. Choosing the appropriate button depends on the importance of the action, the number of elements on the interface, and the screen layout.



Priority

Visual Cues

Accesability

Priority

It's key to understand the user objectives to define which tasks are the most important. The right button style and format will help the users completing these tasks intuitively.

Content

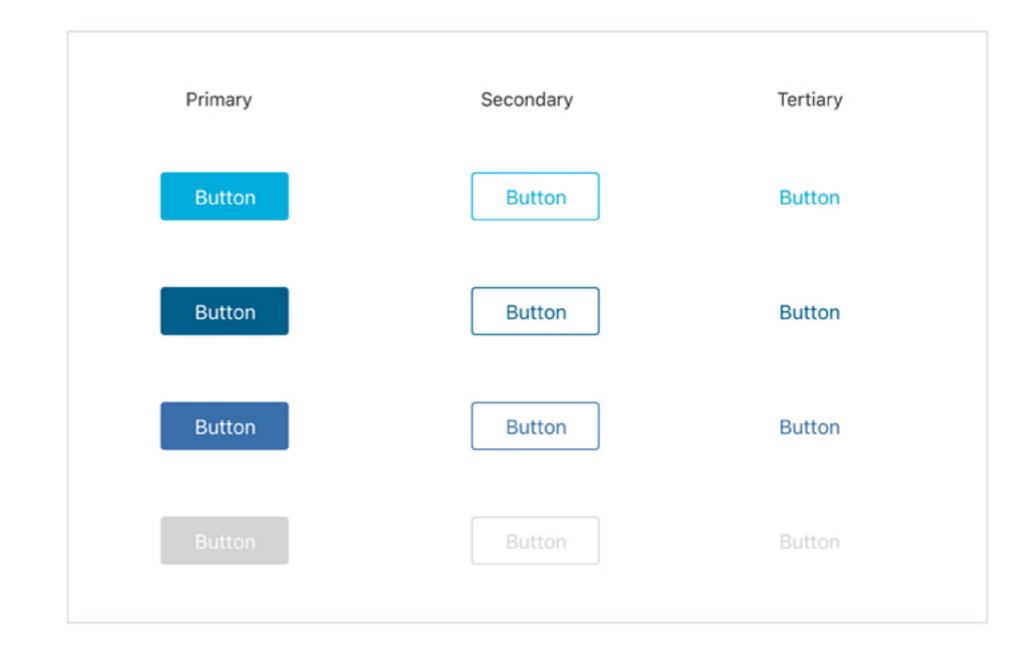
- 1. Label: In most cases the Label buttons are necessary to communicate the meaning and reduce ambiguity for primary actions.
- 2. Label and Icon: If space allows, icons combined with text can be used to add add visual interest and may also improve the scanability.
- 3. Icon: If screen real-estate is at a premium, icon buttons is an alternative. When this is the case, use tooltips to show users the labels on mouse hover. Avoid using icons for abstract actions.

Edit Button Edit Button Edit Button

Types

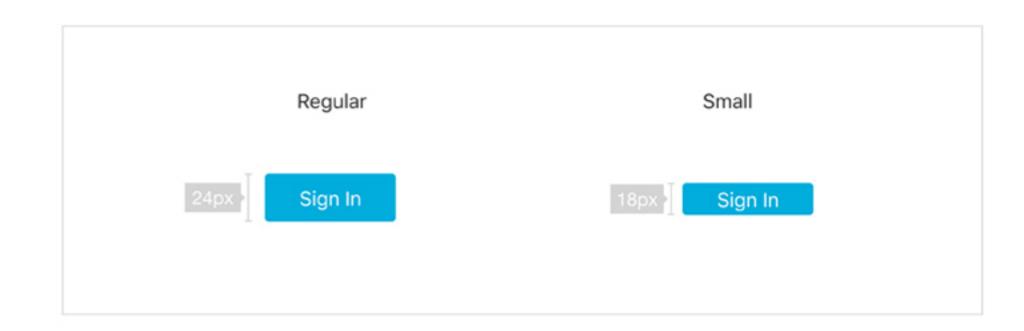
Visual weight is used to emphasize importance.

Primary actions on your interface should have the strongest visual weight and that secondary actions have the weakest visual weight.



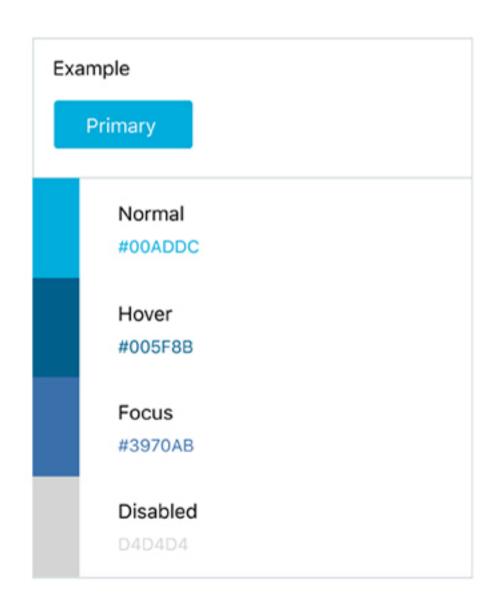
Sizes

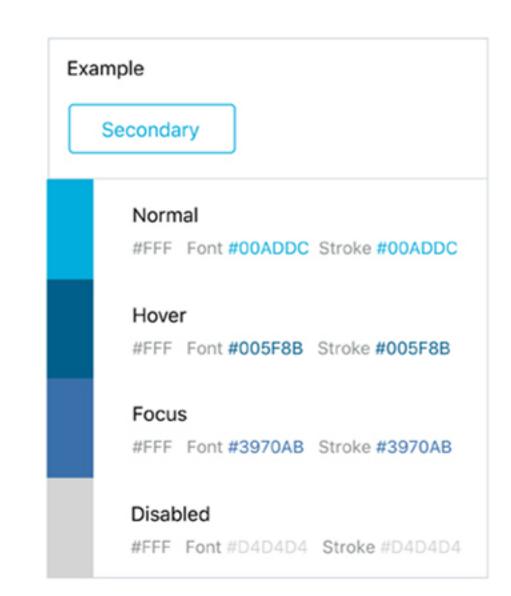
Visual weight is used to emphasize importance. Primary actions on your interface should have the strongest visual weight and that secondary actions have the weakest visual weight.

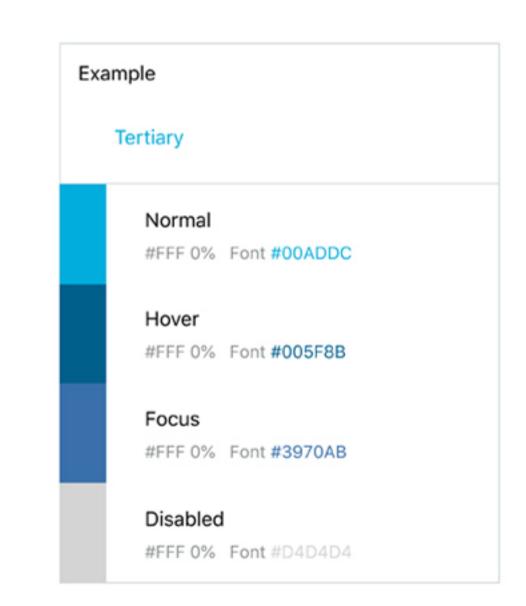


States

Buttons have four distinct states to demonstrate response to user interaction for each style.





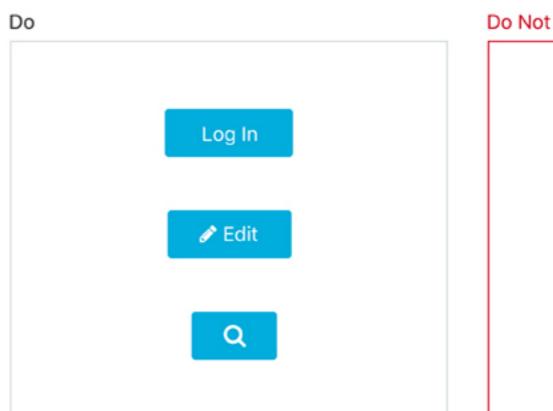


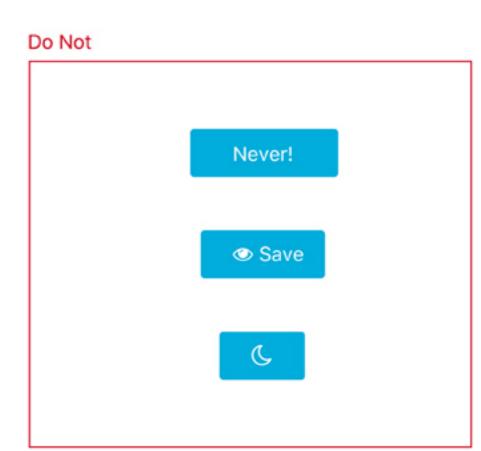
Visual Cues

Labeling

Using the right words reduces the friction of your key tasks. Make sure your actions match the users mental model.

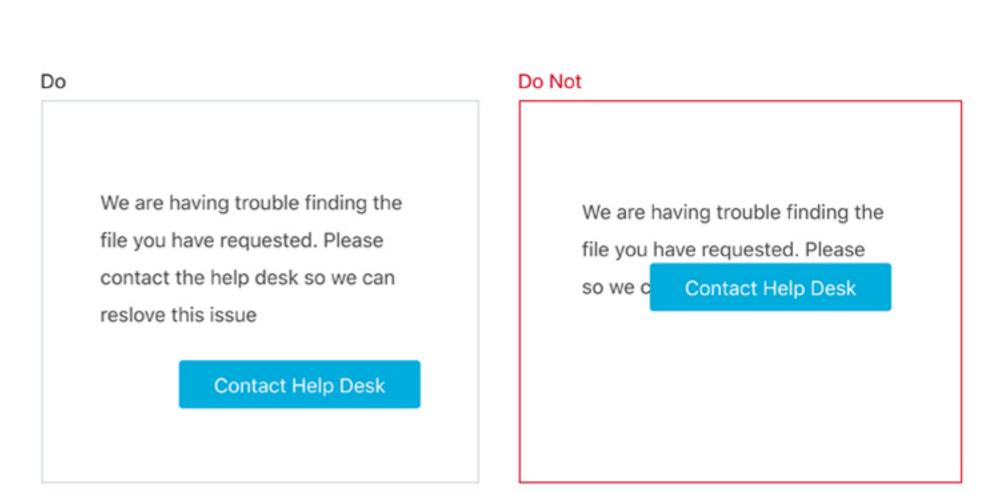
- · Buttons are for actions, therefore the text on the button should be actionoriented.
- · Always label buttons with the name of the action that the user is performing.





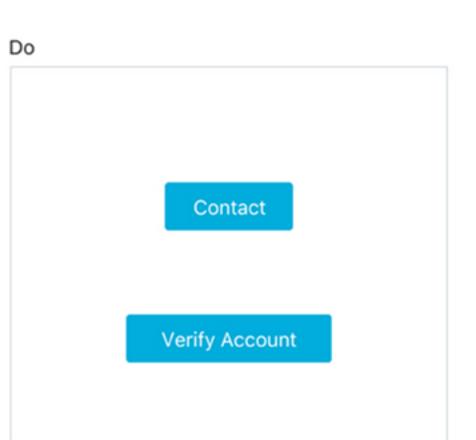
Placement

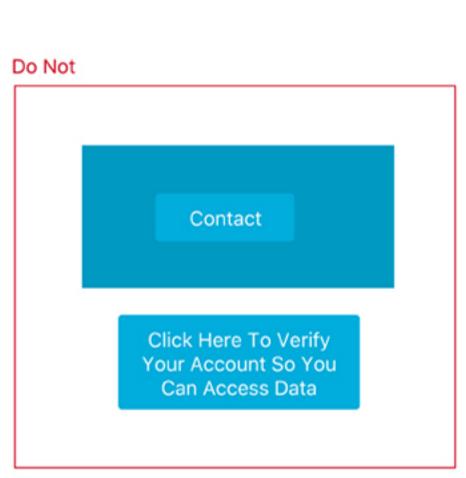
The effectiveness of your buttons will be affected by your choice of position for it. Efficiency is gained by removing clutter from the page and placing the button in the content area.



Affordance

The main point with buttons is that they need to look buttonyto make them stand out from the background andother interface elements and look clickable.





Accessibility

- · Buttons are interactive controls, and therefore must be focusable.
- Buttons need to be operable by mouse users, touch users as well as keyboard users.
- · Buttons always need to have an accessible name. For most buttons, this name will be the same as the text inside the button.
- For icon buttons, the accessible name can be provided through an aria-label or aria-labelledby attribute.
- · creen readers should announce the element as a button and describe its accessible name.
- · Speech recognition software should allow the button to be activated by saying "click" followed by the button's accessible name.

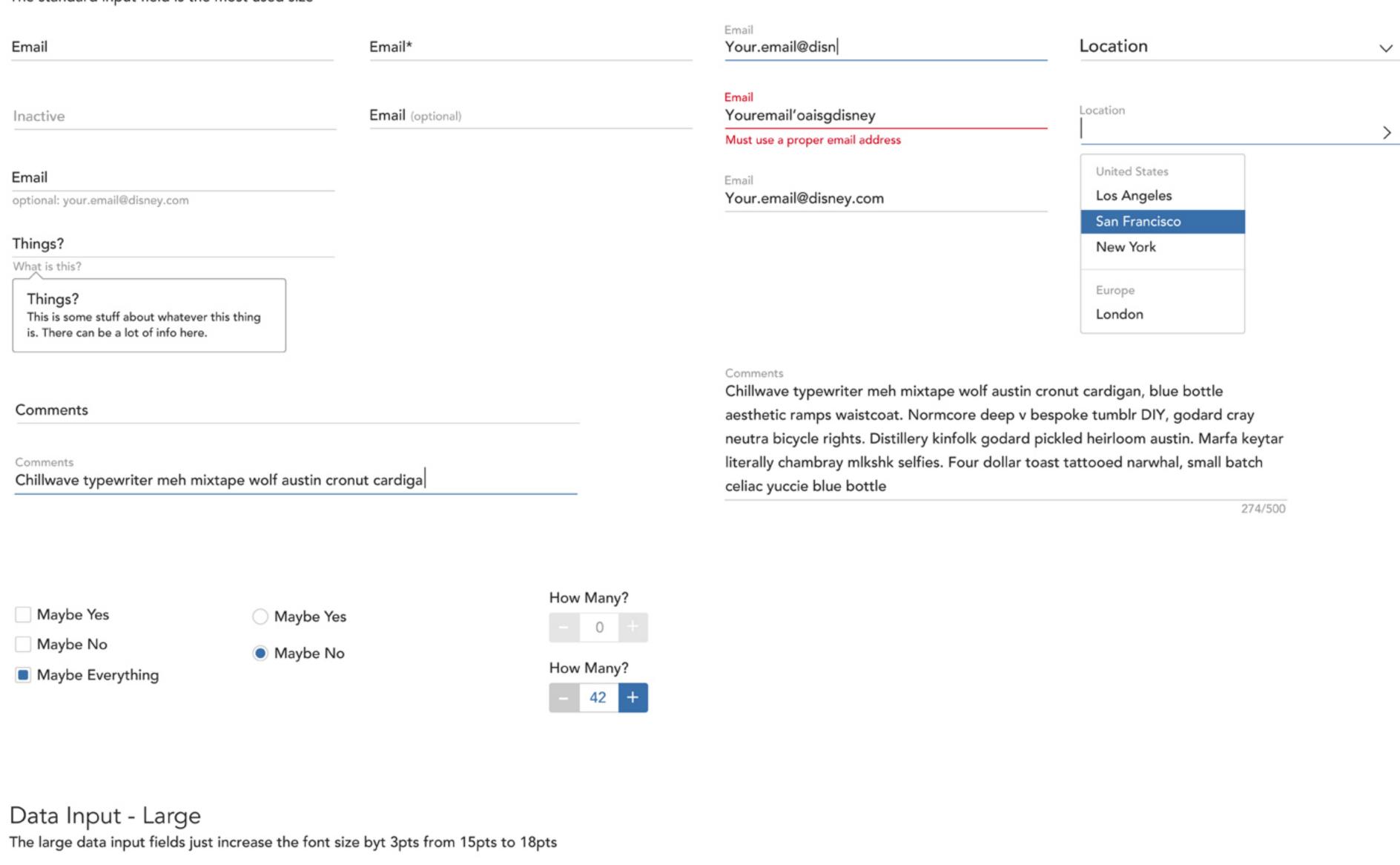


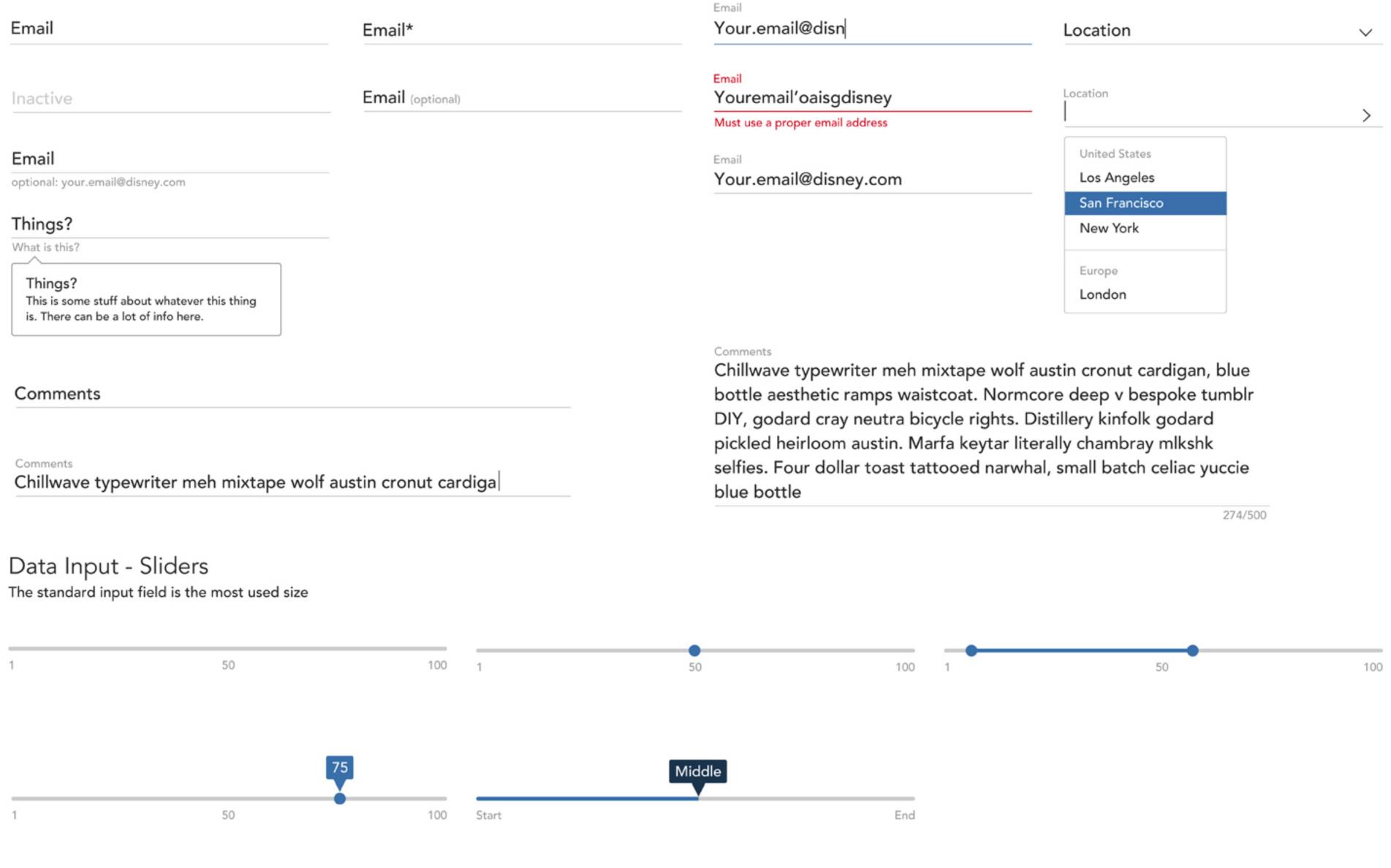


S

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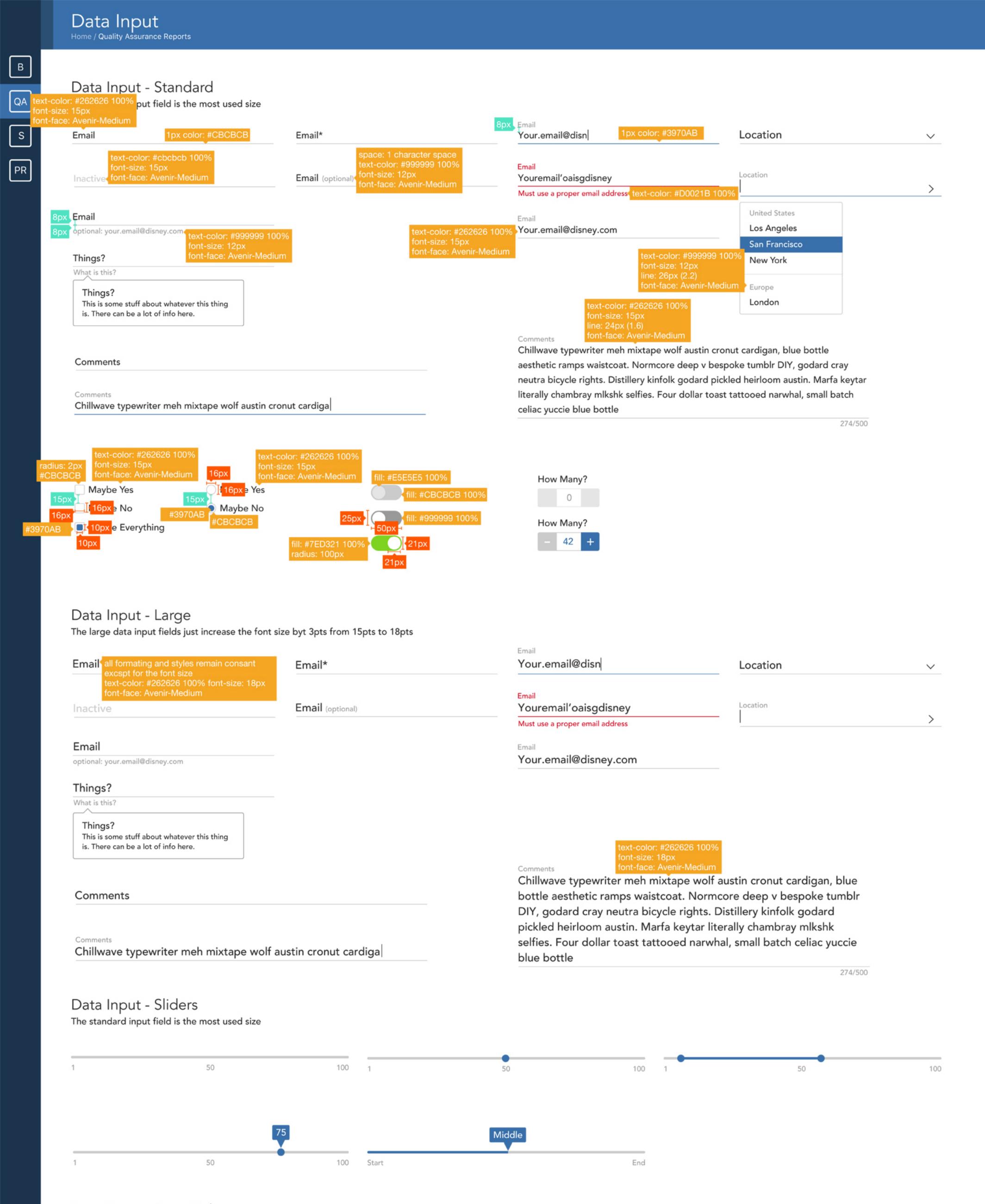
Data Input - Standard
The standard input field is the most used size





Data Input - Date Picker



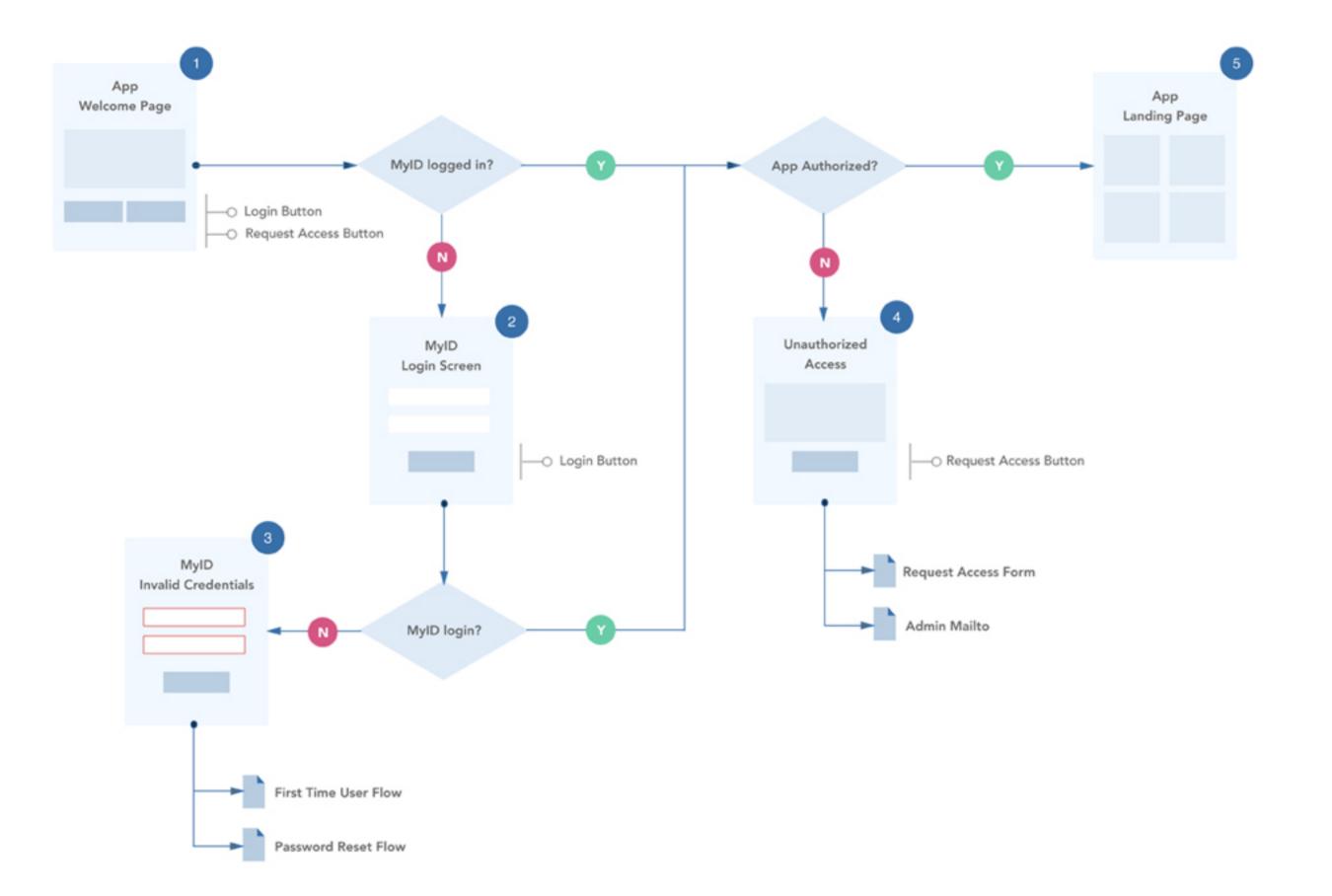


Data Input - Date Picker



TWDS Enterprise Login Flow

Single Sign-On (SSO) Flow Current HUB ID Validation



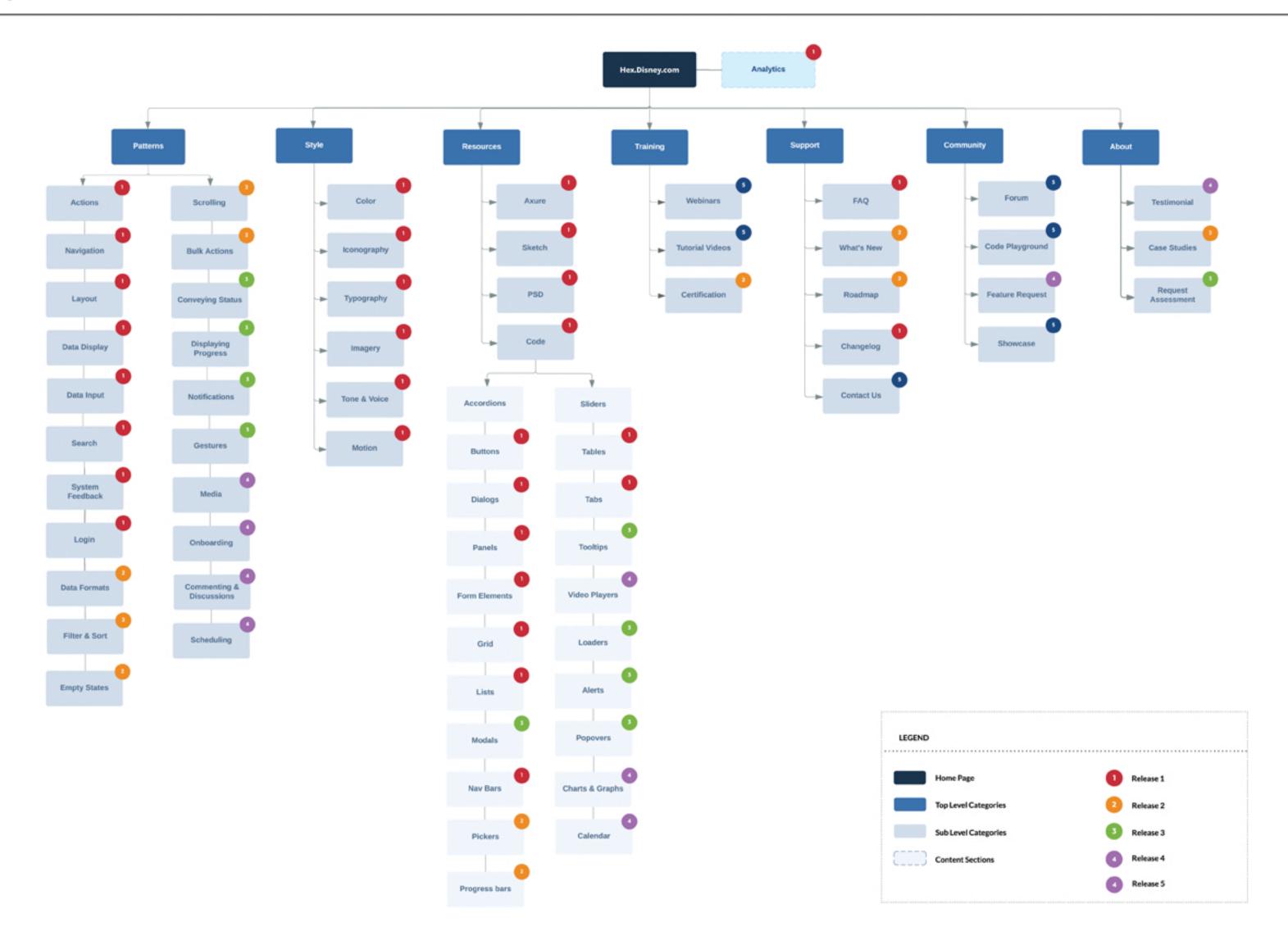
Notes

- The user enters the application URL and lands on the application Welcome screen. The user then is prompt to sign in with MyID or Request Access to the application.
- If the user is not logged into MyID SSO he will be redirected to the MyID SSO login screen to enter the HUBID and password.
- If the HUBID and password are not valid the user will be prompt to correct the invalid credentials, to register "first time user" or to reset the password. This process is controlled by MyID.
- If the HUBID and password are valid and the SSO login is successfull the application will lookup the authorized users data base and validate the credentials on an application level.
 - If the user is not authorized to access the application he will see the Unauthorized Access screen. The app request access process is controlled by the product team.
- If the user credentials are valid for both MyID and the application the user then will access the application landing page (dashboard)

Note: By logging out of an application you will be automatically logged out of all Disney SSO applications.







the Product Owner



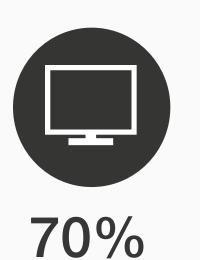


Robert Penn

Age: 43

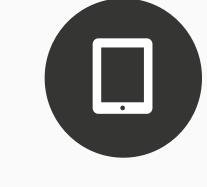
Occupations: Product Owner

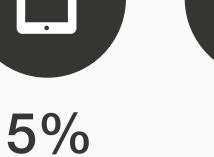
Key Touch Points





20%







"I want to reduce development time & cost and make sure the product meets deadlines and business & user requirements"

Overview

Bob plays a key part in bringing new products to live. He works hard to understand the user and customer needs and the business goals, and collaborate with the development team and the stakeholders.

Knowledge

Business

Technology

Key Characteristics

- Is the "go to" person for domain information working closely with key stakeholders throughout the organization.
- Prioritizes requirements, defects, and other work items for the team
- Provides timely information and decisions

Goals

- Maximize the ROI of the product development effort
- Reduce risk of product failure at later stage.
- Ensure that the goals and needs of the business and users are met

Pain Points & Frustrations

- Long development cycles
- Communication gap between teams members
- Lack of positive support from executives and on down

the Designer





Melissa Menon

Age: 27

Occupations: UI / UX / Visual Desinger

Key Touch Points



40%









10%

10%

"I want to be able to create the best design solution possible while making sure that fits into Disney's standards"

Overview

Melissa spends her days solving tough interaction design challenges for the Studio's enterprise apps.

Melissa tries hard to keep up with the latest trends and design the most useful solutions to satisfy the application's users.

Knowledge

Business

Technology

Key Characteristics

- Creates design decisions alonside with her team members to solve business needs.
- Solid understanding of how web applications are architected and built
- Detail oriented, intelligent, and has high standards for herself and teammates

Goals

- Ensure that the design is optimal to solve the user and business needs
- Save time and effort when creating a new design solution
- Ensure that the design presented is aligned with Disney best practices and standards

Pain Points & Frustrations

- Not knowing if the design is matching Disney's standards
- Spending too much time researching and designing visual and interactive solutions from scratch
- Inconsistency on the solutions presented based on the lack of standards