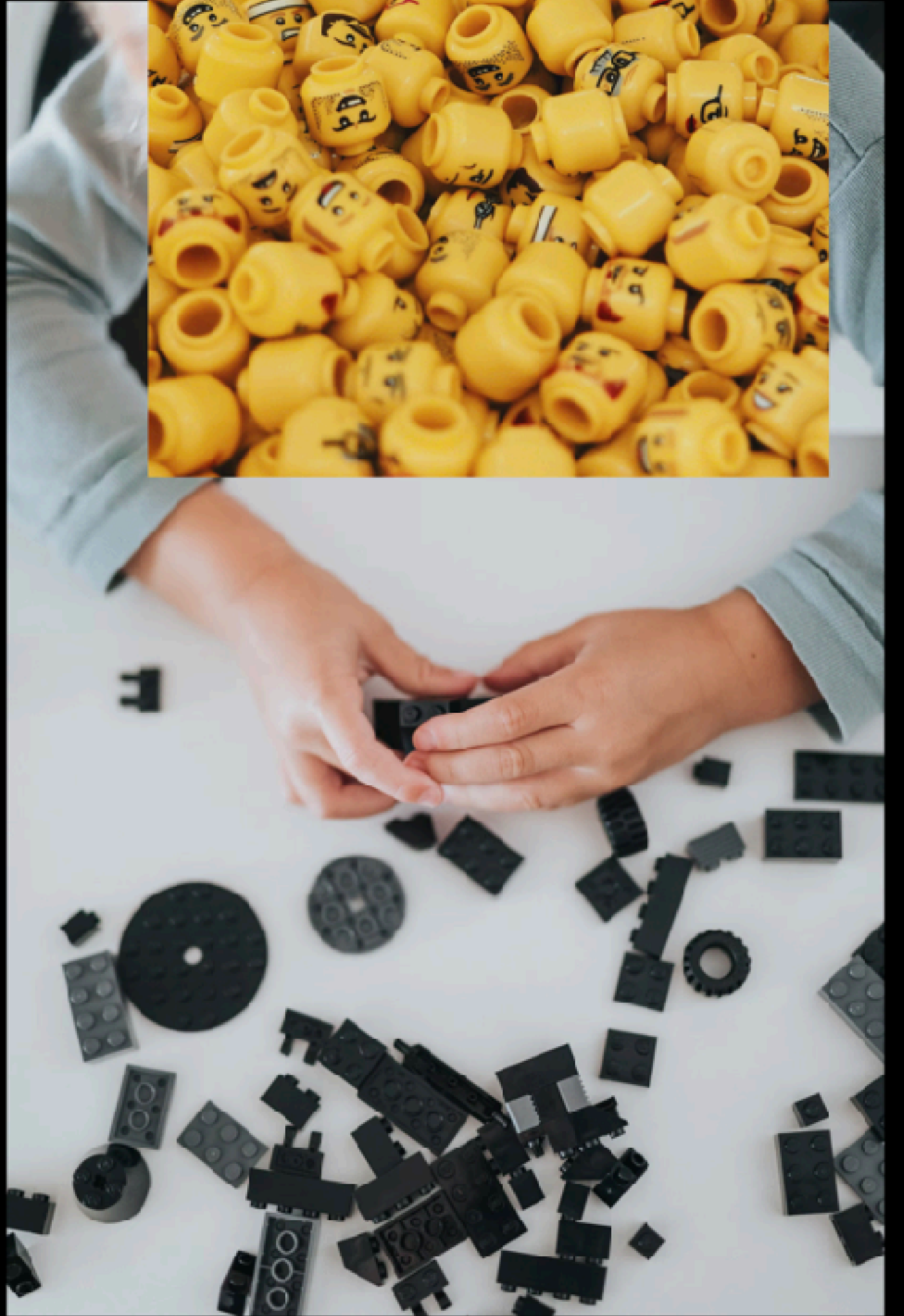
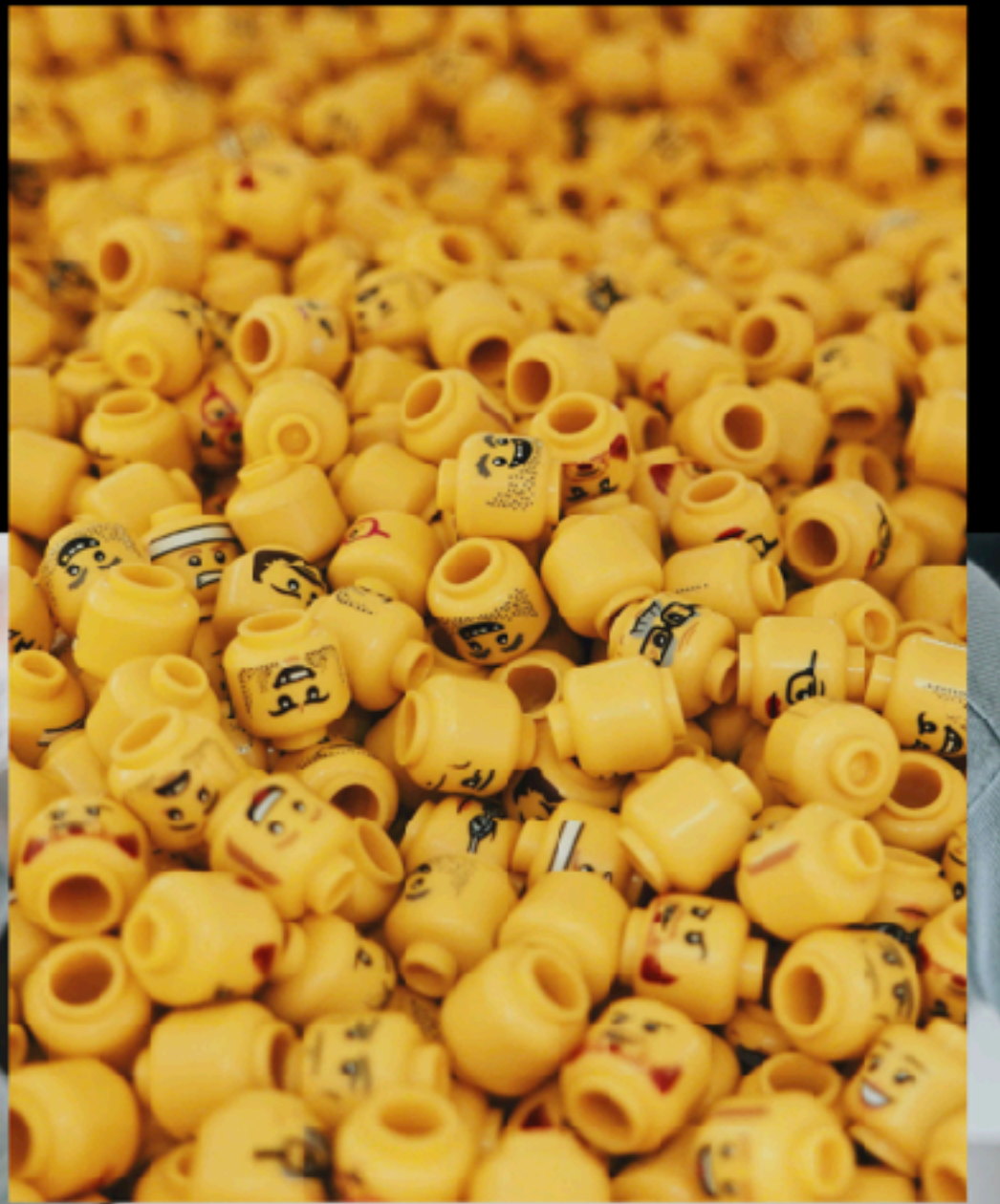
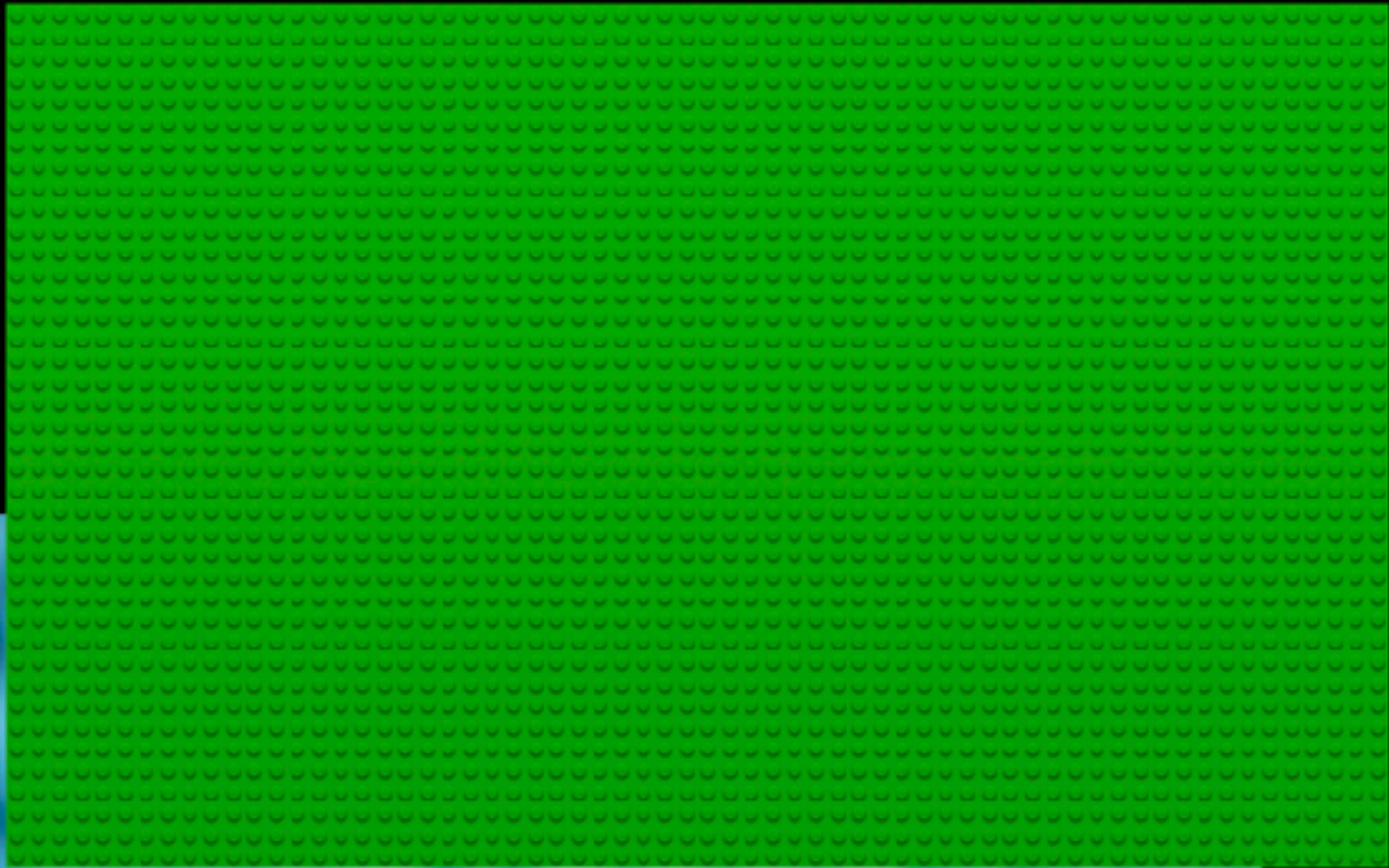


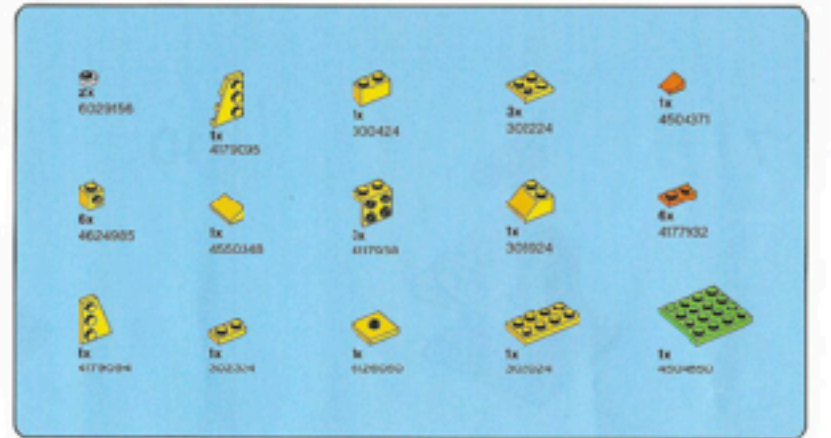


Hvað er hönnunarkerfi?

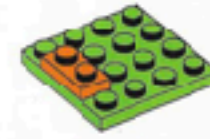




Ages
6+
Easter Chick
30 pcs



1



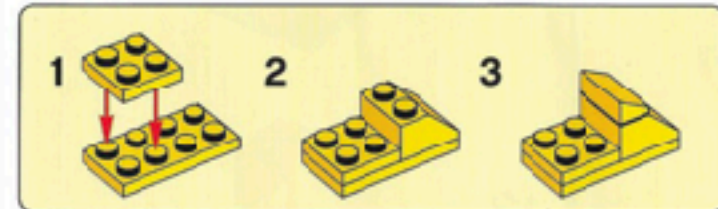
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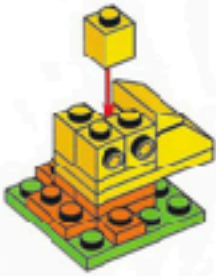
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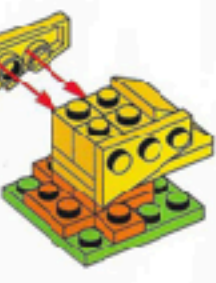
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5

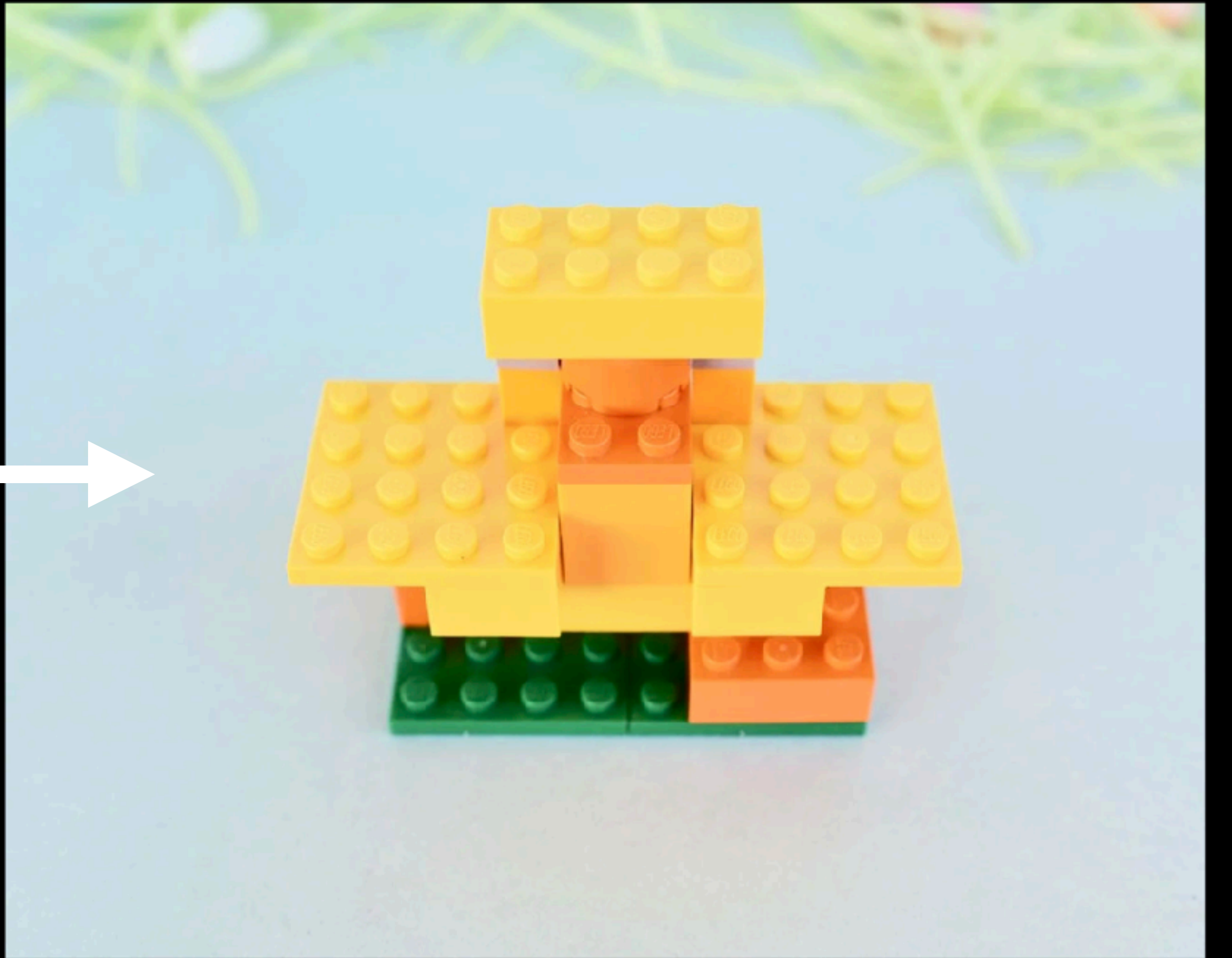


6



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PETS

FLOWERS

AL'S

THE HIGHLANDER

**Endurnýtanlegar einingar
+ skýrir staðlar og leiðbeiningar**

**= Stöðluð vinnubrögð
hraðara ferli
færri villur
meiri gæði**





Nokkur þekkt dæmi



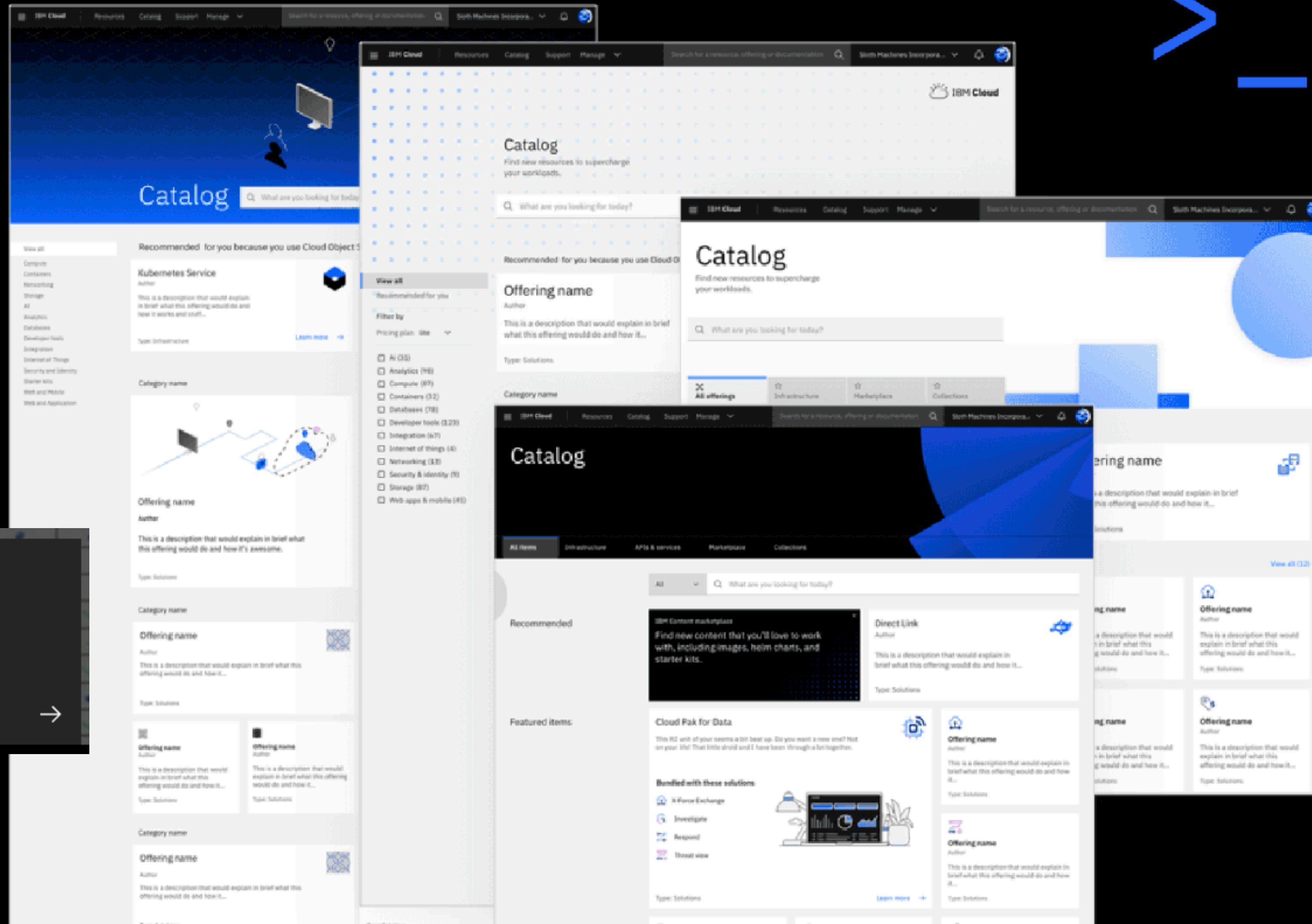
Carbon - IBM design system

<https://www.carbondesignsystem.com/>

5 min
Designing



5 min
Developing

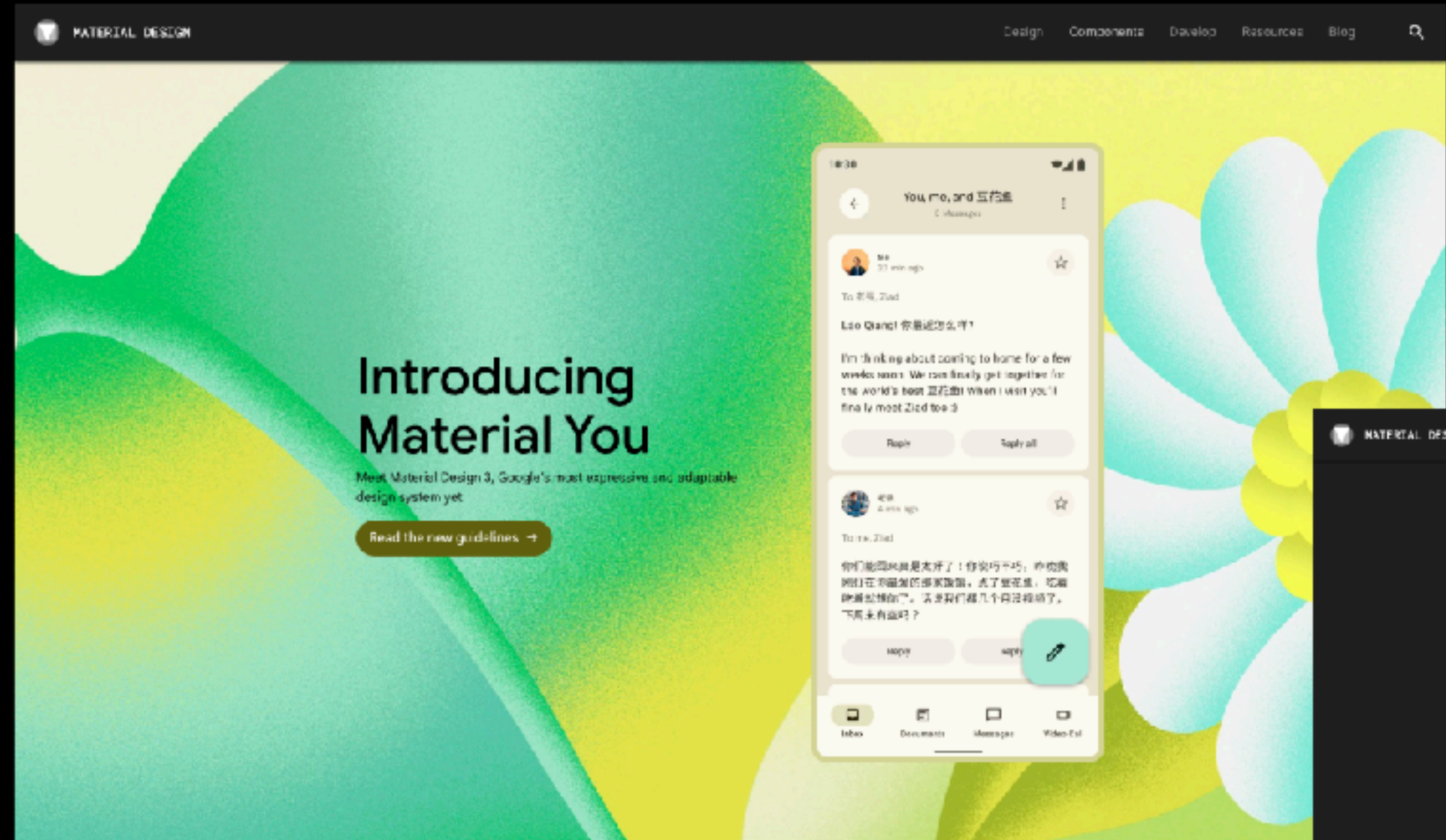


Coming soon
Carbon v11



Google - Material Design 2

<https://material.io/>



Continue using Material Design 2

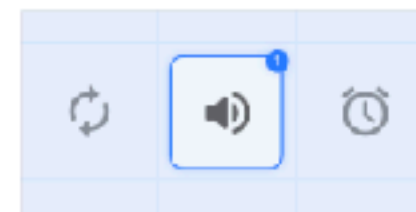
Use our most popular design and development resources with your latest project



Material Design 2 guidelines
Material Design 2 principles, styles, and best practices



Components
Design guidance and developer documentation for interactive UI building blocks



Icons
Access five sets of stylized system icons, available in a range of formats and sizes



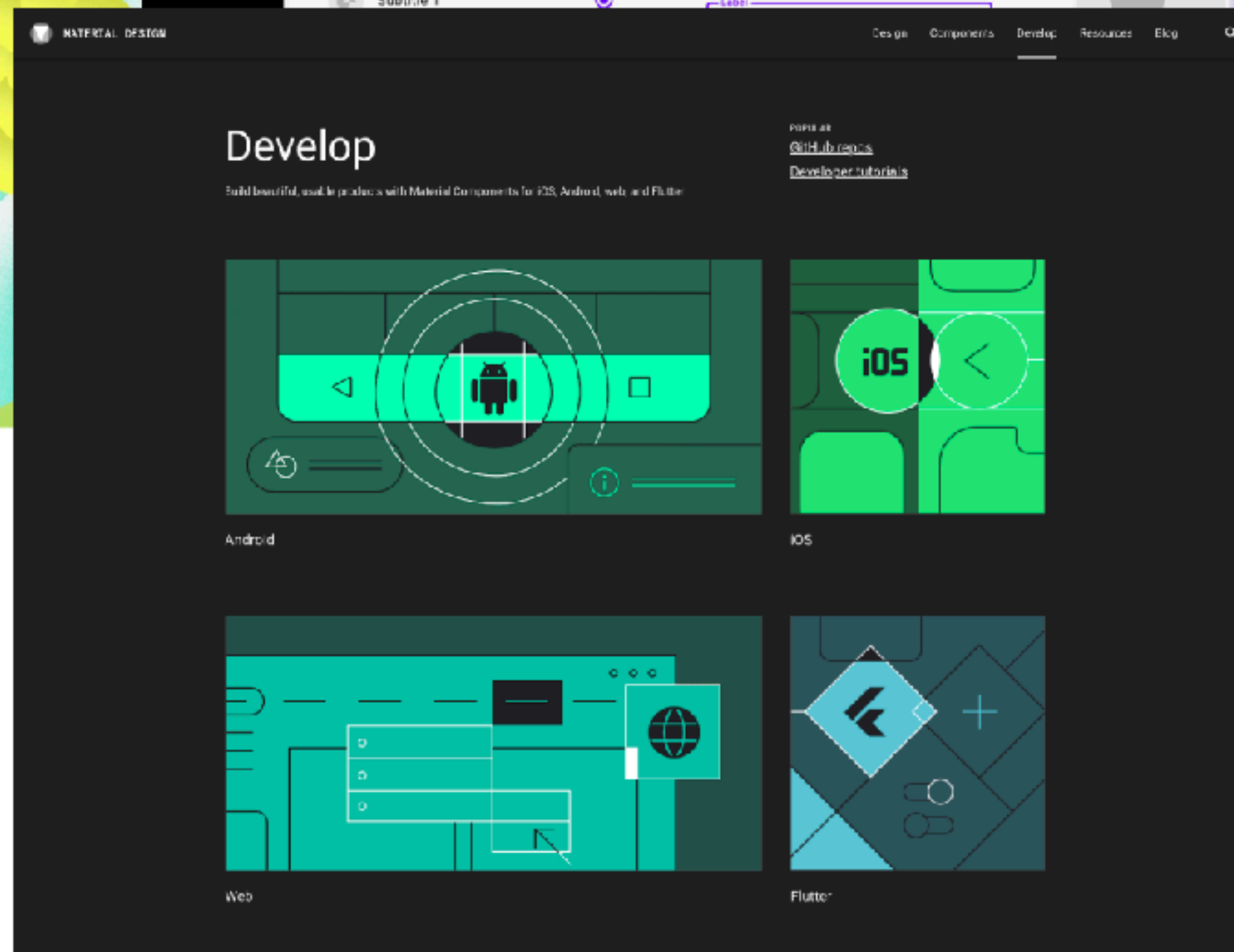
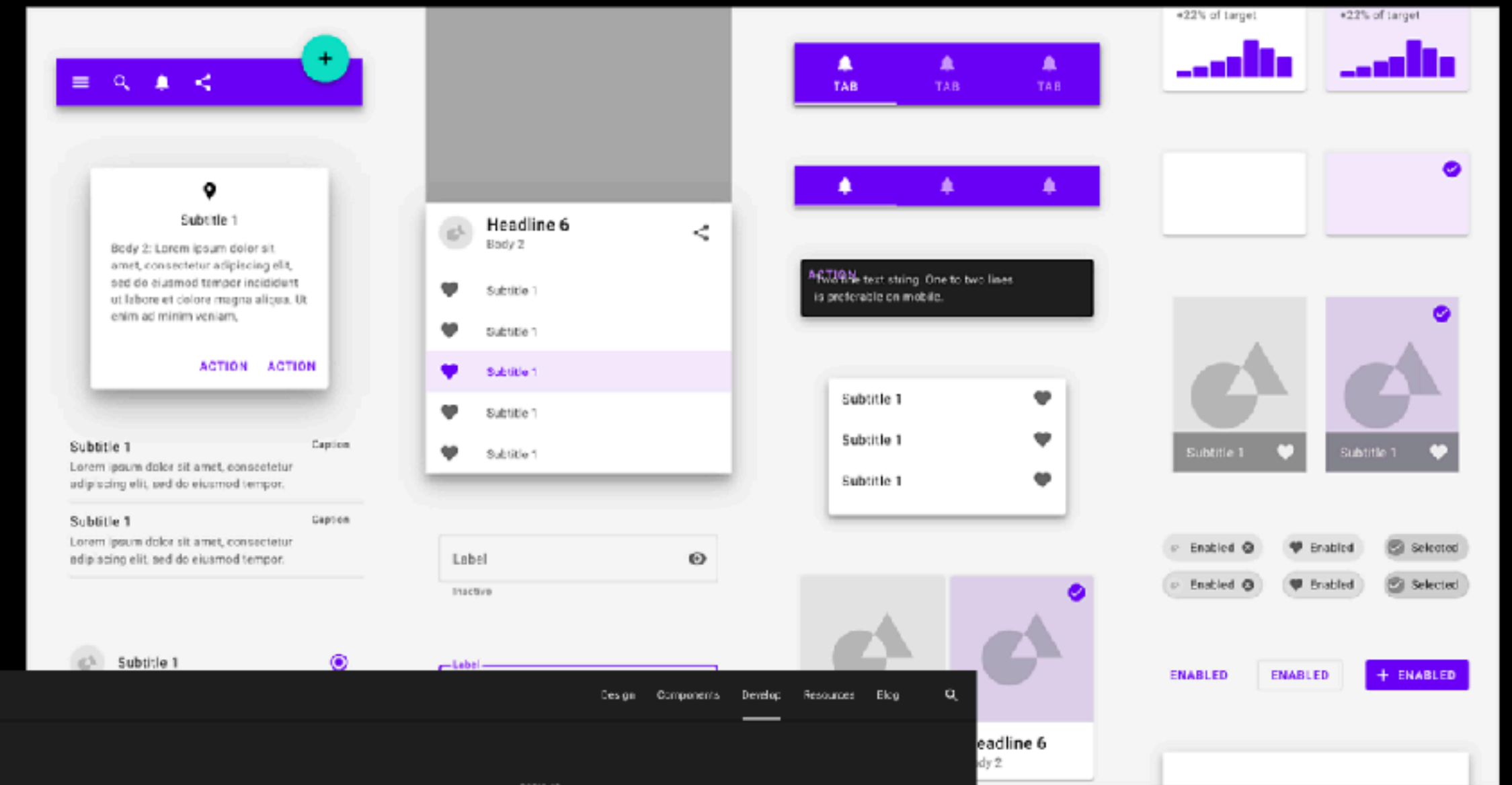
Material Components for the web
Implement and customize Material web apps with our code and documentation



Accessibility guidelines
Learn how to help users of diverse abilities to navigate, understand, and use your app



Developer tutorials
Implement Material with Java, Kotlin, Objective-C, Swift, the web, or Flutter



Google - Material Design 3

Material Design 3

Libraries

- New in Android 12
- MDC-Android
- Additional libraries

Foundations

- Customizing Material
- Design tokens
- Adaptive design
- Interaction states

Styles

- Color
- Typography

Components

- Buttons
- All buttons
- Common buttons
- FAB
- Extended FAB
- Cards
- Chips
- Dialogs
- Navigation bar
- Navigation drawer
- Navigation rail

Get your app ready for M3

New guidelines and documentation to help you integrate the latest features and components into your existing product.

[Migrate from Material Design 2](#)

[Personalize your brand with Material You](#)

[Start using the updated Jetpack Compose](#)

Tutorials & tools

Explore new design and code resources

Material Theme Builder Web tool	Material Theme Builder Figma plugin
Figma Design Kit	Design lab: Visualizing dynamic color
CodeLab: Applying dynamic color	MDC-Android developer documentation
Jetpack Compose developer documentation	Compose Material catalog

Regular	57	64	0	Display Large
Regular	45	52	0	Display Medium
Regular	36	44	0	Display Small
Regular	32	40	0	Headline Large
Regular	28	36	0	Headline Medium
Regular	24	32	0	Headline Small
Medium	22	28	0	Title Large
Medium	16	24	0.15	Title Medium
Medium	14	20	0.1	Title Small
Medium	14	20	0.1	Label Large
Medium	12	18	0.5	Label Medium
Medium	11	16	0.5	Label Small
Regular	16	24	0.15	Body Large
Regular	14	20	0.25	Body Medium
Regular	12	18	0.4	Body Small

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...
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...

<!-- Media -->
<com.google.android.material.imageview.ShapeableImageView
...
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app:shapeAppearanceOverlay="@style/ShapeAppearanceOverlay.App.Card.Media"
/>

</com.google.android.material.card.MaterialCardView>
```

Atlassian Design System

<https://atlassian.design/>

The screenshot shows the top navigation bar with the Atlassian Design System logo and a search bar. Below the navigation is a hero section with the heading "Design, develop, deliver" and the subtext "Use Atlassian's end-to-end design language to create simple, intuitive and beautiful experiences." The hero section features a central graphic of various UI components like buttons, text, and icons.

This section provides a high-level overview of the design system's structure. It is divided into two main categories: "Components" and "Patterns".

- Components:** Described as the intuitive building blocks of the design system. A link "Explore our components" is provided.
- Patterns:** Described as reusable combinations of components that solve common user problems. A link "Explore our patterns" is provided.

This section focuses on the brand identity and mission of the design system.

- Brand:** Described as reflecting who they are and how they want users to feel. A link "Explore our brand" is provided.
- Mission:** "Our mission is to unleash the potential in every team."
- Personality:** "Our personality describes the tone we use for external communications. It should be expressed as an embodiment of our values."
- Promise:** "Our promise is that our tools and practices will help teams work better together in an agile, open, and scalable way."

This section details the visual foundations of the design system.

- Foundations:** Described as the visual elements needed to create engaging layouts and end-to-end user experiences. A link "Explore our foundations" is provided.
- Color:** "Color distinguishes our brand and helps us create consistent experiences across products."
- Iconography:** "Icons are visual representations of commands, devices, directories, or common actions."
- Typography:** "Typography is our system of fonts. Each font conveys the appropriate sentiment to assist our users through each stage of their journey."

This is a detailed view of the "Components" section of the design system. It features a table of contents on the left listing various UI elements. The main content area displays a grid of component cards, each with a visual example and a brief description.

Component Name	Description
Avatar	An email or visual representation of a user or entity.
Avatar group	An avatar group displays a number of avatars grouped together in a rectangular grid.
Banner	A banner displays a prominent message at the top of the screen.
Breadcrumbs	Breadcrumbs are a navigation system used to show a user's location in an app.
Button	A button triggers an event or action. They let users know what will happen next.
Checkbox	A checkbox is an input control that allows a user to select one or more options from a number of choices.
Code	Code highlights short snippets of code snippets inline with body text.
Date time picker	A date time picker allows the user to select an associated date and time.
Dropdown menu	A dropdown menu displays a list of content options for a user.
Dynamic table	A dynamic table displays rows of data with its properties, writing, and describing functionality.
Empty state	An empty state appears when there is no data to display and describes what the user can do next.
Flag	A flag is used for notifications, alerts, and announcements that require minimal user interaction, other than...
Fam	A fam allows users to input information.
Inline dialog	An inline dialog is a compact container for small amounts of information. It can also contain content.



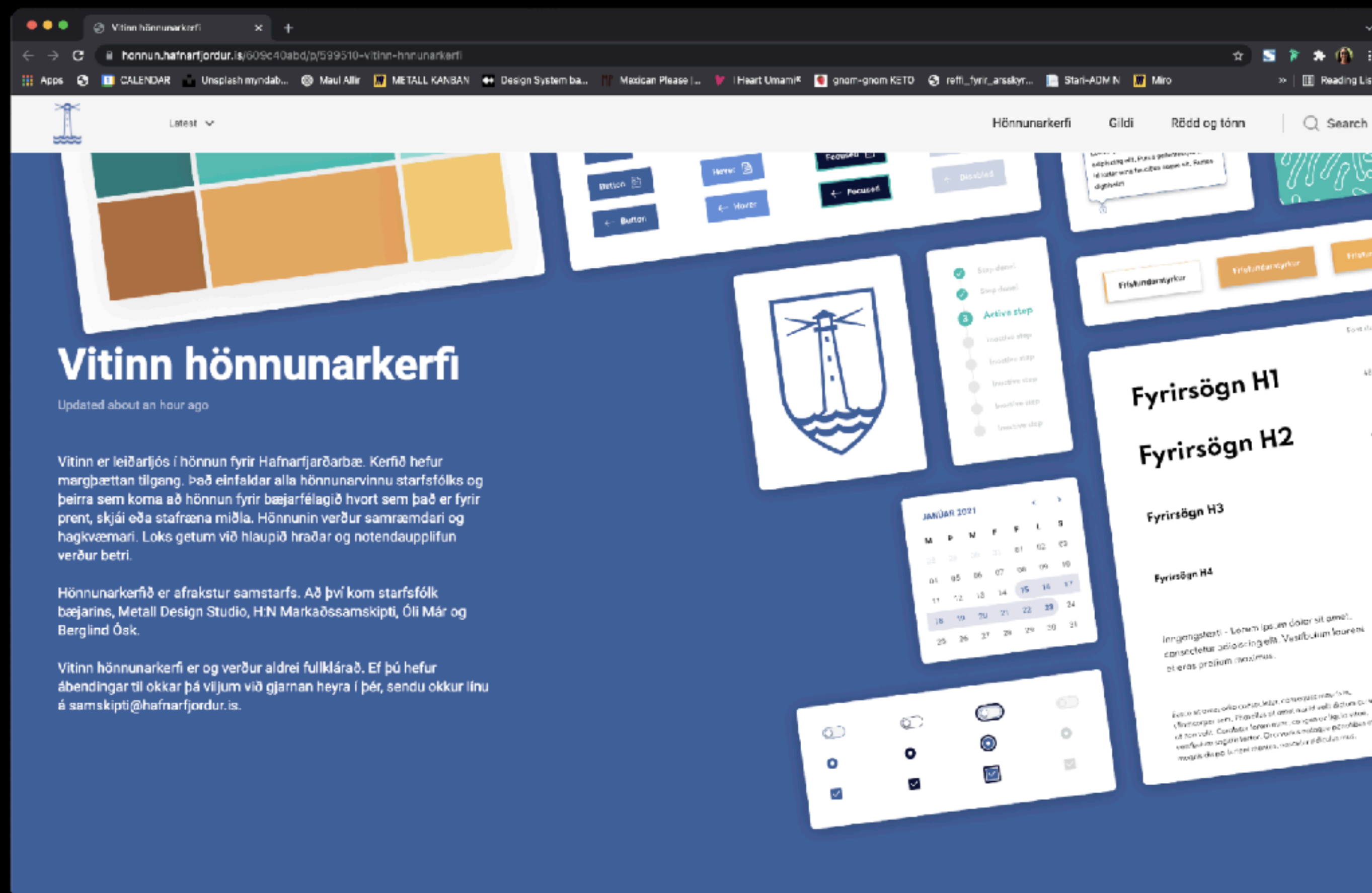


Gagnsemi hönnunarkerfis

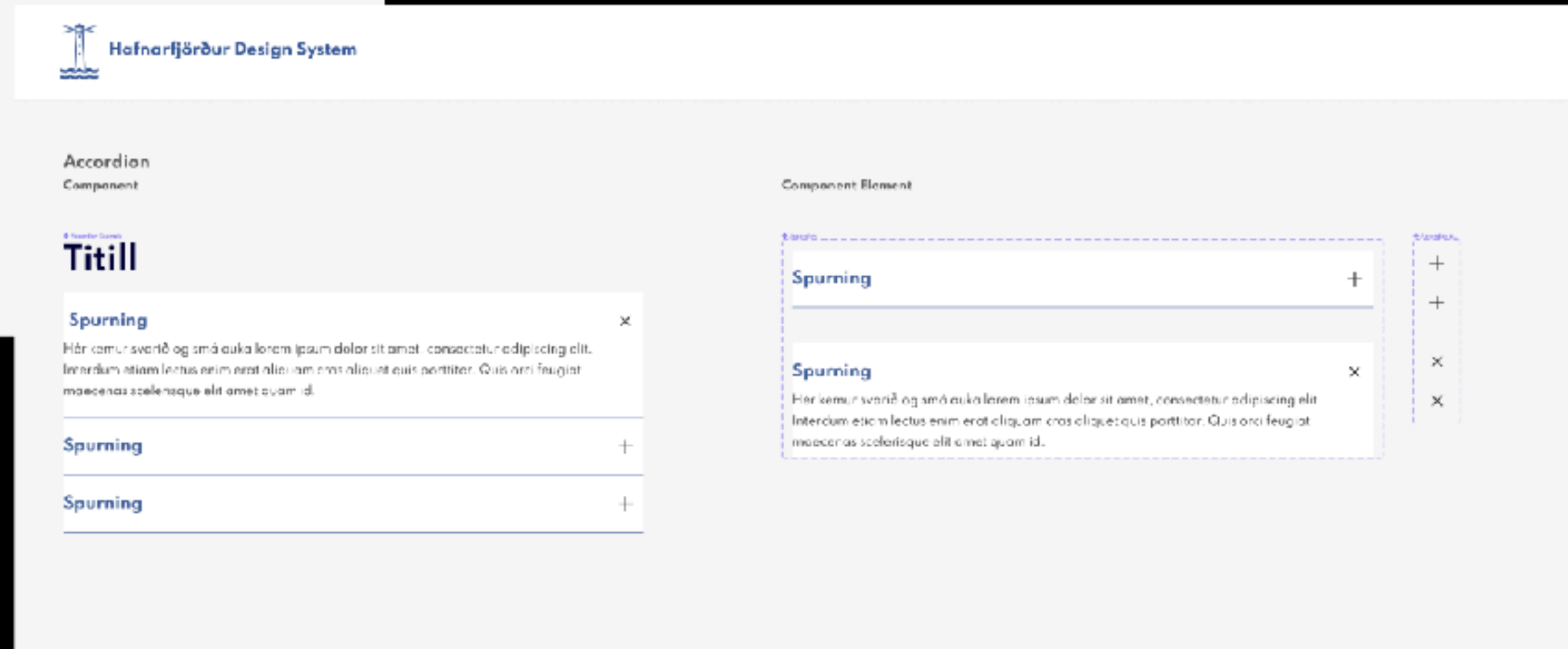
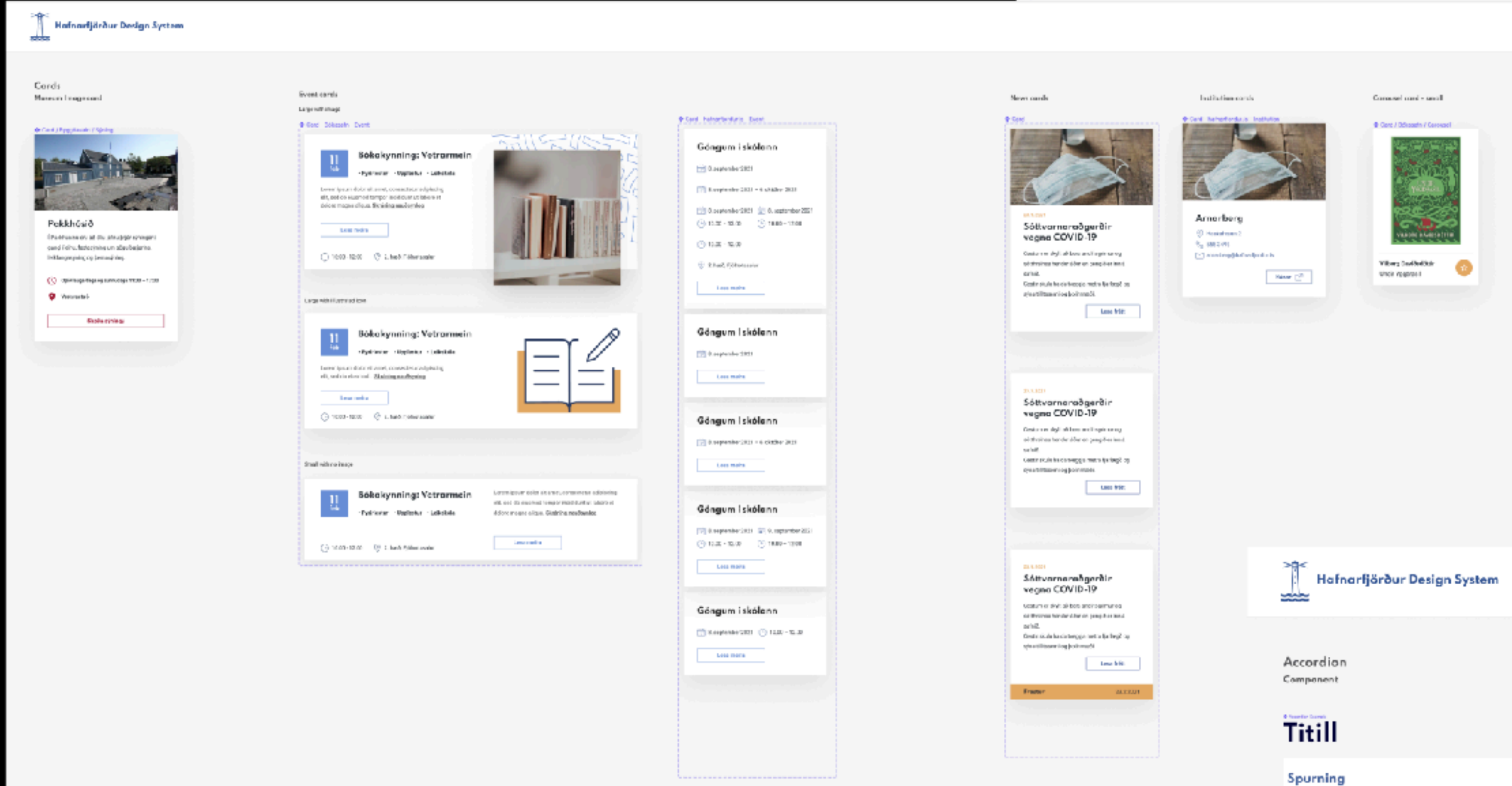
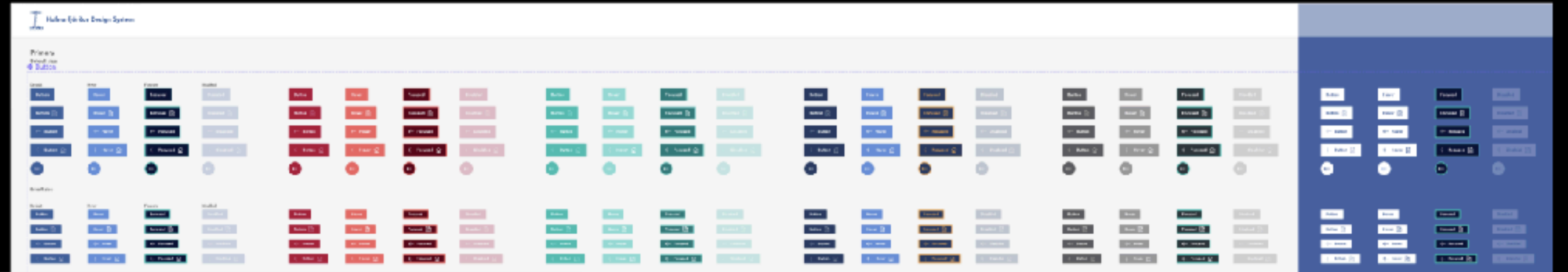
Nærtækari dæmi

Vitinn - Hönnunarkerfi Hafnarfjarðarbæjar

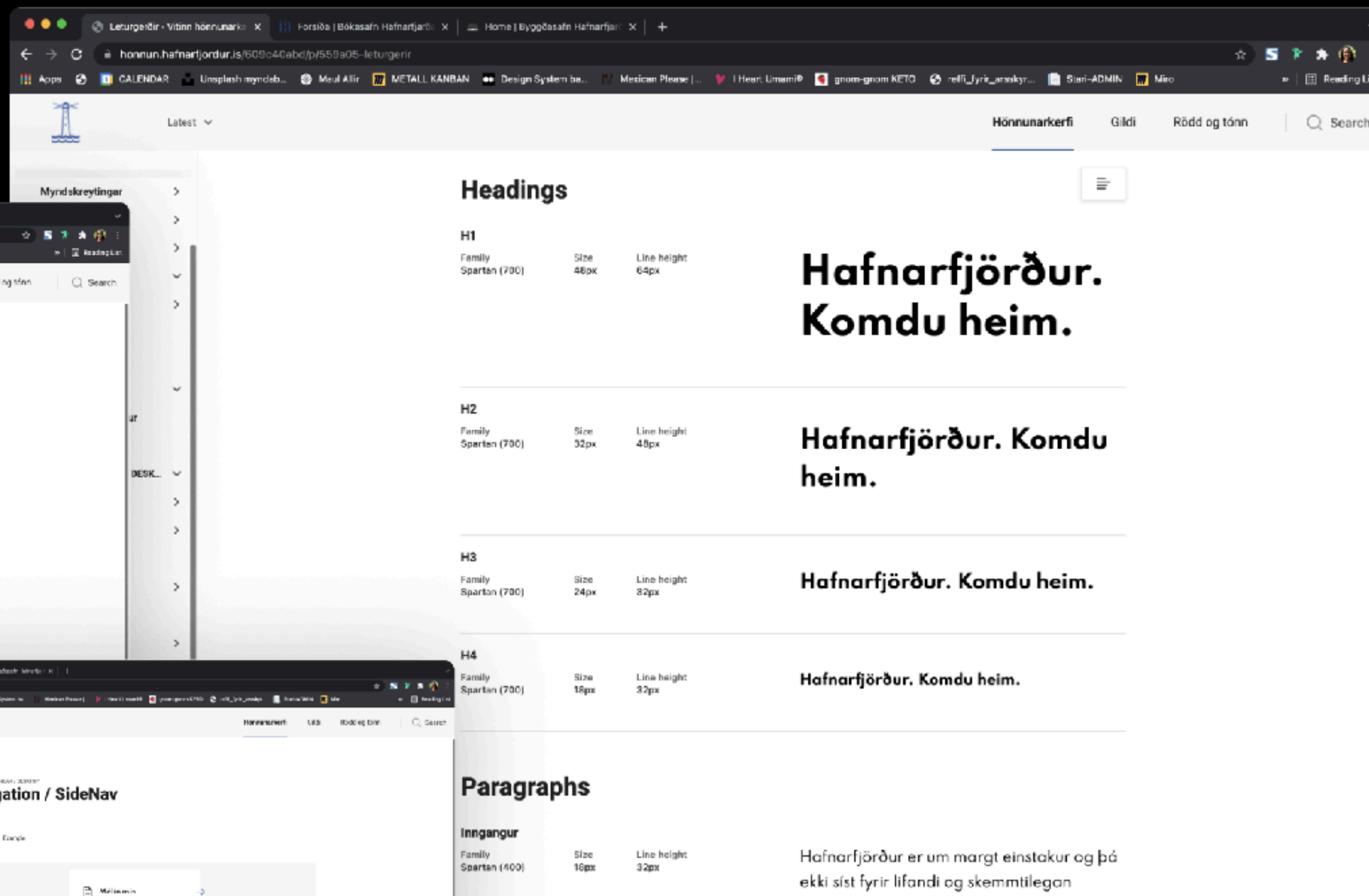
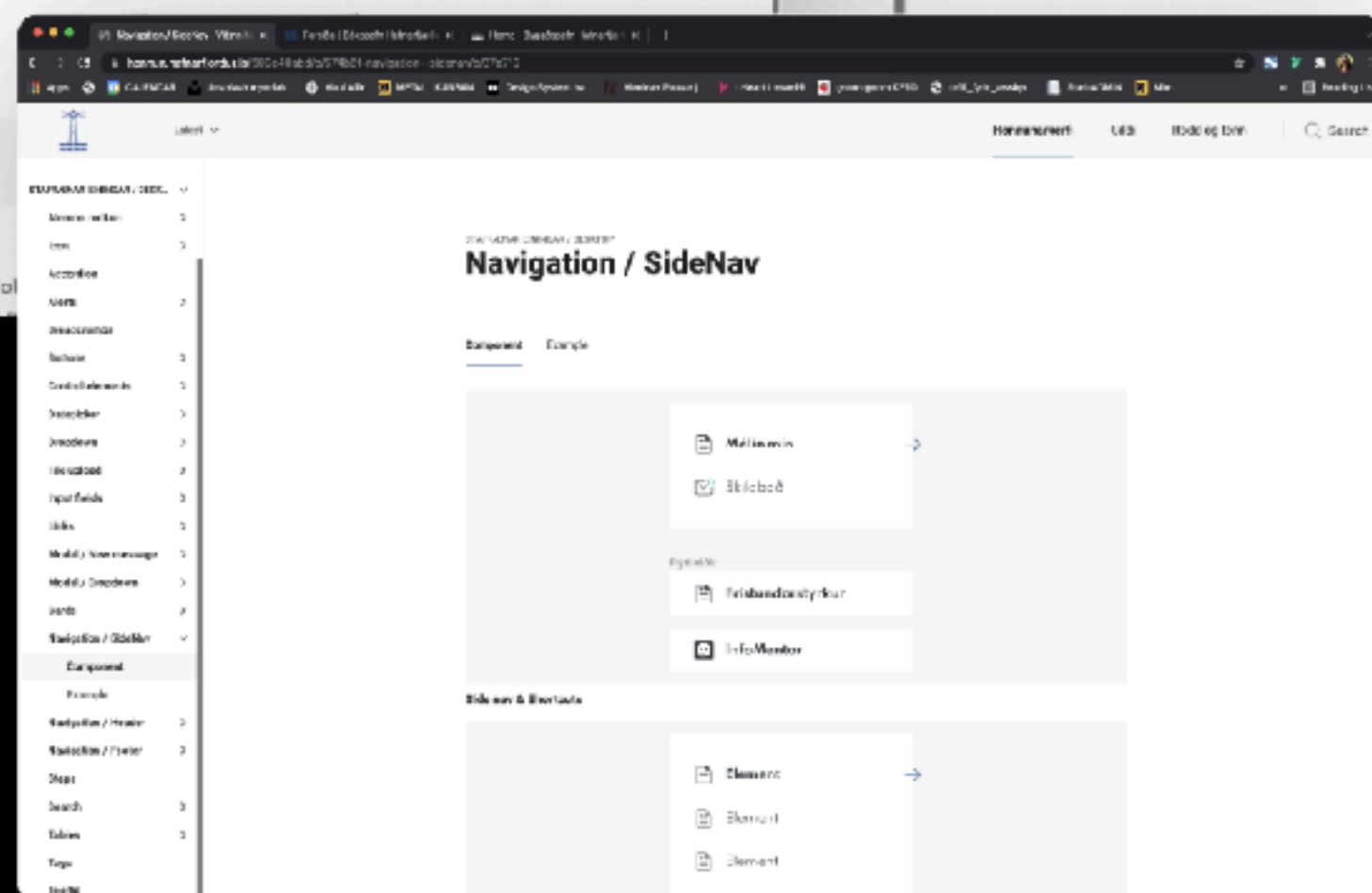
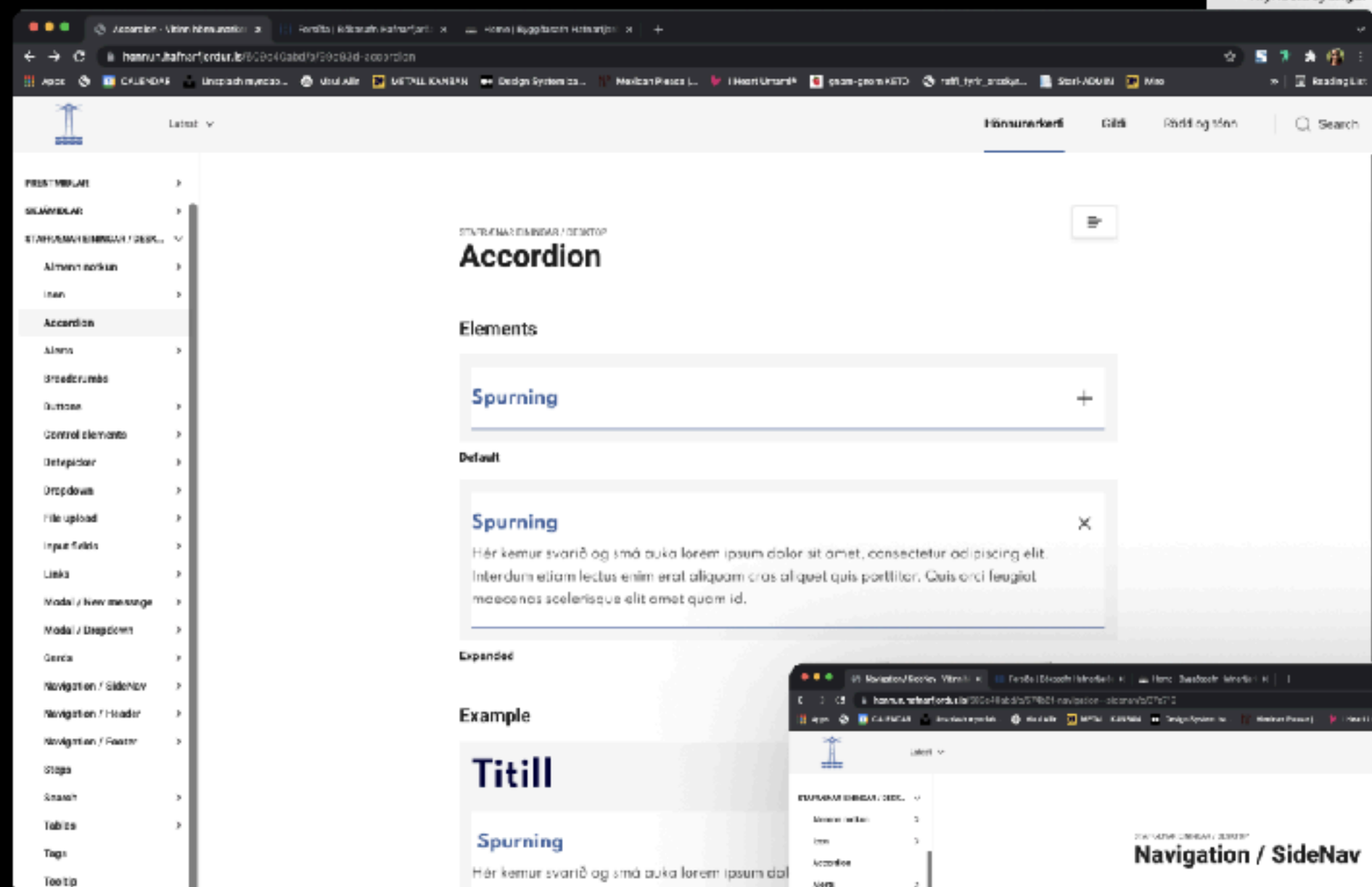
<https://honnun.hafnarfjordur.is/>



Vitinn - Figma



Vitinn - Zeroheight



zeroheight

Help Community Pricing Careers Login Try for free

Increase adoption of your design system

Create a central hub for designers, engineers, product and marketing teams. Connect everyone working with your design system.

Start documenting for free

Sync design and code

Create a single source of truth for all aspects of your design system, bringing together the tools your teams already love.

Xd Figma Sketch S and many more

Uploads

- Design system components (Last updated 3 minutes ago)
- Design system illustrations (Last updated 5 days ago)
- Components playground (Last updated 2 weeks ago)
- Legacy illustrations (Last updated 4 months ago)

- Integrate seamlessly with your favorite design tools
- Interact with Storybook components & code examples
- Add context with prototypes, videos, and roadmaps

Collaborate with ease

Transform the way your team shares guidelines and best practices. Work together to iterate on content and gather feedback as you go.

- Leave comments in context across your documentation
- Collect feedback from your viewers
- Inspect components for a smoother hand-off process



Vitinn - Afurðir

Bygðasafn Hafnarfjarðar er minja- og ljósmyndasafn Hafnarfjarðarbæja

Bóka heimsókn hópa

Hlutverk safnsins er að safna og skrásetja, varðveita, forvænningarsögu svæðisins og kynna þær almenningi. Minja Hafnarfjarðar og nágrenni hans.

Mínar síður

Málin mín

Skilaboð

Fylgileiðir

Fristundarstyrkur

InfoMentor

Málin mín

Hér birtast þín mál sem eru skráð í skjalageymslu sveitafélagsins. Ef um er að ræða eldri mál er óvíst að þú sjáir...

Dags.	Mál nr.	Lýsing	Staða máls
20.11.2020	123456	Umsókn um skólavist	Samþykkt
20.11.2020	123456	Umsókn um skólavist	Ath.
20.11.2020	123456	Umsókn um skólavist	Samþykkt

[Öll mál](#)

Skilaboð

Hér birtast þín mál sem eru skráð í skjalageymslu sveitafélagsins. Ef um er að ræða eldri mál er óvíst að þú sjáir...

Dags.	Efni	Sendandi
20.11.2020	Umsókn um skólavist	David Young

Bókasafn Hafnarfjarðar

Þjónusta Safnkostur Viðburðir Safnið

Afgreiðslutímar → mán 10-19 þri 10-19 mið 10-19 fim 10-19 fös 11-17 ísu 11-15 sep-maf

Velkomin á Bókasafn Hafnarfjarðar

Bóka rabbrýmið

Bóka leik- & grunnskólar heimsókn





Báđum megin við borđiđ

island.is - Hönnunarkerfið

The screenshot shows the website's interface. At the top left is the 'island.is' logo. To its right is a search bar with the text 'Leitaðu á Ísland.is' and a magnifying glass icon. Further right are buttons for 'Mínar síður', 'EN', and 'Valmynd'. Below the search bar is a large banner with an illustration of people working and the text 'Stafrænt Ísland'. On the left side, there are two vertical navigation menus. The first menu, titled 'Efnisyfirlit', contains links for 'Þjónusta Ísland.is', 'Þróun Ísland.is', 'Markmið', and 'Stafræn stefna'. The second menu, titled 'Um okkur', contains links for 'Verkefnasögur', 'Skýrslur og úttektir', 'Ráðstefnur og fundir', 'Elementt', 'Innra teymi', and 'Fréttabréf'. Below these menus is a section titled 'Reynslusögur' with an illustration of a person at a laptop and a speech bubble. The main content area on the right features a paragraph about the government's goal for digital communication, followed by a section titled 'Tímalína verkefna' with a timeline of projects from 2019 to 2021. The timeline includes 'Rafræn veðskuldabréf', 'Þjónustuvefur sýslumanna', 'Þjónustuvefur Ísland.is', 'Tilkynning um slys hjá Sjúkrtryggingum', and 'Rafrænar greiðsluáætlanir'. The timeline is a horizontal line with colored segments (red, purple, blue) and circular markers for each project. The year 'nóvember 2021' is marked on the timeline.

island.is

Leitaðu á Ísland.is

Mínar síður EN Valmynd

Stafrænt Ísland

Markmið ríkisstjórnarinnar er að stafræn samskipti verði megin samskiptaleið fólks og fyrirtækja við hið opinbera. Þannig má einfalda líf þeirra sem búa og starfa á Íslandi. Stafrænt Ísland, sem heyrir undir fjármála- og efnahagsráðuneytið, vinnur að þessum markmiðum þvert á ráðuneyti og stofnanir.

Tímalína verkefna

Á tímalínunni má sjá nokkur af núverandi verkefnum og skyggjast inn í framtíðina.

2019

þjónustuvefur sýslumanna

Tilkynning um slys hjá Sjúkrtryggingum

nóvember 2021

Þjónustuvefur Ísland.is

Rafræn veðskuldabréf

Rafrænar greiðsluáætlanir

Efnisyfirlit

- Þjónusta Ísland.is
- Þróun Ísland.is
- Markmið
- Stafræn stefna

Um okkur

- Verkefnasögur
- Skýrslur og úttektir
- Ráðstefnur og fundir
- Elementt
- Innra teymi
- Fréttabréf

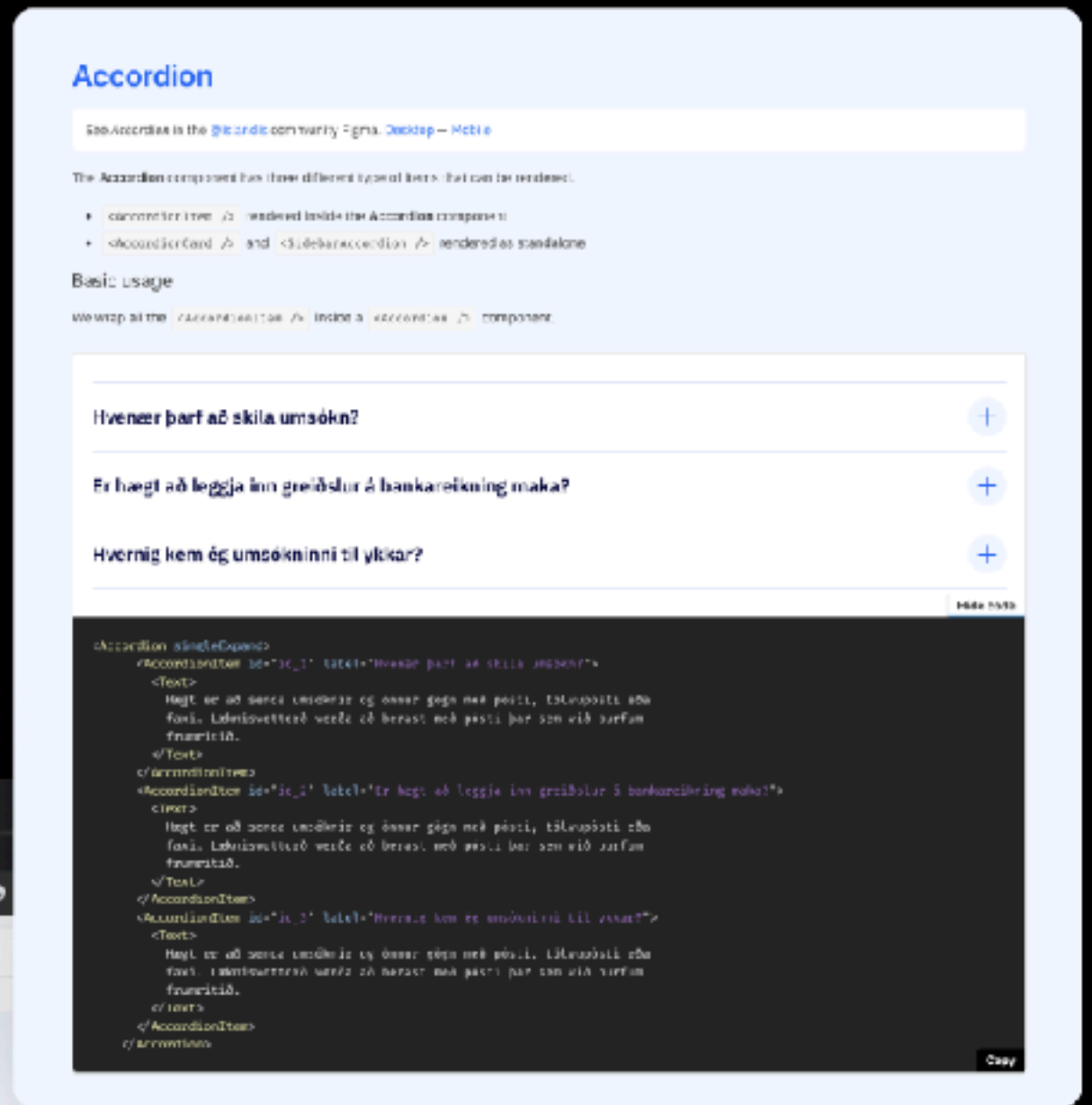
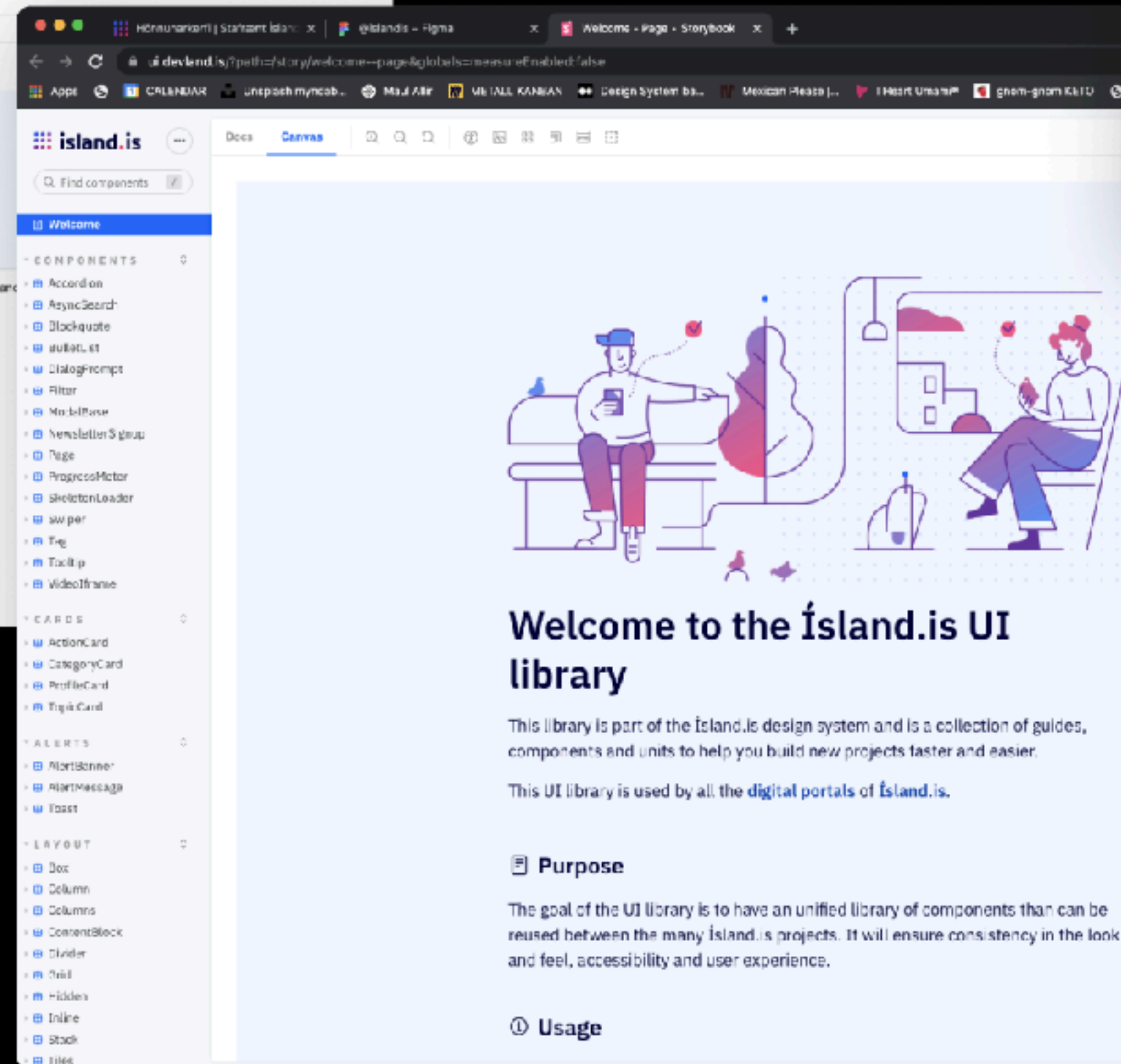
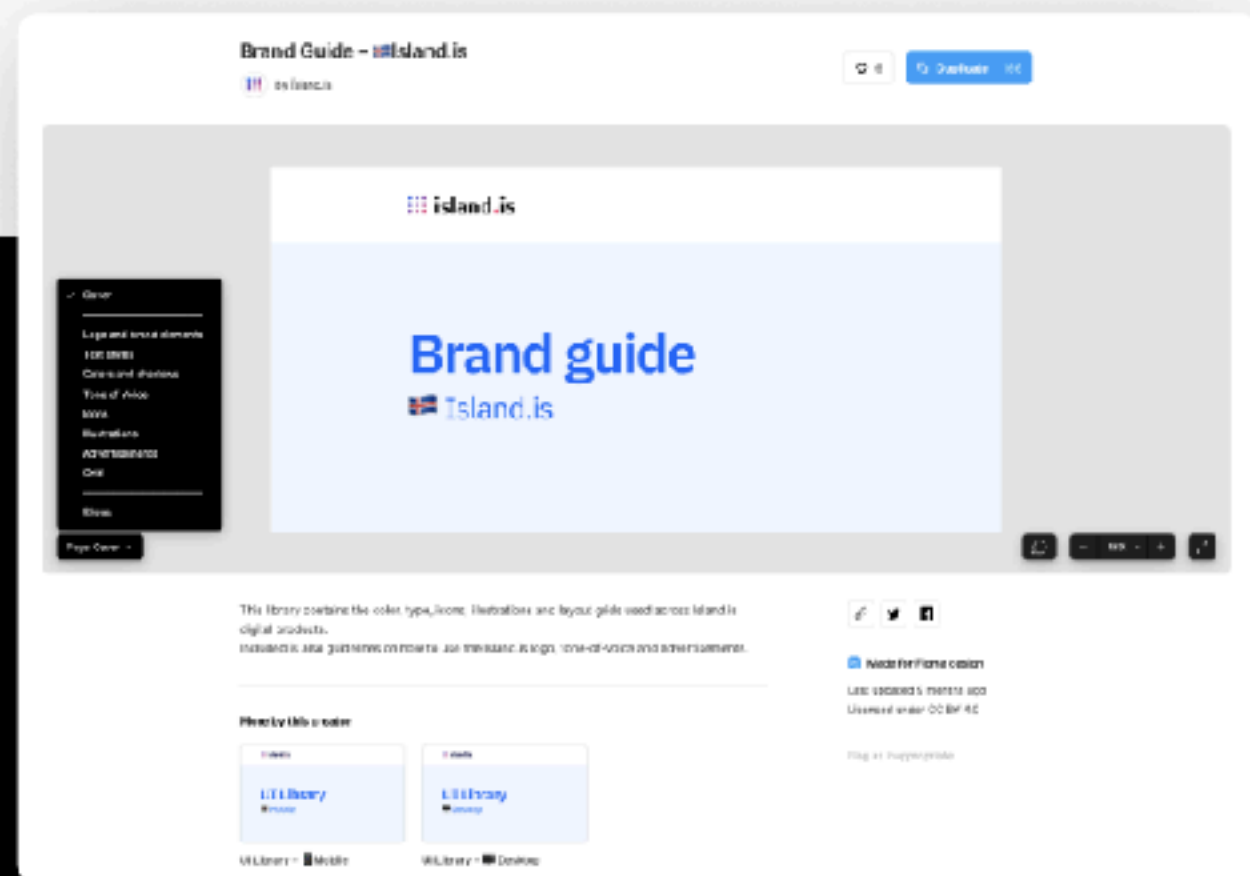
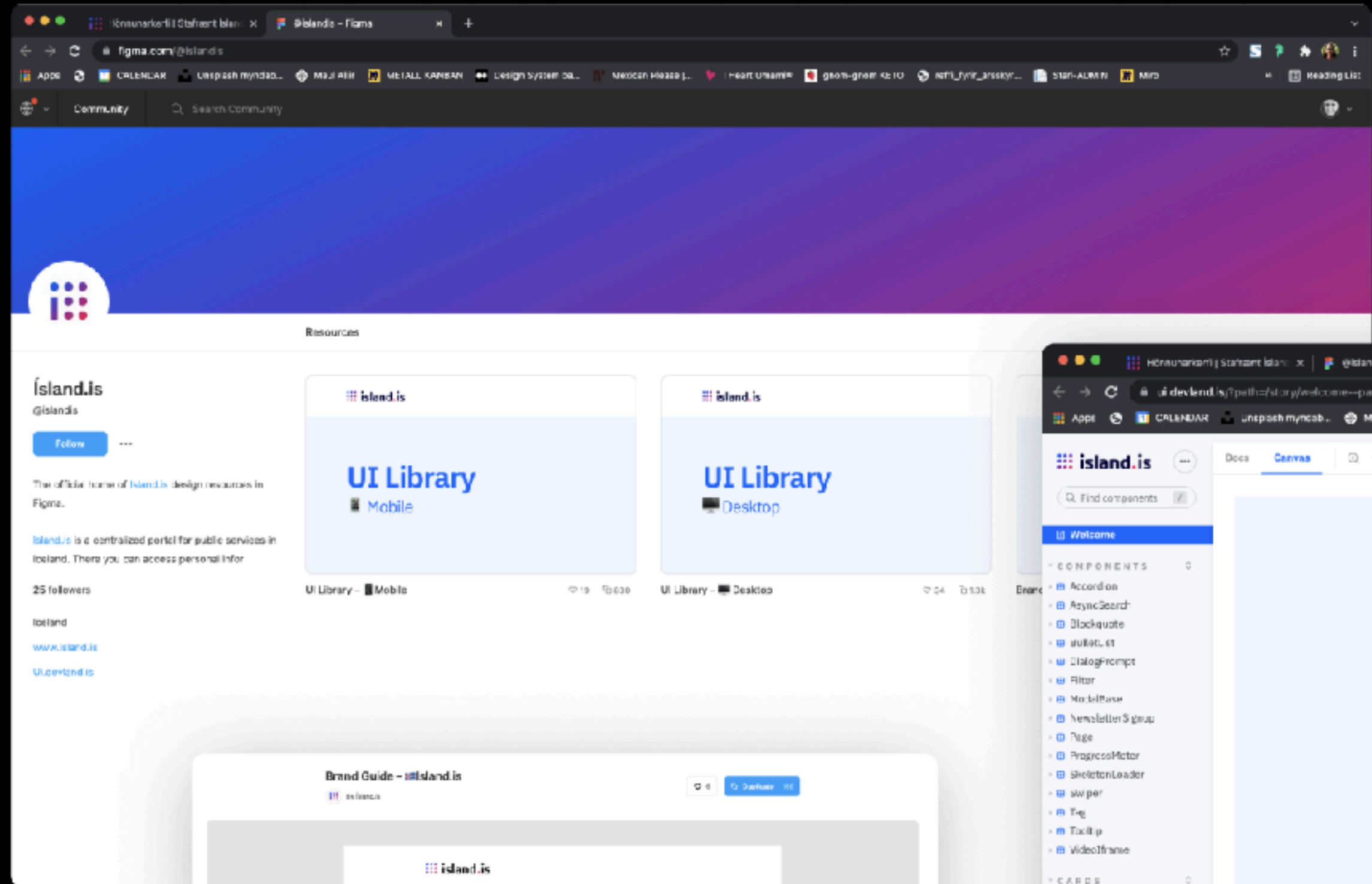
Reynslusögur

Reynslusögur ykkar af opinberri þjónustu hjálpa okkur að gera hana betri og Anægilegt.



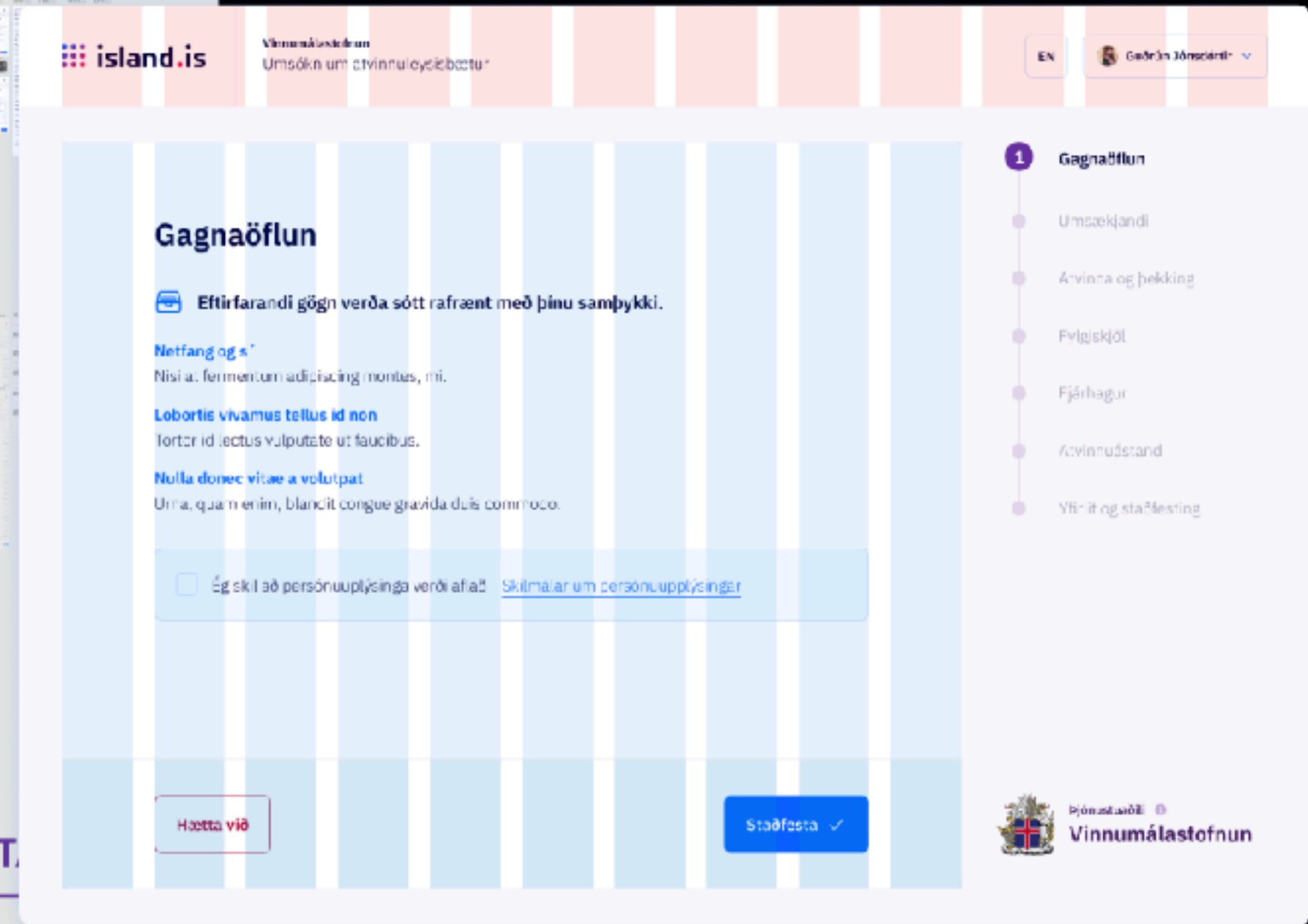
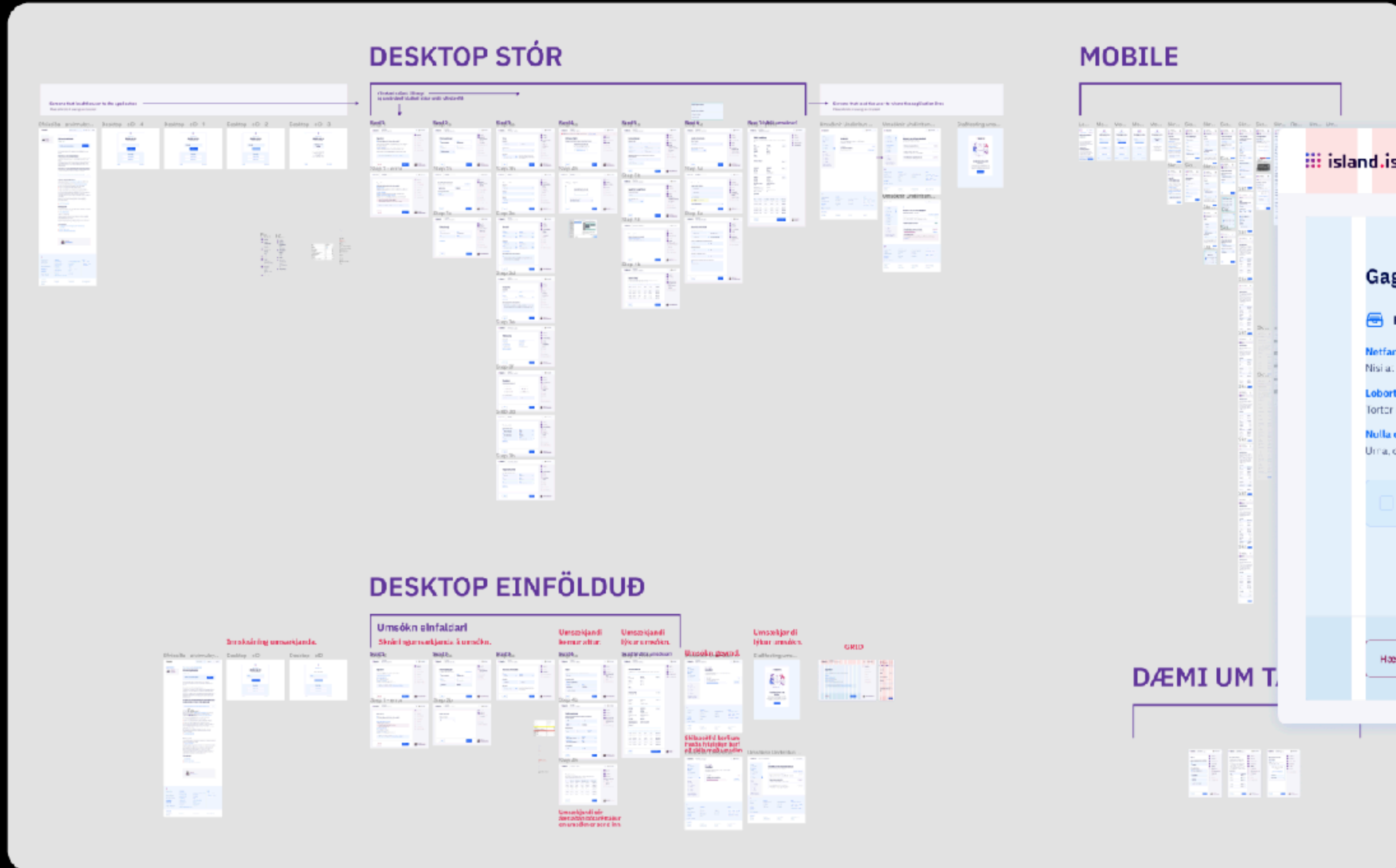
island.is - Figma / Storybook

<https://www.figma.com/@islandis> / <https://ui.devland.is/>



island.is - Umsókn um atvinnuleysisbætur

48 klst • Skalanleg hönnun
+ forritaðar einingar



Go Team Satan!





Takk fyrir að hlusta

Jóhanna @ METALL