

5.17.3.2 Using menus

5.17.25.8 Color meanings

5.17.20.4 Lists

5.17.14.1.5 Information density

5.17.9.2 System status

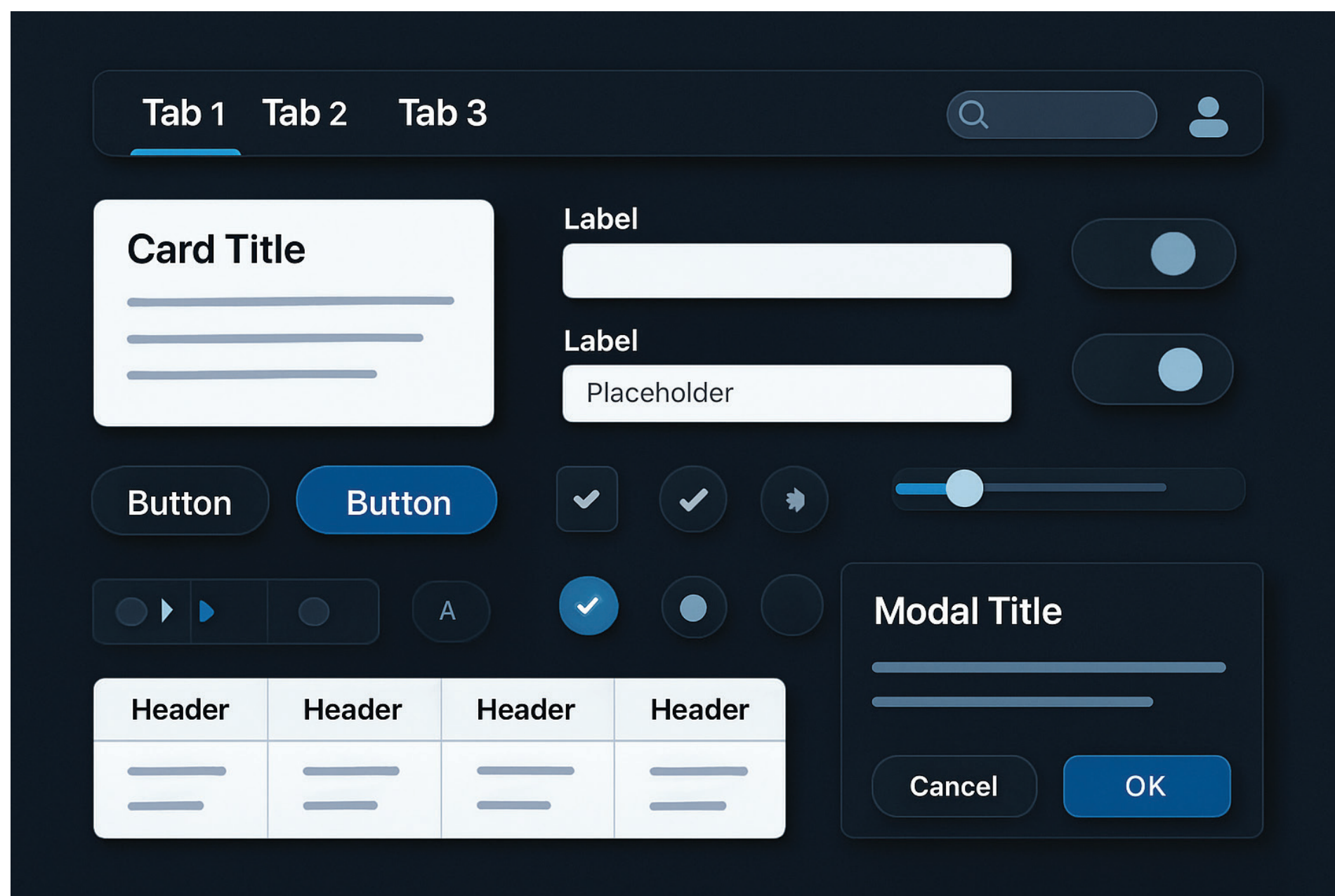
5.17.20.4 Lists

5.17.20.3 Tables

5.17.6 Form filling

Astro UXDS simplifies 1472 compliance with out-of-the-box compliant components and a suite of tools to help improve the user experience.

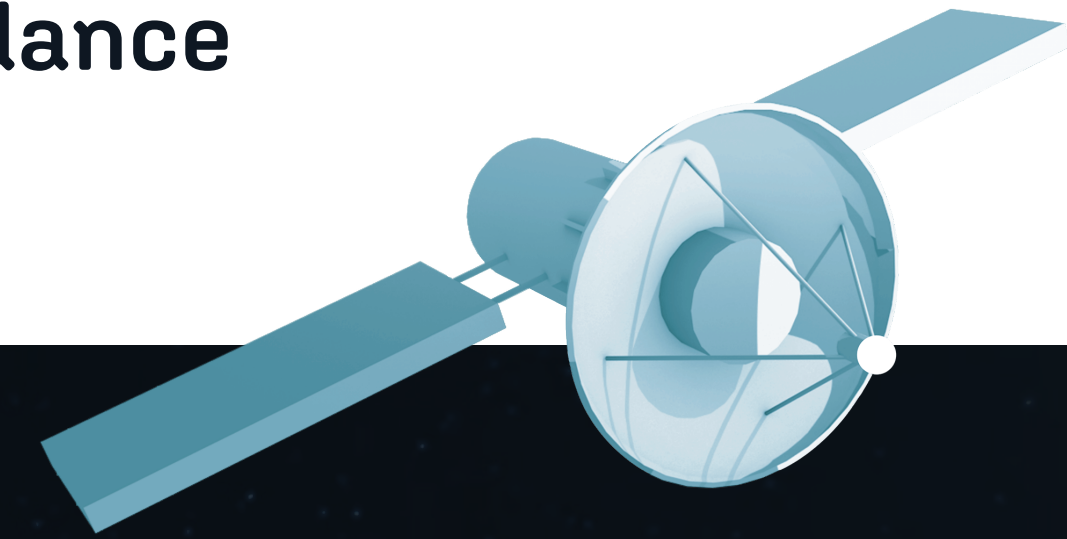
What is a design system?



- A set of reusable UI components and patterns to help provide consistency across multiple applications
- Guidance and documentation to support user experience design and front-end development

Astro is a design system for Space Force that provides tools to scale and manage a better UX across the organization.

- ✓ Web Components
- ✓ Development Guide
- ✓ Design Toolkits
- ✓ HCI Guidance



Method

In order to build a design system that is warfighter-focused and mission-ready, the Astro team draws from four key areas of knowledge to inform the design:

User Research — Astro incorporates feedback from thousands of hours working on Space Force programs and interviewing operators on a variety of satellite operations tasks. This research leads to interaction and visual designs for Astro that support decision making, increased situational awareness, and usability.

Domain Requirements — Astro conducts literature reviews on key industry and military standards like ISO 9241, SMC-S-023, MIL-STD-1472H (Section 5.17 Information Systems), and the WCAG 2 series to help inform the design requirements for Astro UXDS.

Astro components are compliant with over 95% of MIL-STD-1472H Section 5.17, greatly reducing the work required by program developers to ensure compliance.



Human-Computer Interaction Principles — Understanding how humans function during high-stress tasks and in complex domains drives design decisions for Astro from color and shape choices to solutions for information display density.

CI/CD and MOSA Development — The core process of product development that allows Space Force applications to deliver rapid capability to mission teams were key drivers in creating modular and reusable web components.

Outcomes

40+
Organizations
using Astro
UXDS

47%
Faster
development
times*

“This is not change for change’s sake, it’s about improving user experience and delivering the right capabilities, at the right time, to the right people...”

Dr. Keith Hardiman, DAF Deputy CIO (Acting)

*Based on a study by Sparkbox comparing UI development with and without an enterprise design system https://sparkbox.com/foundry/design_system_roi_impact_of_design_systems_business_value_carbon_design_system

Explore
Astro UXDS

