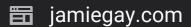
# **Building Labcoat**

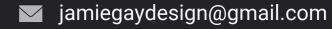
Quest Diagnostic's Design System

## **Jamie Gay**

Product Design / UX / Creative Direction







# Understanding the need for a design system

This began as a self-iniated project. I saw the need and the opportunity to alleviate issues for both development and design after a few short months working for Quest Diagnostics for only a few months.

I currently lead the design effort and work closely with our lead developer to build out the design system.

# The main reasons Quest needed a design system:

- Existing styleguides and guidelines are not aligned or followed
- Product teams work in silos with little or no communication;
   often working off multiple code bases
- Inconsistencies and technical problems disrupts the user experience across the product portfolio

- A lot of time and effort spent on implementation decisions
- At scale, the inefficiences were creating both technical and design debt by shipping one-off solutions
- There was little to no focus on accessibility

# Some obstacles we've faced in getting Labcoat off the ground:

## **Obstacle 1**

Quickly build a proof of concept and apply it to a project to show value with only 2 resources working on the design system (usually at 50% or less capacity) at one time.

## **Solution**

Set up a better way for designers and developers to contribute when they had free time from normal tasks.

## **Obstacle 2**

Selling the design system as a single source of truth. We ran into a lot of territorial stakeholders at first.

#### **Solution**

We found the right people to talk to and setup an ongoing dialog. It was important that they felt like they were contributors and not being dictated to.

## **Obstacle 3**

Getting funding and resources for the design system, so it would be treated as an actual product.

## **Solution**

Still trying to figure this one out.

# **Process Overview**

Phase 1

Audit

Understand

Ideate

Design

Test

Analyze

Analyze

Phase 2

Define

Design

Design

Dev

Test

Analyze

Analyze



# **Auditing the Quest User Experience**

We did an extensive audit of all Quest products and websites. We created an inventory of all UI elements, components, and layouts by completing a user flow analysis to pin point UI inconsistencies.

We also gathered a list of issues from customer service and user feedback to help validate our assumptions of certain issues.



# Audit and Analyze color usage

There were a few color palettes being used across Quest because most design work was outsourced until recently. In addition, the brand color palette was created mainly for print.

Brand Guidelines Color Palette	Quartz Digital Styleguid Color Palette	le	Agency Color Palette (Sketch)		Agency Color Palette (Identity PDF)
#35792A	#35792A	#3D83E1	#35792A	#FFFFFF	#35792A
#C6D52F	#22672A	#00ACEA	#22672A	#F8F8F8	#034C1F
#034C1F	#19551F	#5E8AB4	#19551F	#ECECEC	#C6D52F
#5E8AB4	#C4D809	#00587C	#C4D809	#DEDEDE	#00587C
#00587C	#77A32D	#80276C	#B4C700	#D8D8D8	#C35600
#DAAA00	#B4C700	#FFFFFF	#F44336	#A7A8AA	#80276C
#80276C	#FFEC02	#F8F8F8	#FF9800	#63666A	#B40C2F
#A7A8AA	#FFF78D	#ECECEC		#000000	#FFFFFF
#63666A	#DAAA00	#D8D8D8			#F2F2F2
#B40C2F	#E65100	#A7A8AA			#DEDEDE
#000000	#D32F2F	#63666A			#63666A
	#B71C1C	#333333			#333333
		#222222			



# **Analyze color accessibility**

Since we wanted to put an emphasis on accessibility, we went through the color palettes and assessed whether they passed accessibility standards.

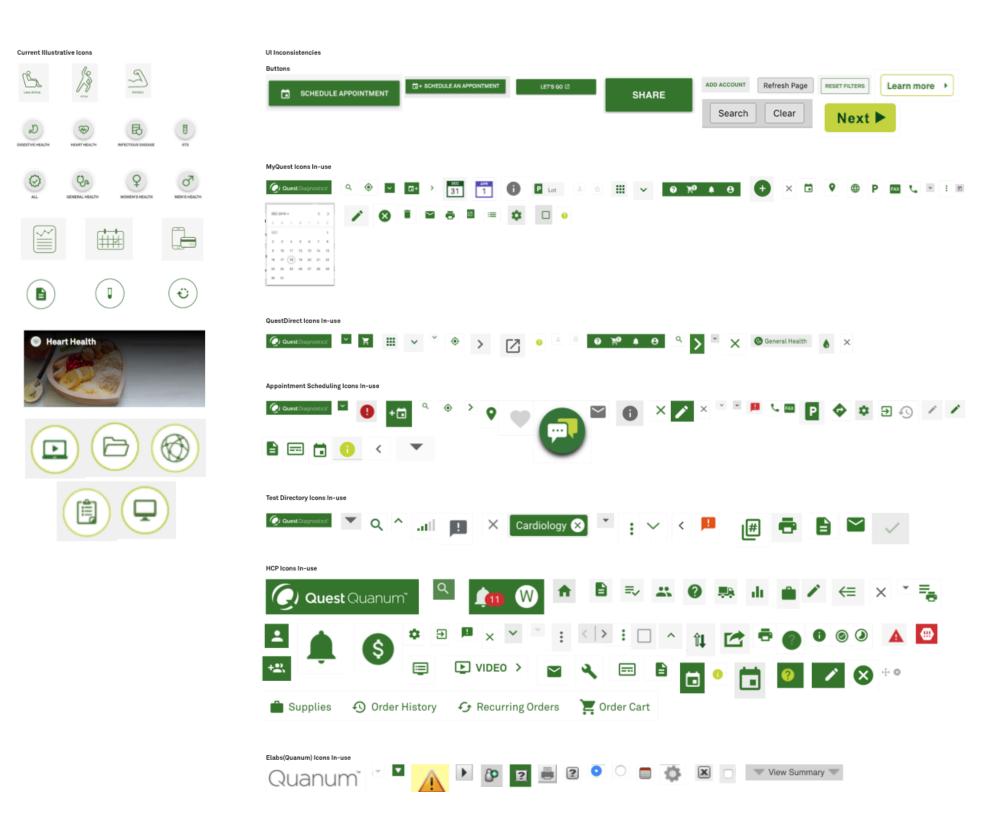
#### **Color and Contrast Accessibility Background Colors** #63666A #222222 #D8D8D8 #A7A8AA #333333 **Foreground Colors** #FFFFFF #F8F8F8 #ECECEC $\odot$ $\bigotimes$ $\odot$ $\odot$ $\bigotimes$ $\bigotimes$ $\bigotimes$ #35792A $\odot$ $\bigotimes$ $\odot$ $\odot$ $\odot$ $\bigotimes$ $\otimes$ $\bigotimes$ #22672A $\odot$ $\bigotimes$ $\odot$ $\odot$ $\bigotimes$ $\bigcirc$ $\overline{-}$ $\bigotimes$ #19551F $\bigotimes$ $\bigotimes$ $\bigotimes$ $\overline{-}$ $\bigotimes$ $\bigotimes$ $\odot$ $\bigcirc$ #C4D809 $\bigotimes$ $\bigotimes$ $\bigotimes$ $\bigotimes$ $\bigotimes$ $\bigotimes$ <u>-</u> $\bigotimes$ #77A32D $\bigotimes$ $\bigotimes$ $\bigotimes$ $\bigotimes$ $\odot$ $\bigotimes$ #B4C700 $\odot$ $\bigotimes$ $\bigotimes$ $\bigotimes$ $\bigotimes$ $\odot$ $\bigotimes$ $\bigcirc$ #FFEC02 $\bigotimes$ $\bigotimes$ $\bigotimes$ $\bigotimes$ × $\odot$ $\odot$ $\odot$ #FFF78D $\bigotimes$ $\bigotimes$ $\odot$ $\bigotimes$ $\otimes$ $\odot$ $\bigotimes$ #DAAA00 $\overline{-}$ $\bigotimes$ $\overline{-}$ $\overline{-}$ $\bigotimes$ $\overline{-}$ #E65100 $\odot$ $\bigotimes$ $\bigotimes$ $\bigotimes$ $\odot$ #D32F2F $\odot$ $\odot$ $\bigotimes$ $\odot$ $\bigotimes$ $\bigotimes$ $\langle x \rangle$ $\odot$ #B71C1C



# **Complete Layout** and UI Audit

We took inventory of Quest's products and websites to get an overall sense of where can improve the UI/UX.

We also gathered user feedback from ongoing projects to understand any pain points.





# **Designing with users in mind**

After completing the audit, it was clear that Quest teams worked in a lot of design and development silos. From a single flow, a user could see a few different executions of the same element or component.

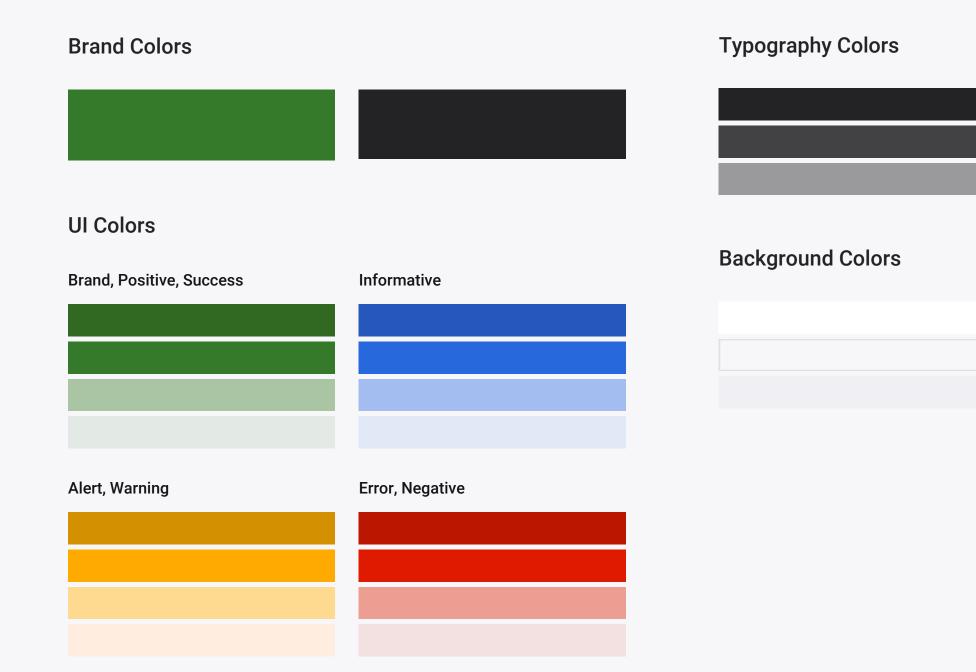
With accessibility in mind, I updated the UI color palette, introduced a typographic scale, and applyied best practices such as line lengths and mobile touch points.



# Updated and Intentional Color Palette

The Quest brand green was used for almost everything.
There were few guidelines around the usage which led to open interpretation and overuse.

We restricted the use of the brand green to specific instances. I also introduced a color scale for the UI colors and reduced the number of colors used overall.





# **Typography**

Quest's brand font, Akkurat, was limiting for digital applications. There were issues with the numerals at smaller sizes which was a problem for many of their analytical products.

I was able to work with the brand team to find a font that was similar and gave us the flexibility we needed while solving the numeral issue.

# Roboto Rr 68

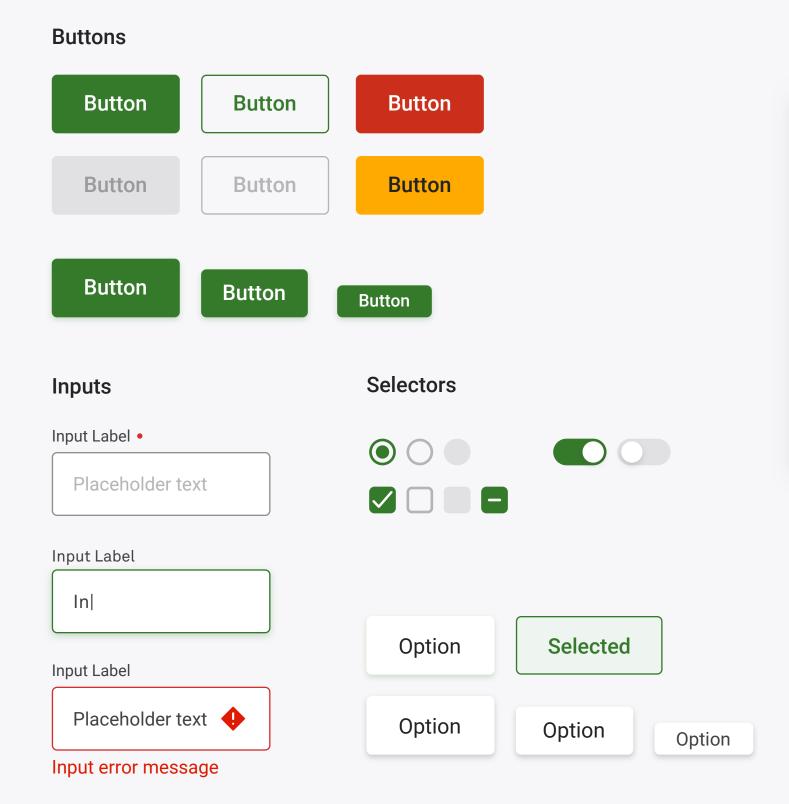
Text Style	Typeface + Weight	Size	Line
display-1	Roboto Medium	36 px	40 px
display-2	Roboto Medium	28 px	32 px
h1	Roboto Bold	24 px	32 px
h2	Roboto Bold	20 px	28 px
h3	Roboto Bold	18 px	24 px
h4	Roboto Bold	16 px	20 px
h5	Roboto Bold	14 px	20 px
body-base	Roboto Regular	15 px	24 px
body-small	Roboto Regular	13 px	20 px
disclaimer	Roboto Regular	12 px	20 px



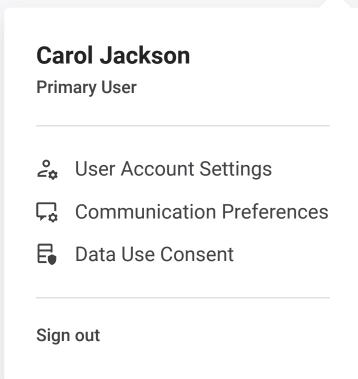
# **UI Components**

Previously, Quest used a mix of Material design and custom executions. However, that was not an ideal UI for a majority of the products that Quest has, especially inputs.

We decided to go with a more clear indication of inputs. And stricter guidelines on padding and spacing for all components using a soft 4 px grid.



#### **User Menu**



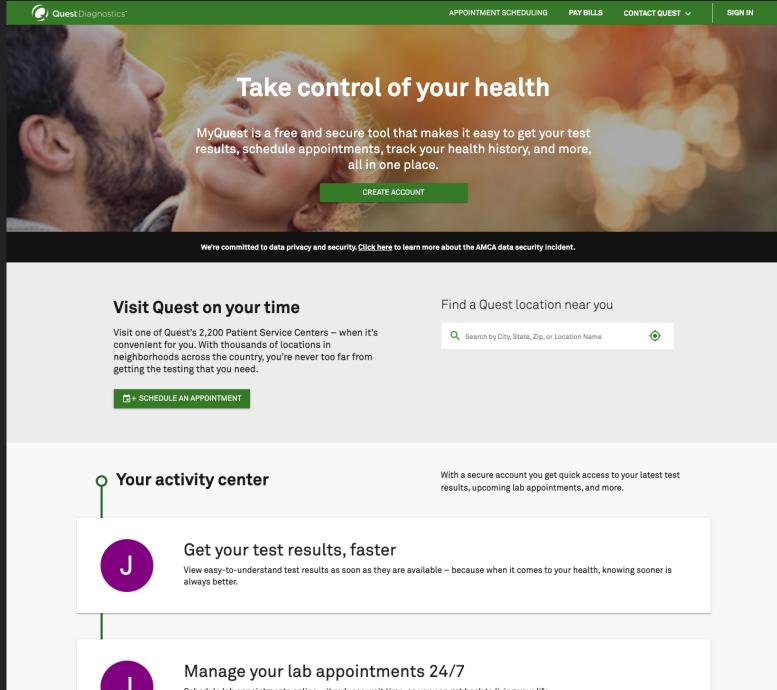


# **Applying Labcoat UI**

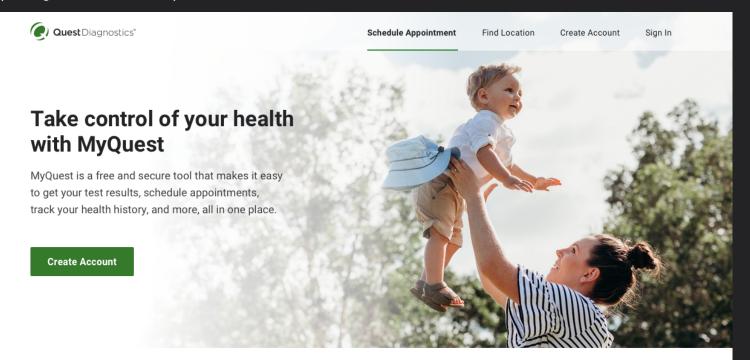
Before and after screens for a few of the projects I worked on.

## **MyQuest Landing Page**

#### Before (Current)



#### After (I designed with Labcoat)



We are excited to announce that you can view MyQuest in the Apple Health App. Learn More

#### **Introducing your Activity Center**

With a secure account you get quick access to your latest test results, upcoming lab appointments, and more.

#### Get your test results faster

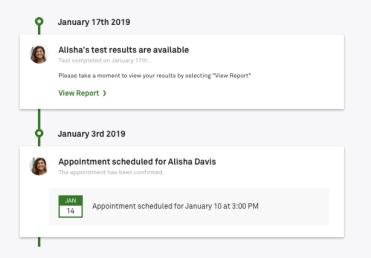
View easy-to-understand test results as soon as they are available—because when it comes to your health, knowing sooner is always better.

#### Manage your lab appointments 24/7

Schedule lab appointments online—it reduces wait time, so you can get back to living your life.

#### Discover meaningful trends in your health history

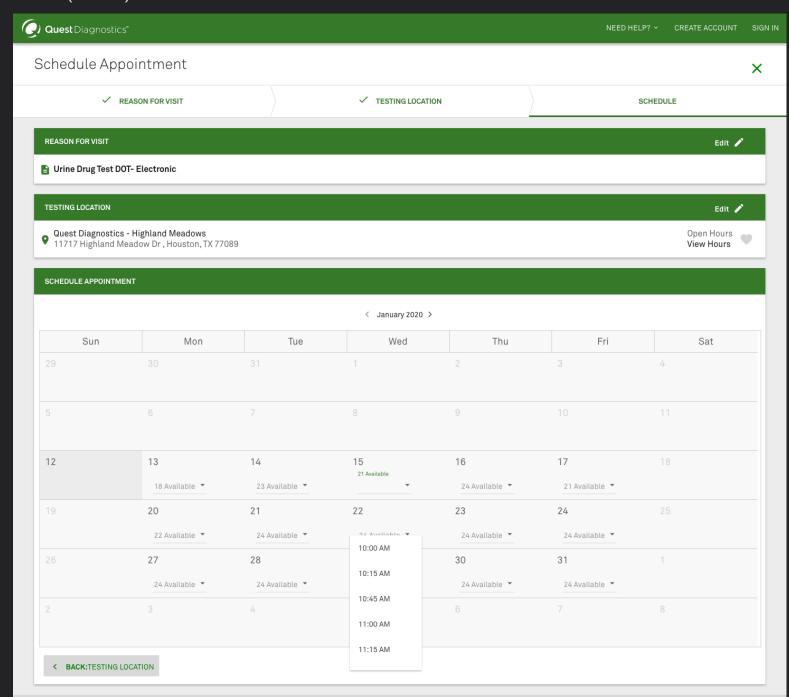
Track your test results over time to help you take informed action towards your health goals.



Schedule lab appointments online – it reduces wait time, so you can get back to living your life.

## **Appointment Scheduling**

#### Before (Current)

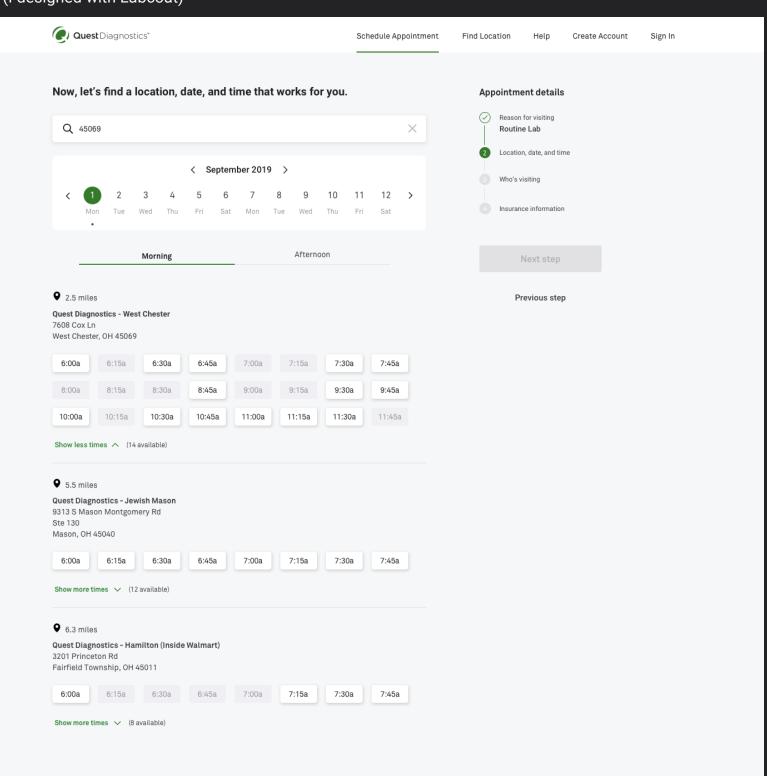


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#### After (I designed with Labcoat)



# Thanks for your time!

Please reach out if you have any questions about this project.

## **Jamie Gay**

Product Design / UX / Creative Direction



