# Design System Governance Framework Development

2 hours

Design Systems

A design system needs governance to thrive. Without it, components become outdated. This exercise helps you establish rules, roles, and processes. We'll cover contribution, decision-making, deprecation, and evolution.

## H HOW TO RUN

### 1 Current State Assessment — 20 min

Document current design decision-making.

- Identify contribution process pain points.
- List current authority.
- Note unclear governance.

### 2 Role Definition — 30 min

Define roles: maintainers, contributors, consumers.

- Clarify decision-making.
- Establish escalation paths.
- Create role descriptions.

### 3 Contribution Process Design — 30 min

Map the journey from idea to component.

- Define contribution requirements.
- Create templates for proposals and reviews.
- Establish quality gates.

### 4 Deprecation & Evolution — 20 min

Define component deprecation.

- Create a communication plan.
- Establish versioning.
- Plan system health reviews.

### 5 Documentation — 20 min

Write governance documentation.

- Create contributor guides.
- Plan communication and training.
- Schedule the first review.

## O OBJECTIVES

- Define roles for design system management
- Create contribution processes
- Define decision-making authority
- Plan for system evolution and deprecation
- Document governance

## M MATERIALS

- ☐ Whiteboard or Miro
- ☐ Sticky notes
- ☐ Decision matrix templates
- ☐ Governance document template
- ☐ Contribution guide template
- ☐ Role description template
- ☐ RACI matrix template

## P PARTICIPANTS

5 to 8 people

## F FACILITATOR NOTES

**REMEMBER**

- Governance should enable contribution, not block it. Make contribution easy.
- Start with minimal rules and add more as needed. Measure what's important.
- Watch out for over-engineering governance too early. Unclear decision rights cause delays. Don't ignore deprecation planning.