

Live Arena Sports

Introduction

What is it?

A design system is a collection of reusable components, guided by clear standards, that can be assembled together to build any number of applications. The design system is a tool to get a unified and consistent view from the user's perspective to elevate the product as a whole.

"Design systems are always evolving, and the way you share and encourage adoption of new iterations will evolve along the way as well." –Diana Mounter

What to expect:

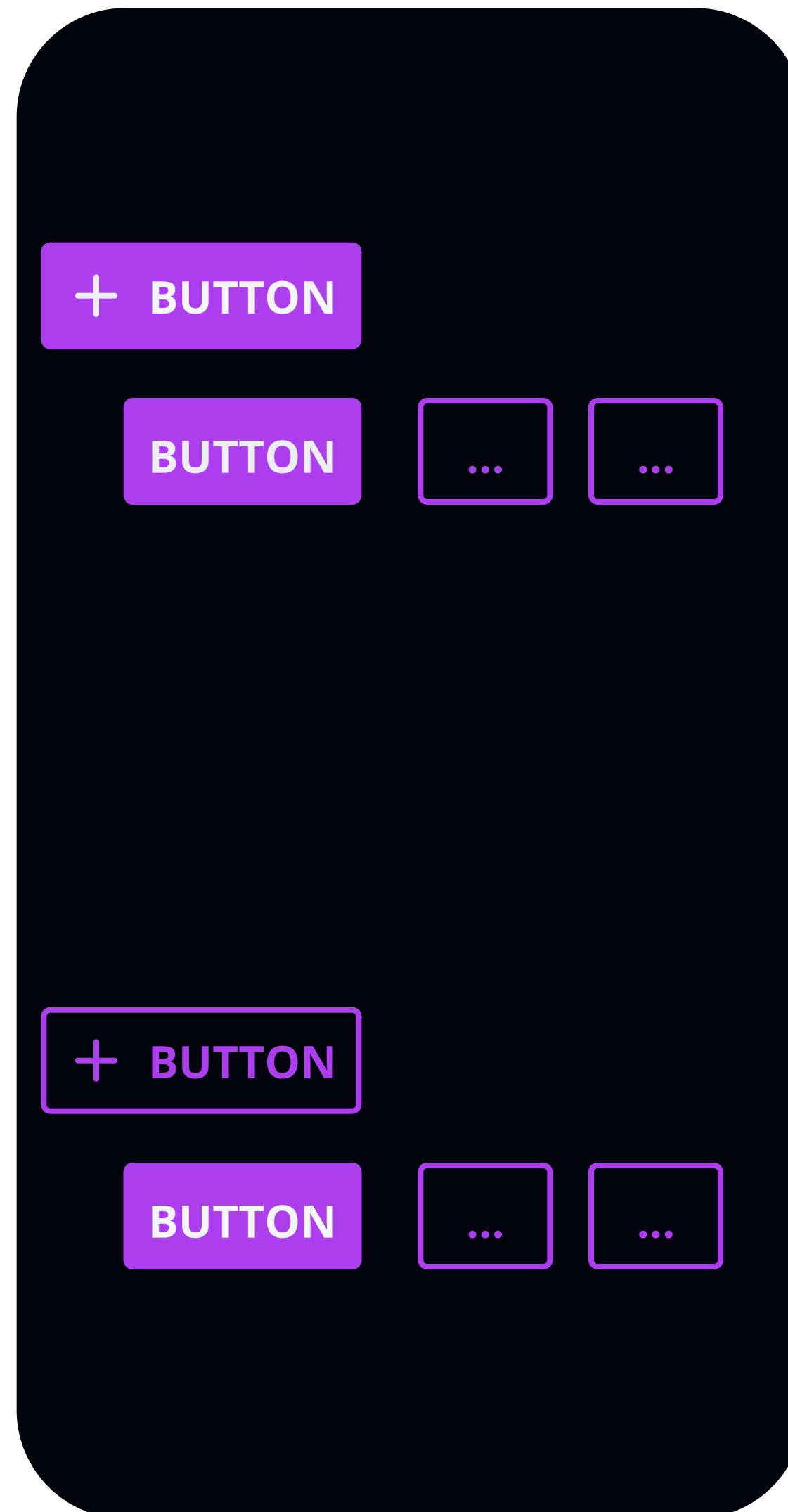
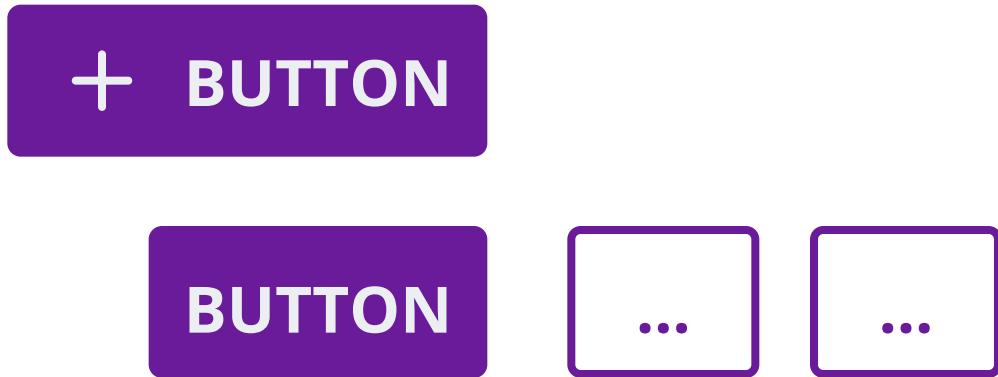
A Design System is the single source of truth which groups all the elements that will allow the teams to design, realise and develop a product. So a Design System is not a deliverable, but a set of deliverables. It will evolve constantly with the product, the tools and the new technologies.

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Buttons

Solid



- CTA (call to action) should always be a filled button in the colour Primary with the Light coloured font as it will draw the users eye to the thing button that stands out the most.

- However, if it's just a button that shouldn't be a call to action — use an outline around the button in the colour Primary with the Primary coloured font.

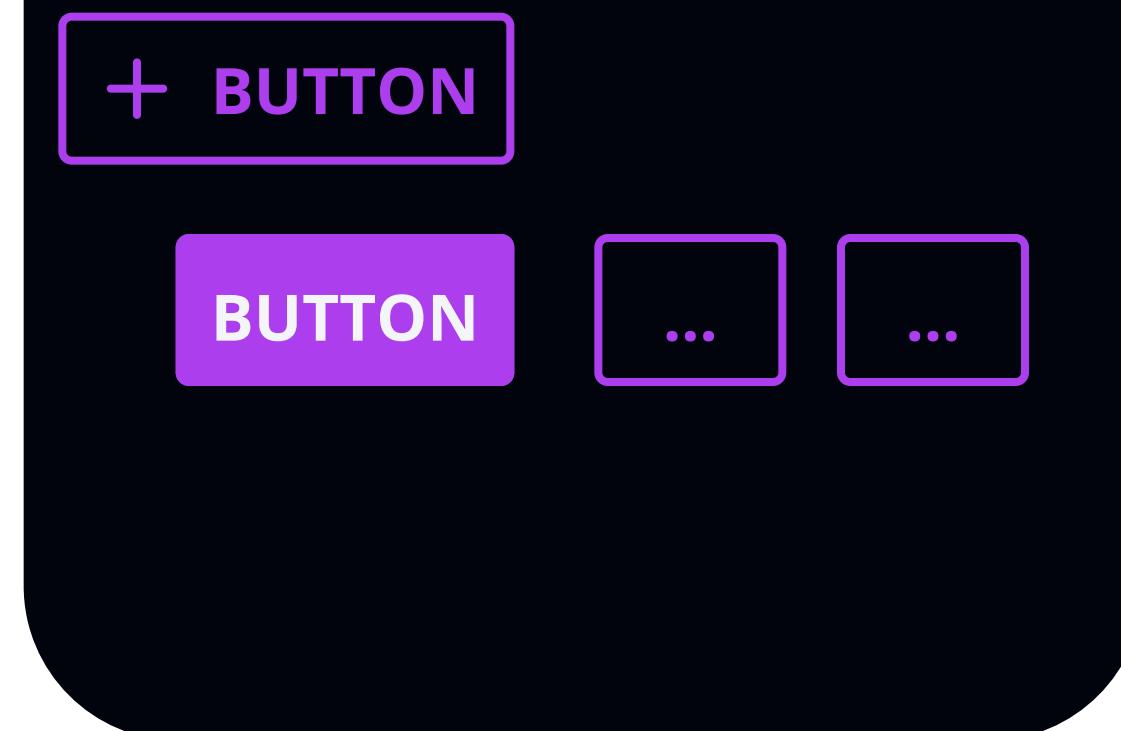
- You should use a clear button whenever it is a button that already has a clear button like feature, for example:

- more/less
- new
- add

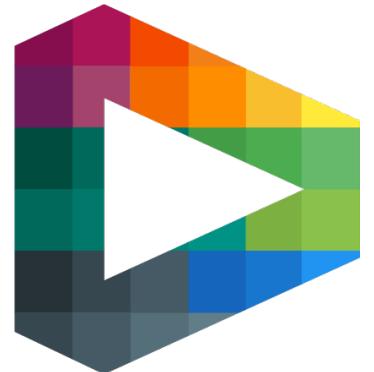
- If there are multiple choices when selecting filter etc, make sure that if the buttons aren't chosen they are outlined (around the button in the colour Primary with the Primary coloured font), however if it is chosen/selected make it look like a CTA (filled button in the colour Primary with the Light coloured font).

- Make sure to always have an icon to the LEFT of EVERY button unless it's a multiple option available.

Outline



Brand logos



**Live Arena
Sports**



Production



Production
Management



Entertainment



Studio



Analytics



Play site



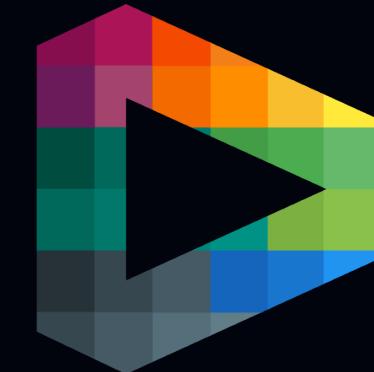
Player
Account



Team
Account



Performance
Analytics



**Live Arena
Sports**



Production



Production
Management



Entertainment



Studio



Analytics



Play site



Player
Account



Team
Account



Performance
Analytics



**Production
Management**



Studio



Playsite



**Player
Account**



**Team
Account**



**Performance
Analytics**



**Production
Management**



Studio



Playsite



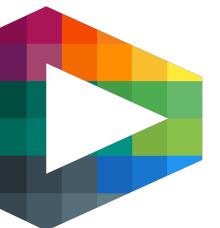
**Player
Account**



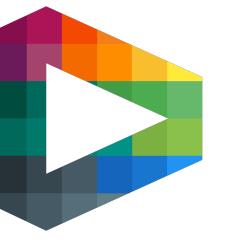
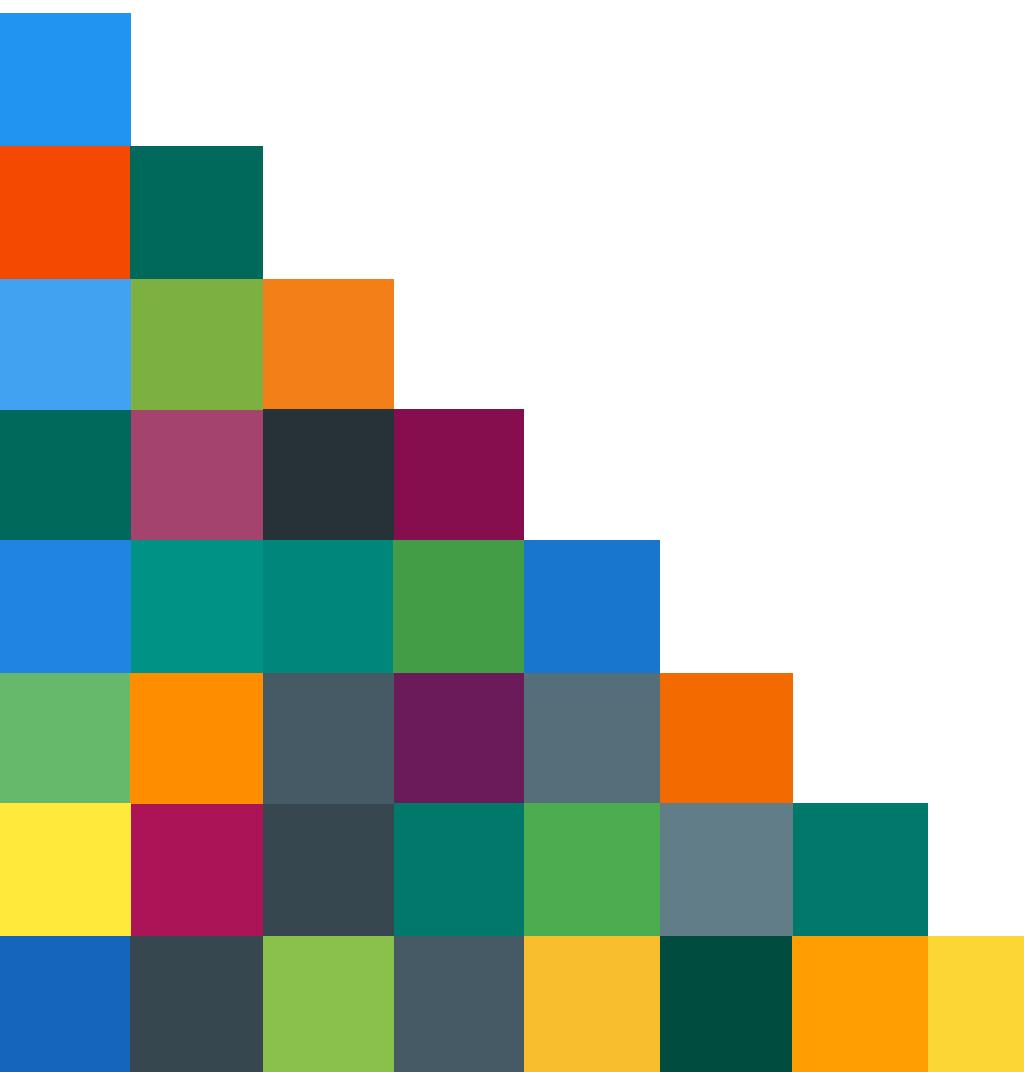
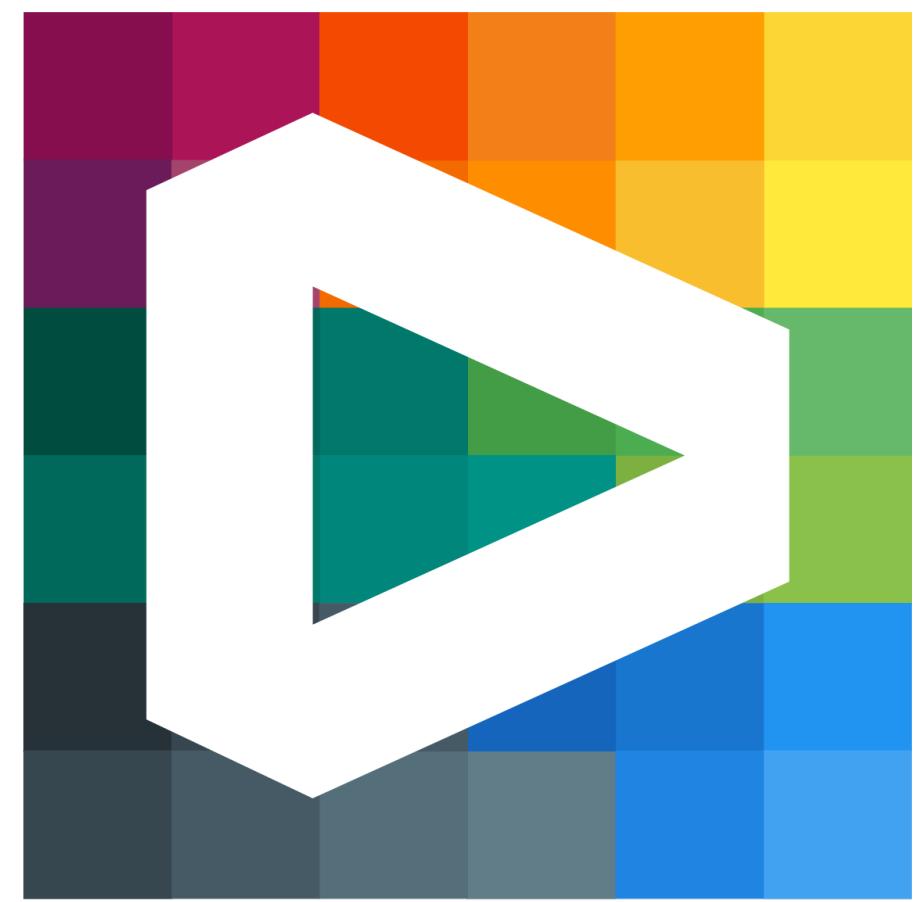
**Team
Account**



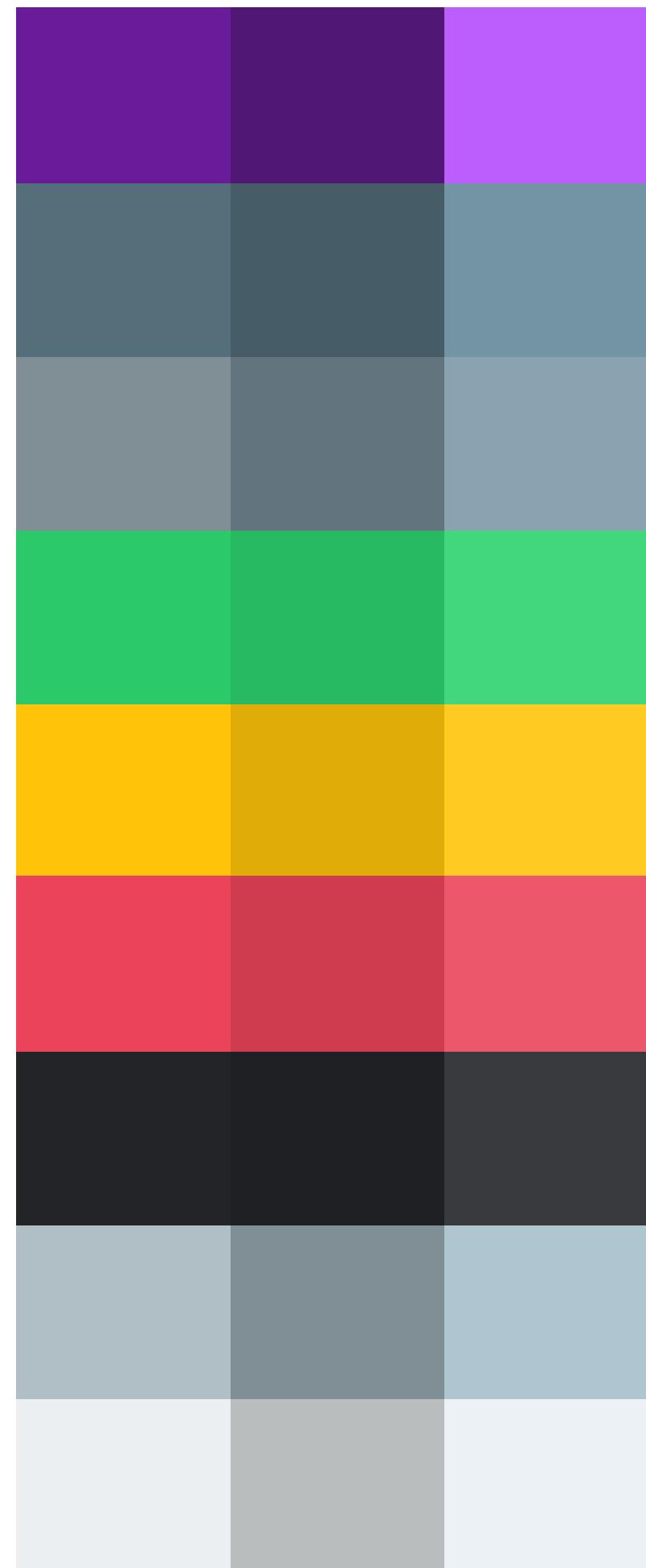
**Performance
Analytics**



Brand logos



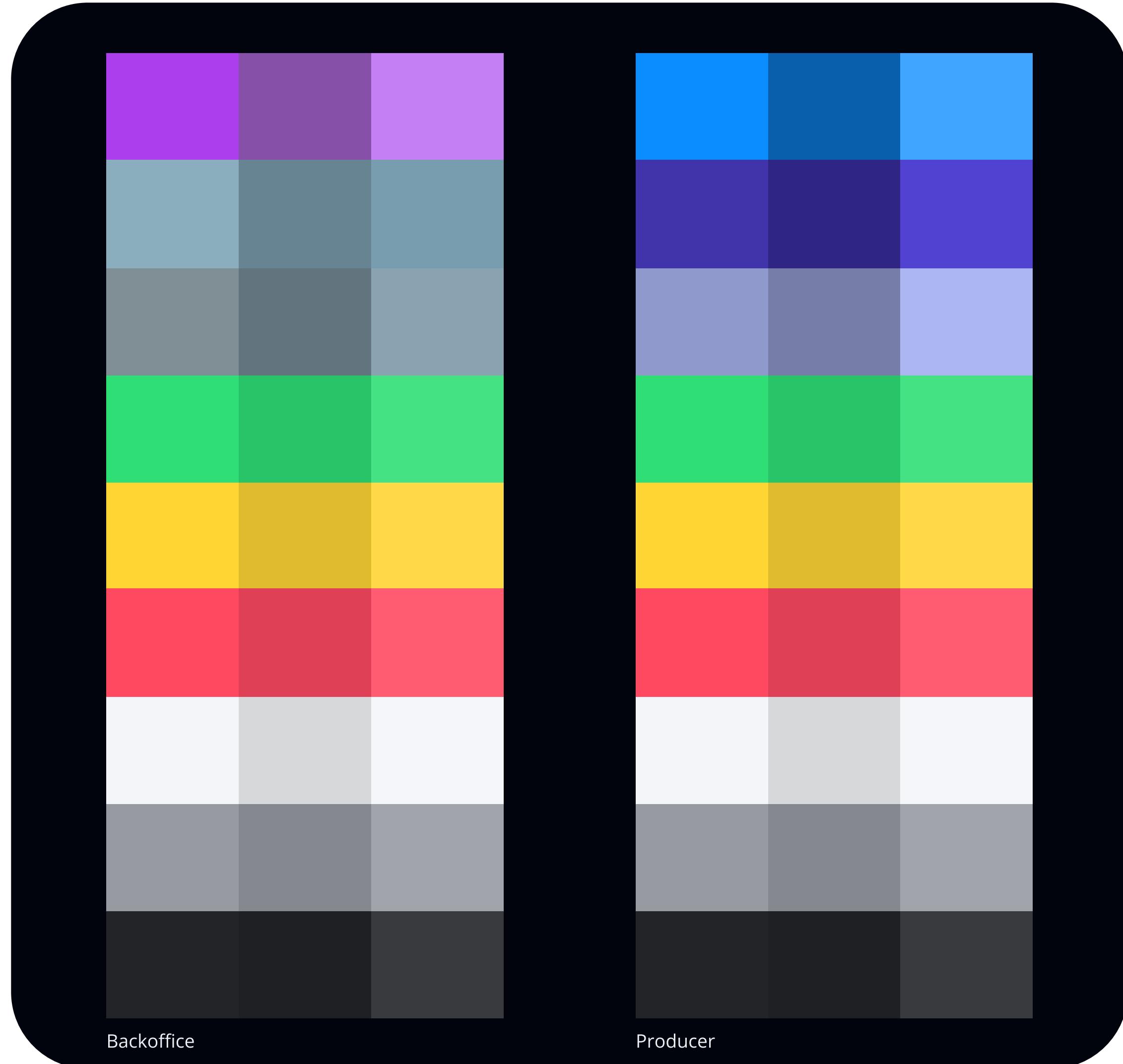
Colour



Backoffice



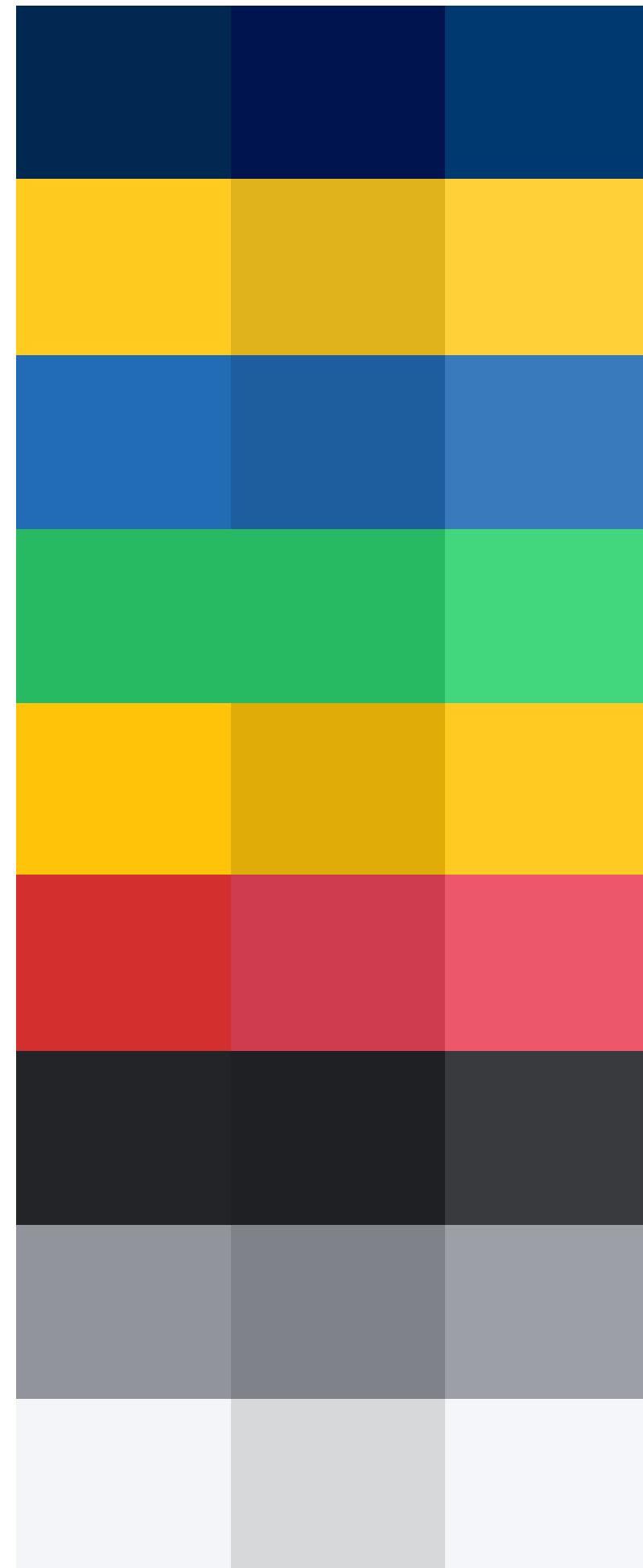
Producer



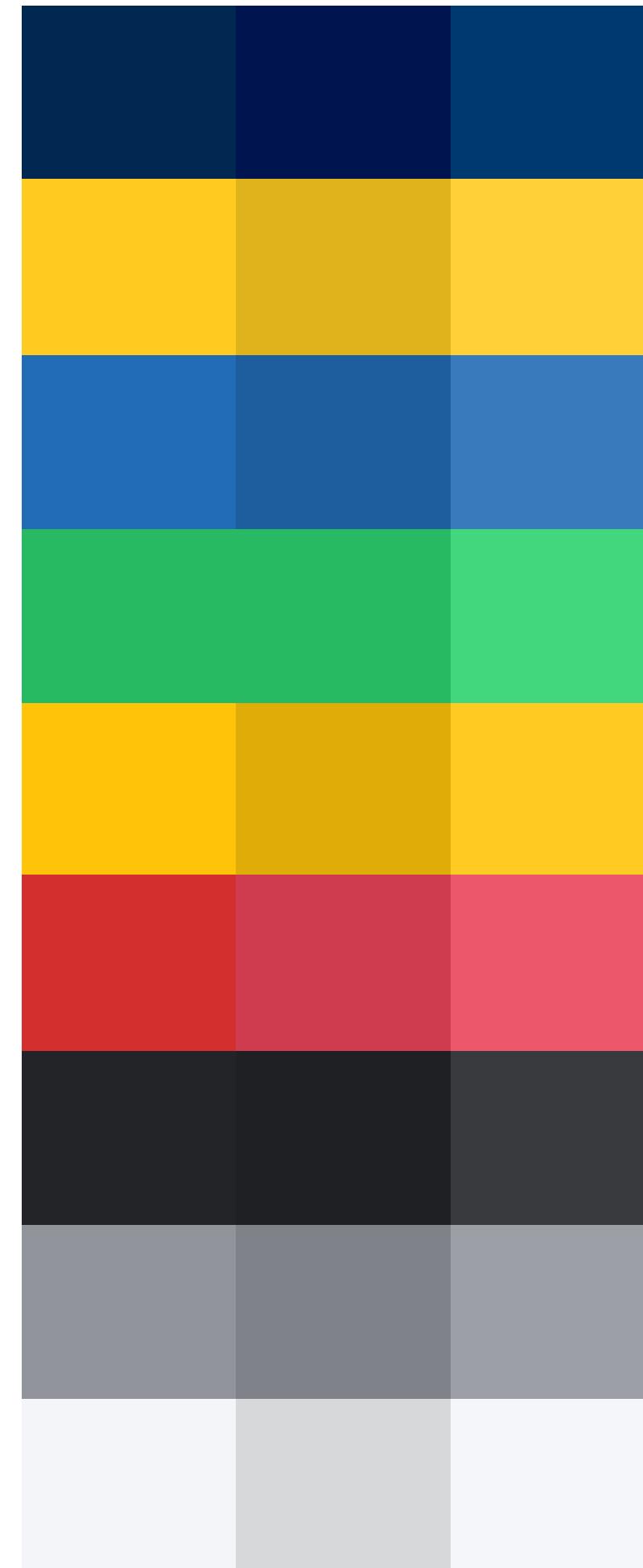
Backoffice

Producer

Colour



Ettan fotboll



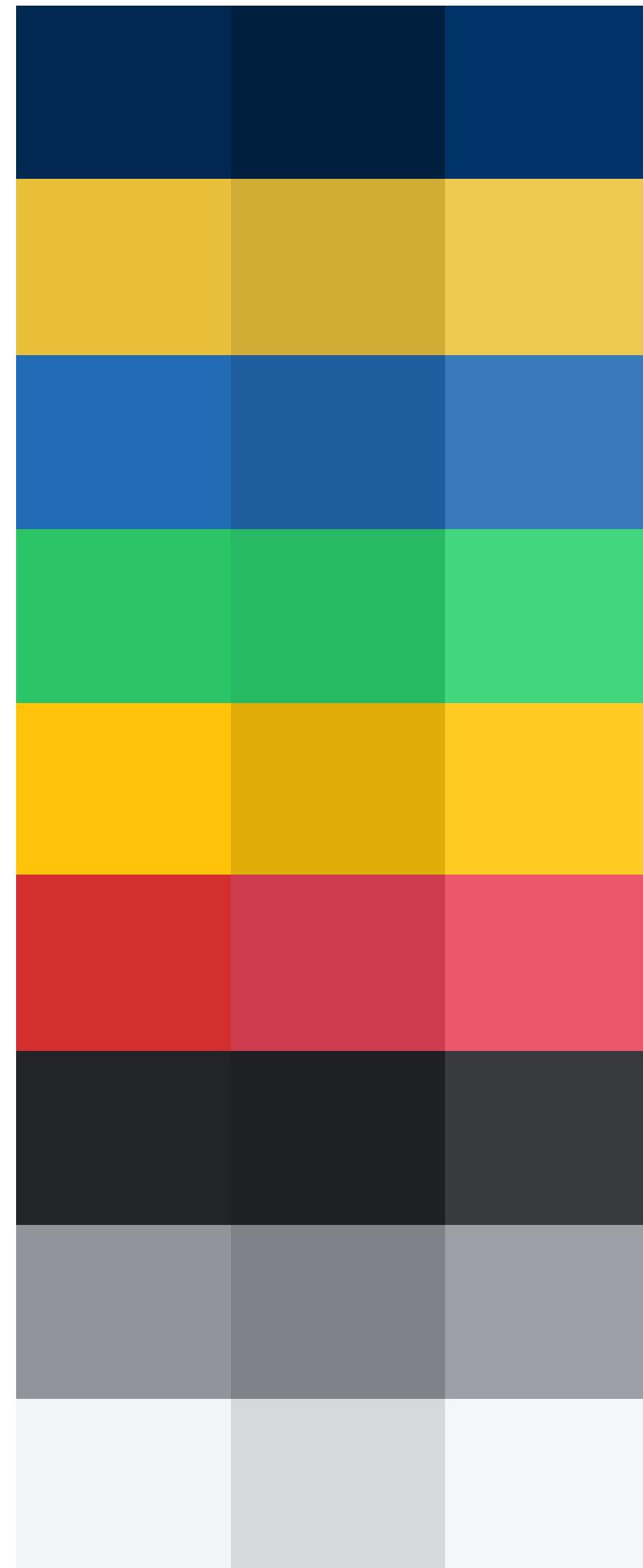
SIF



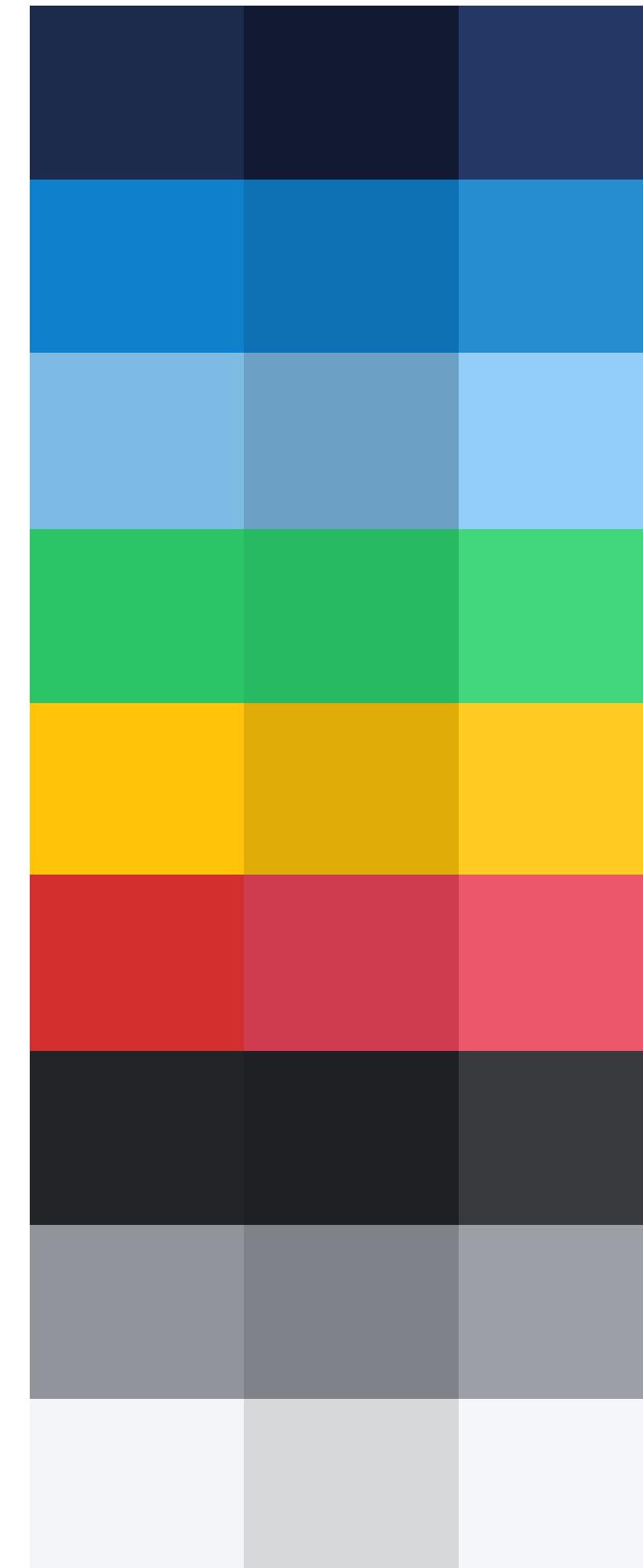
Ettan fotboll

SIF

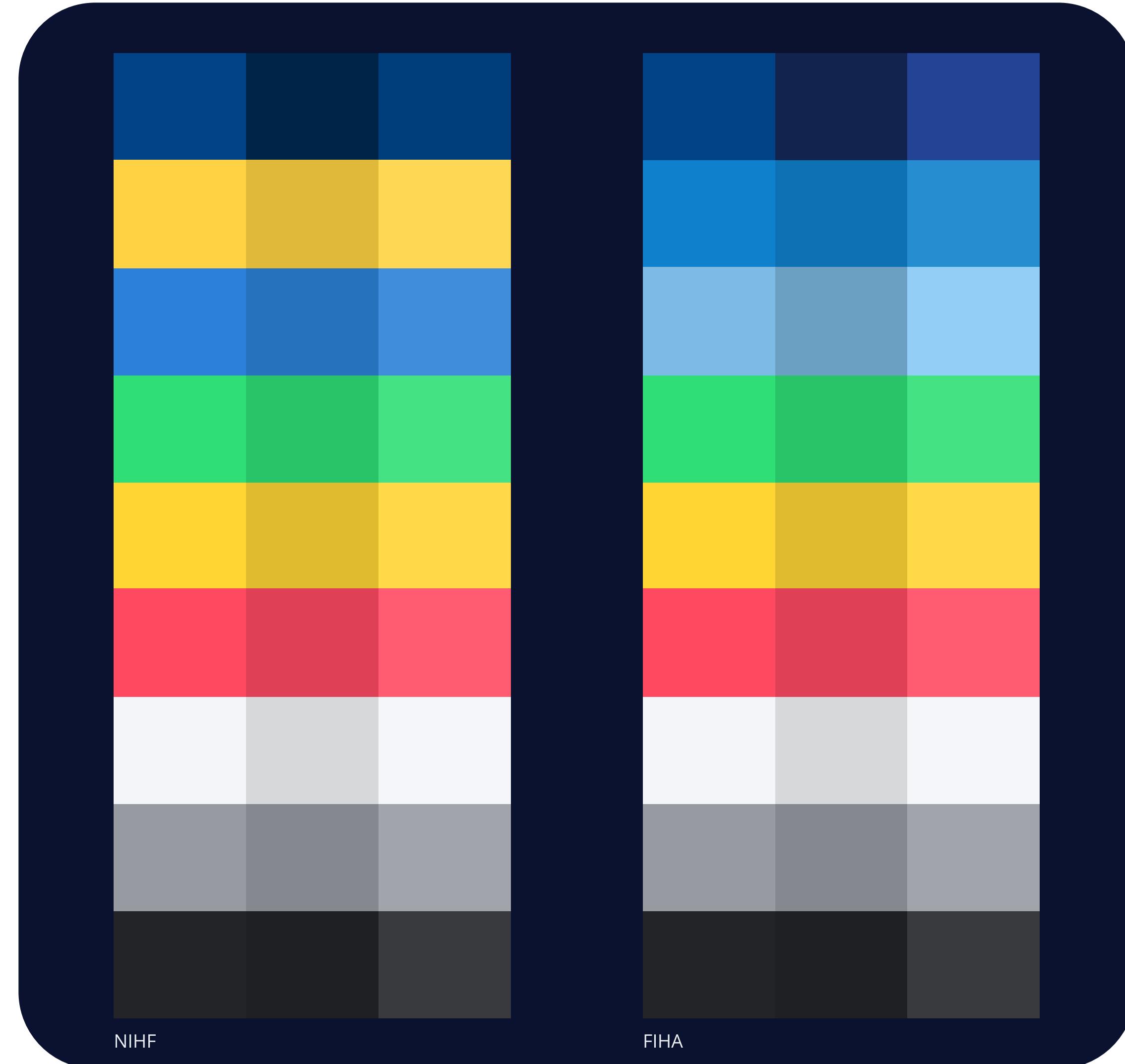
Colour



NIHF



FIHA



NIHF

FIHA

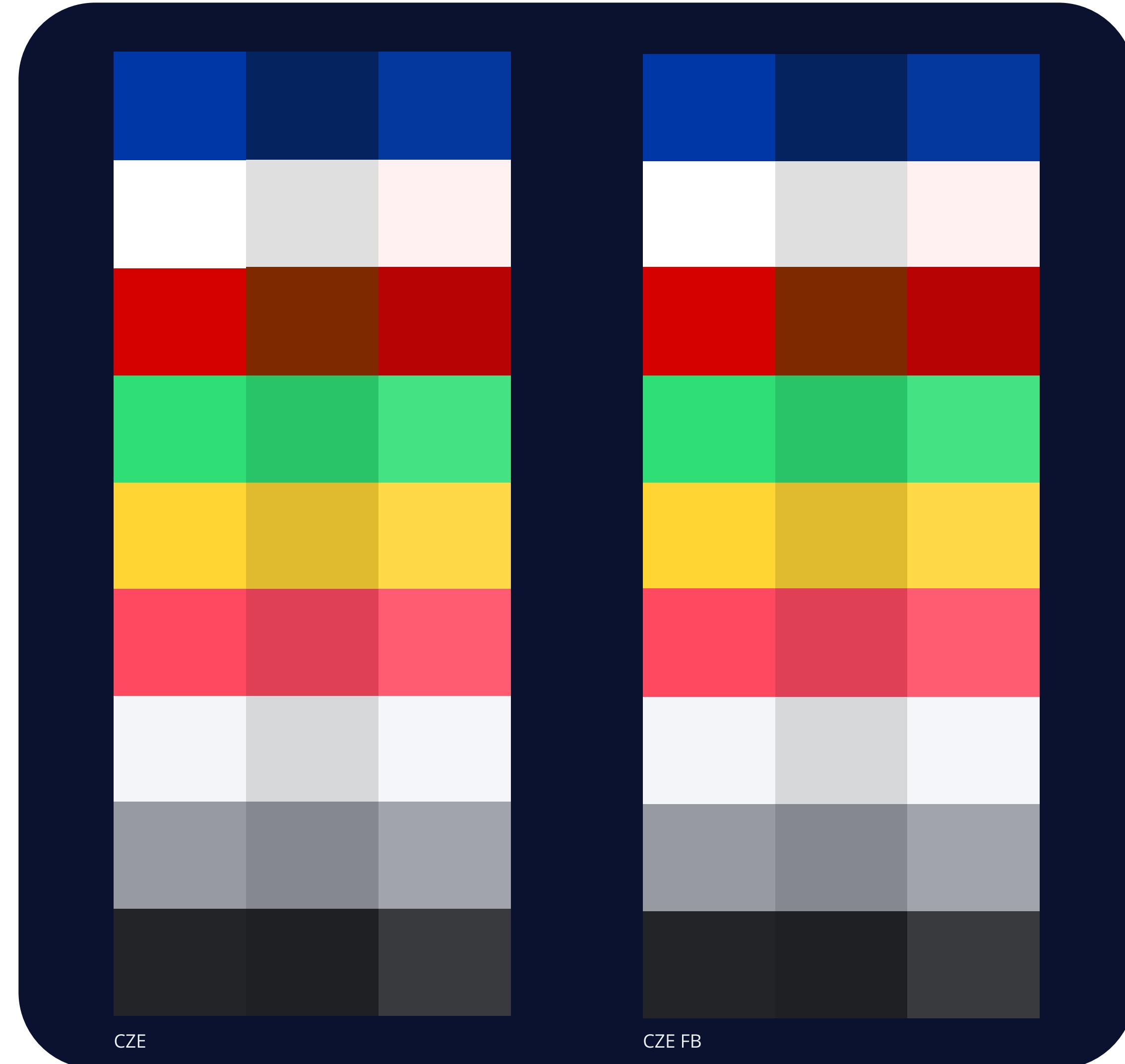
Colour



CZE



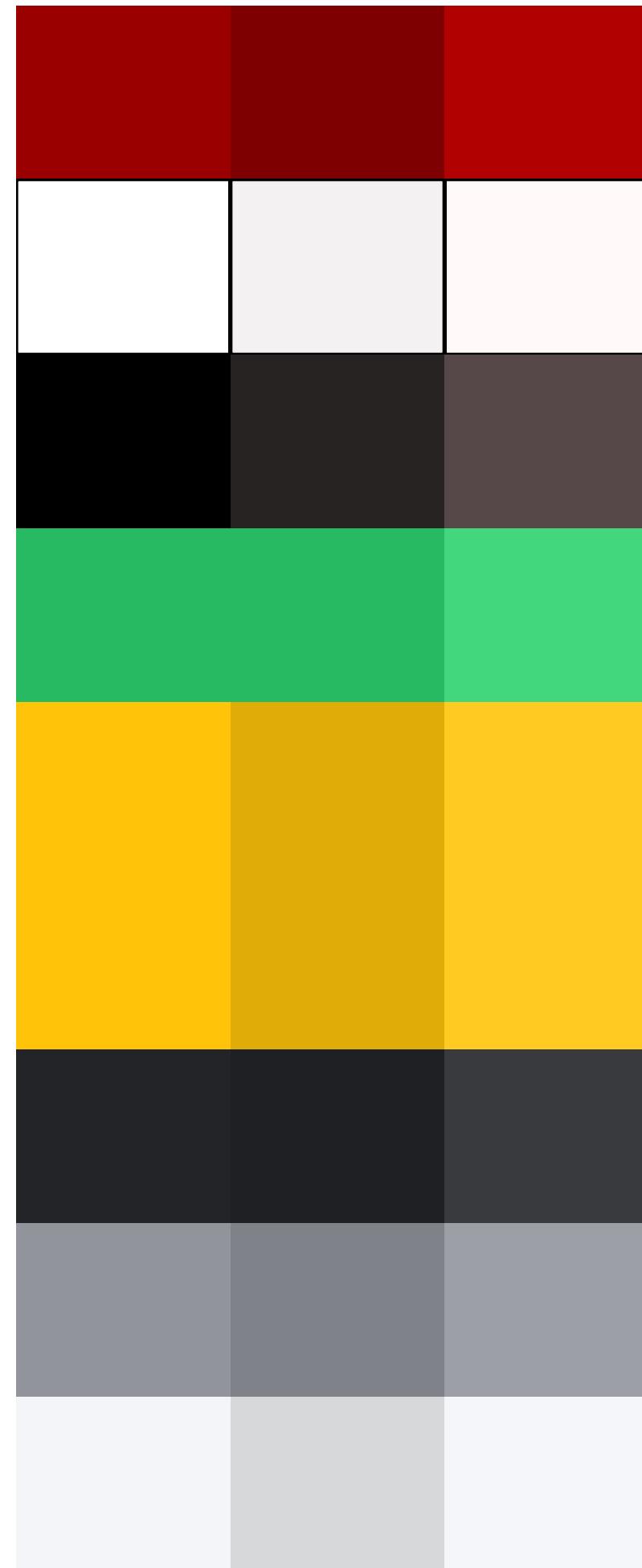
CZE FB



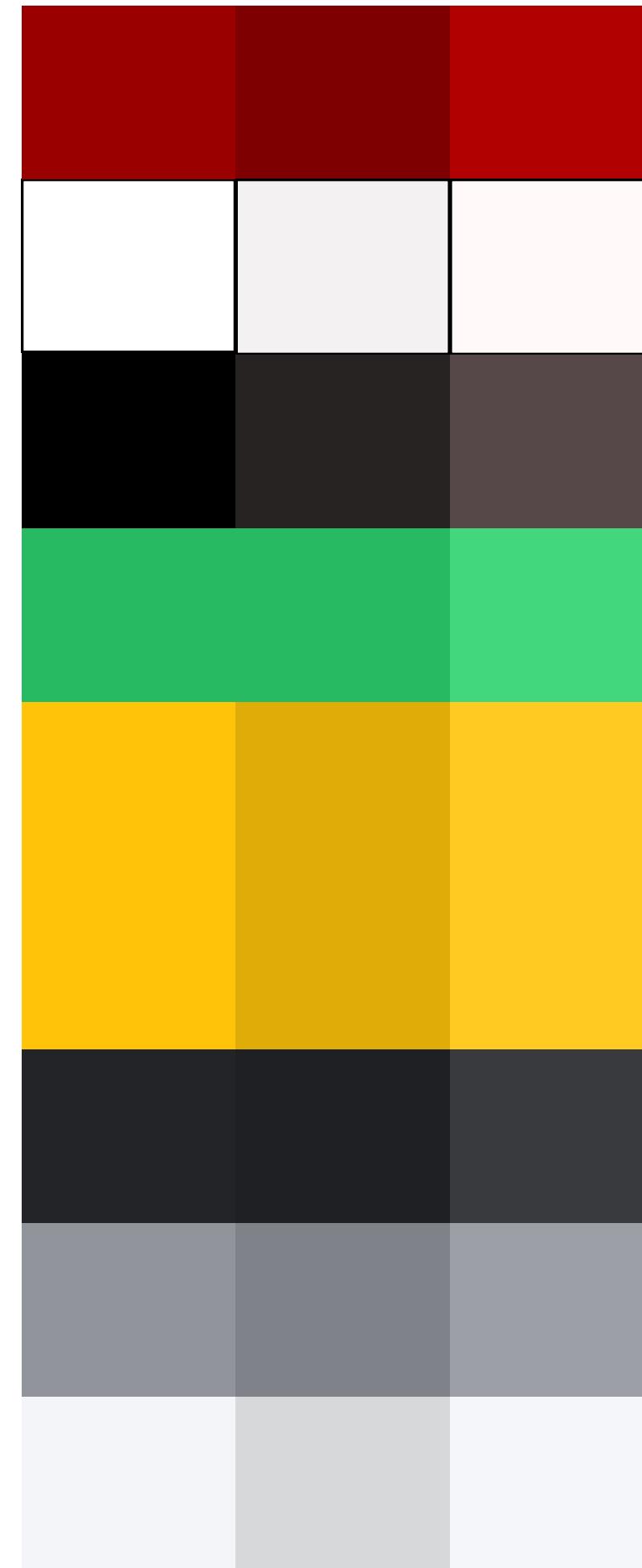
CZE

CZE FB

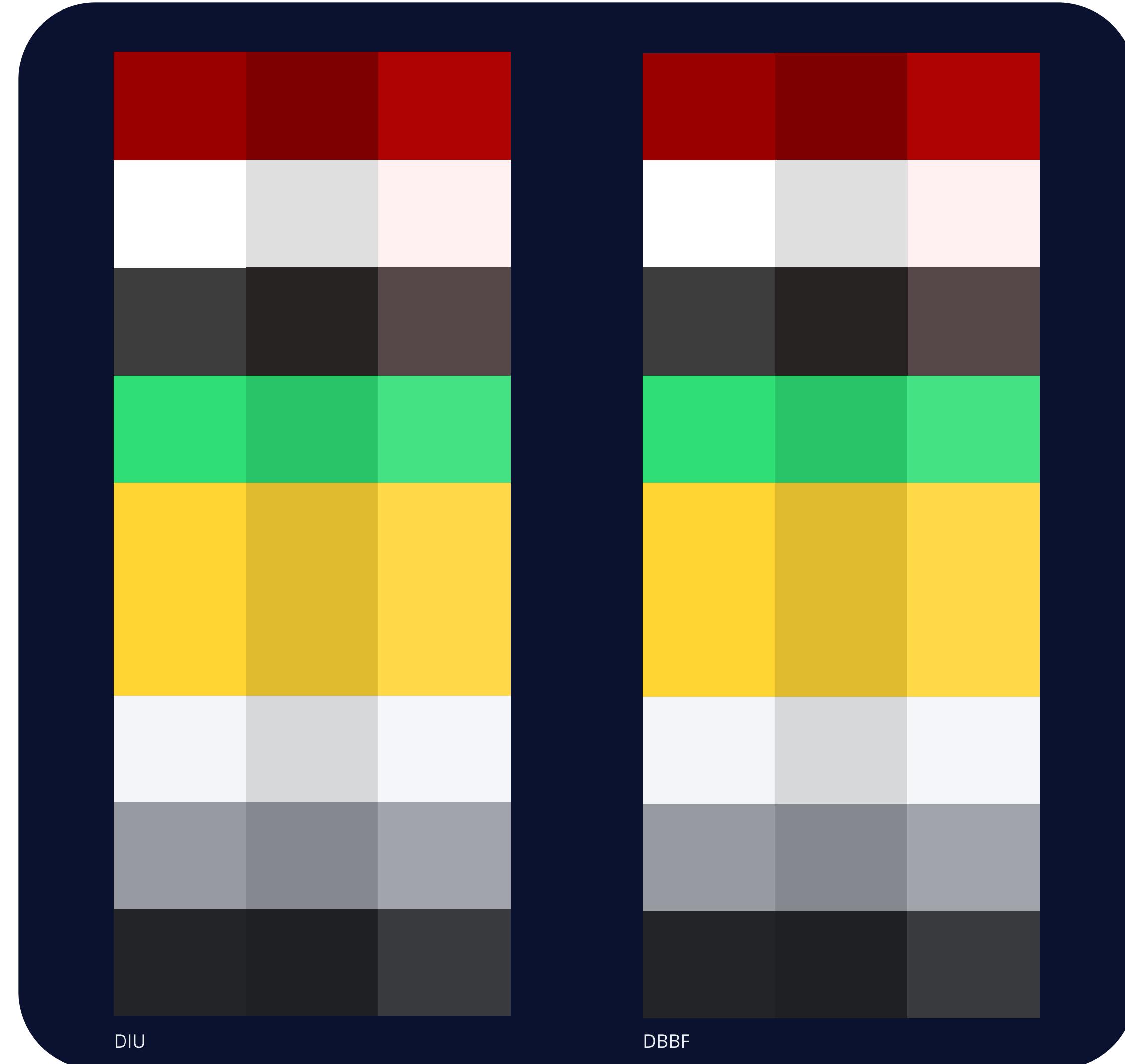
Colour



DIU



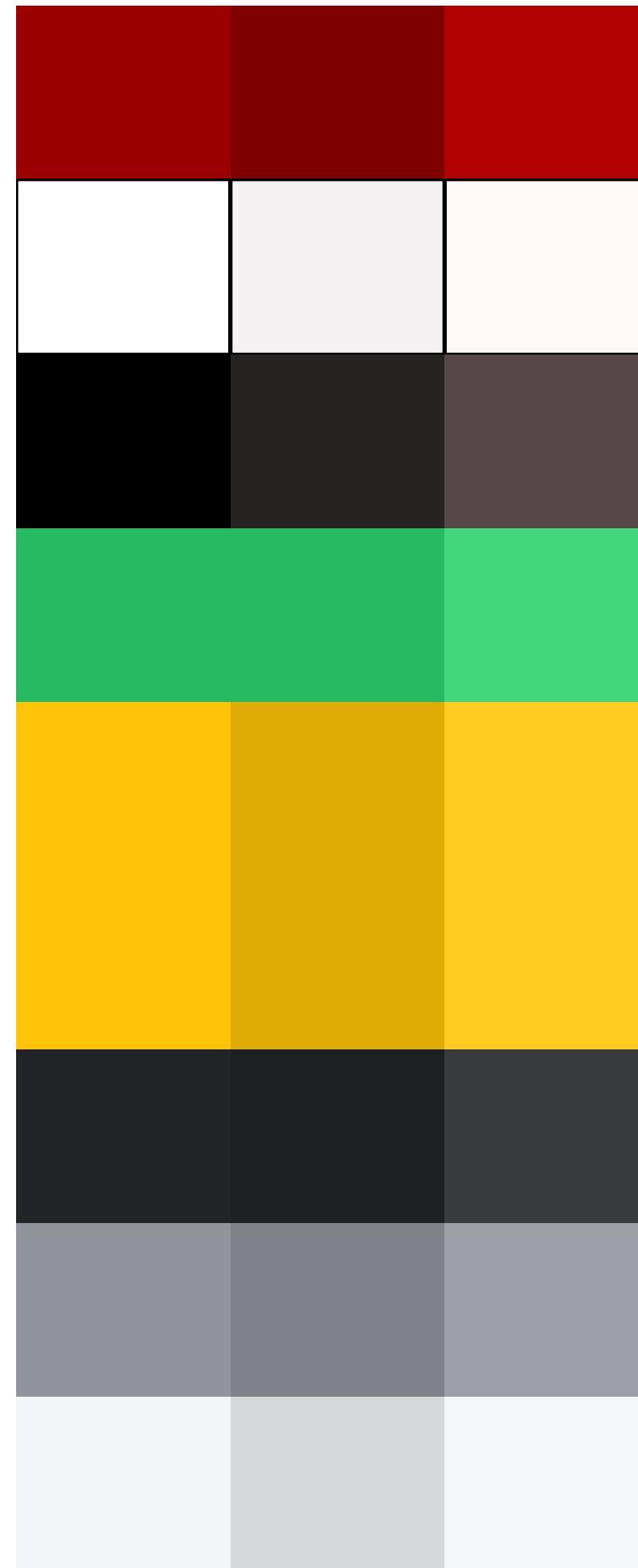
DBBF



DIU

DBBF

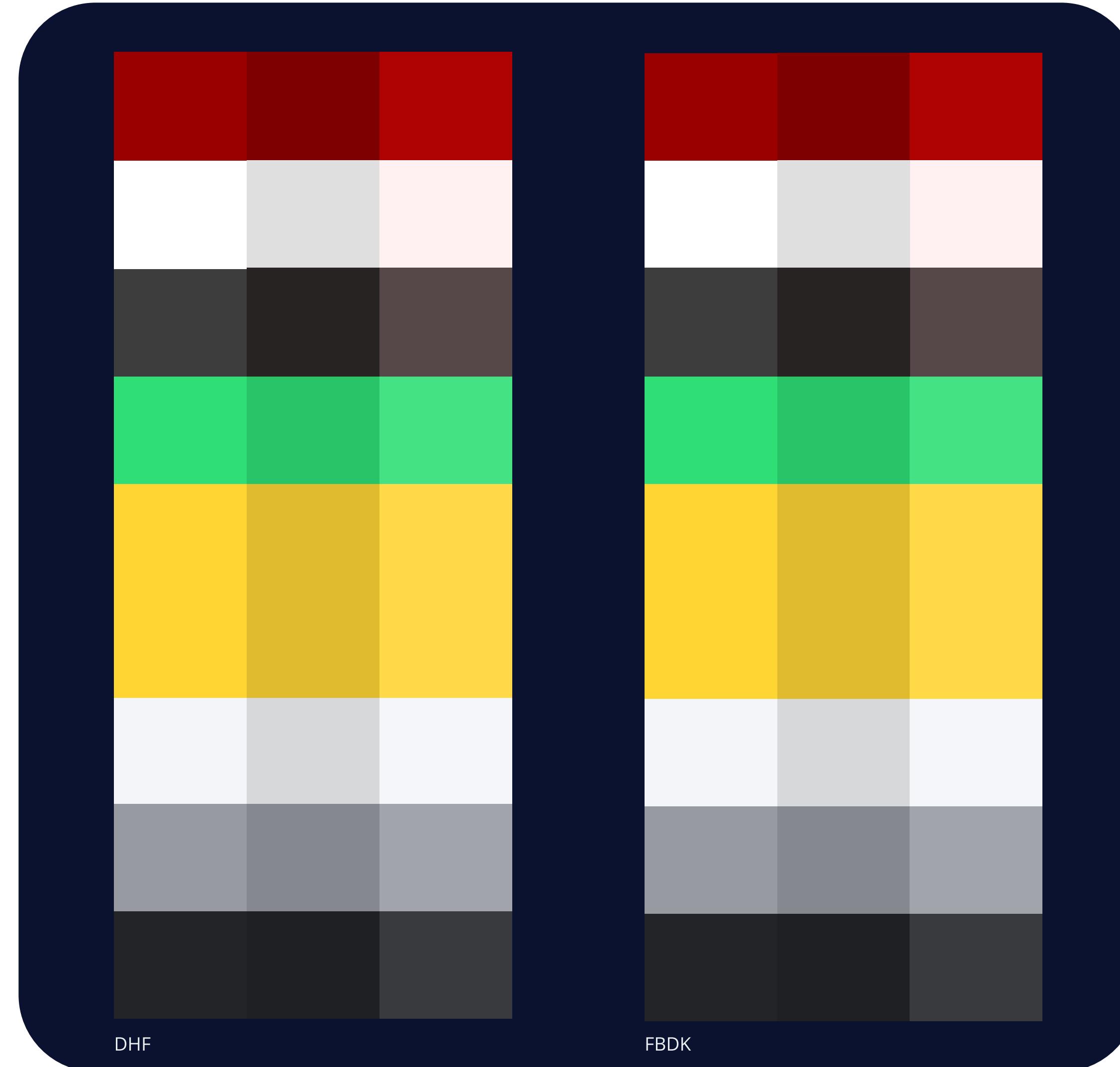
Colour



DHF



FBDK



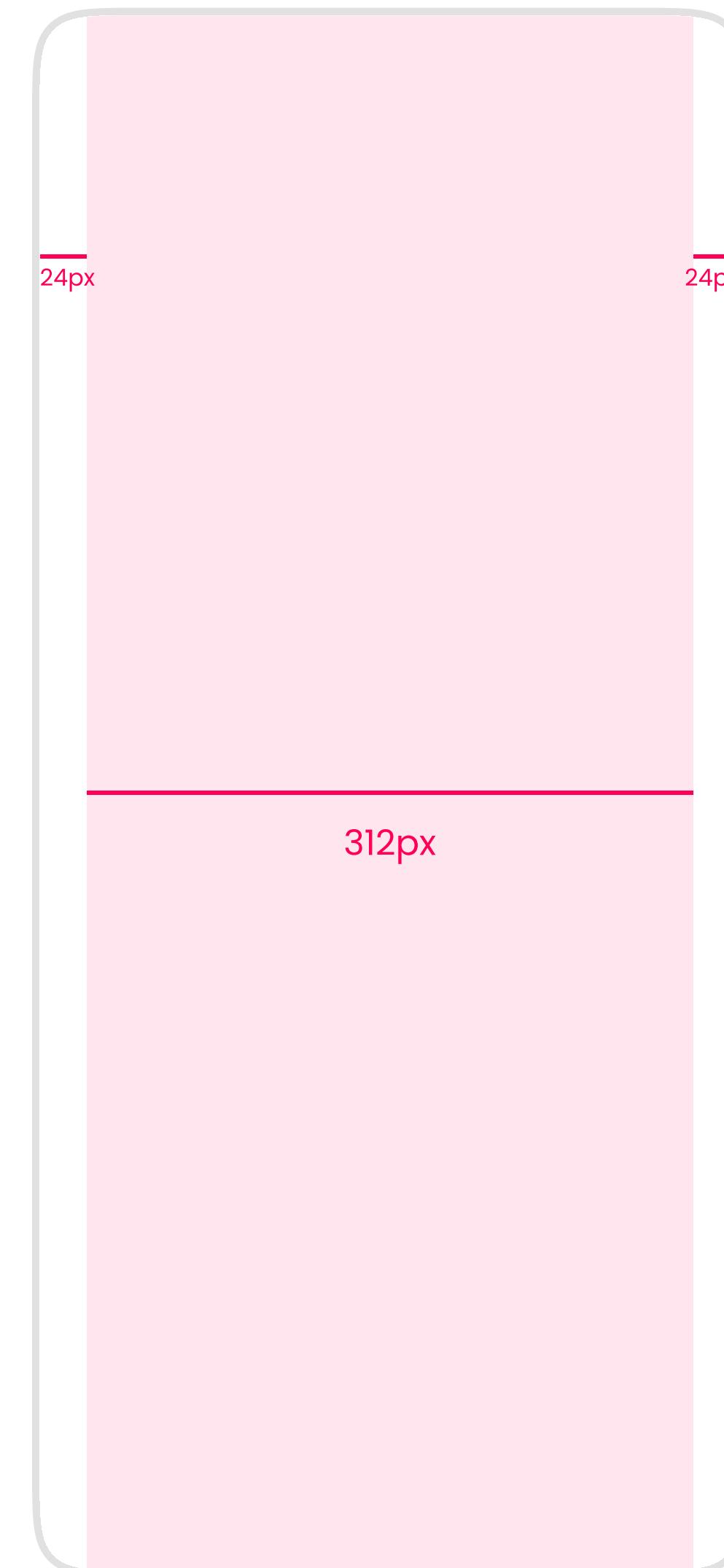
DHF

FBDK

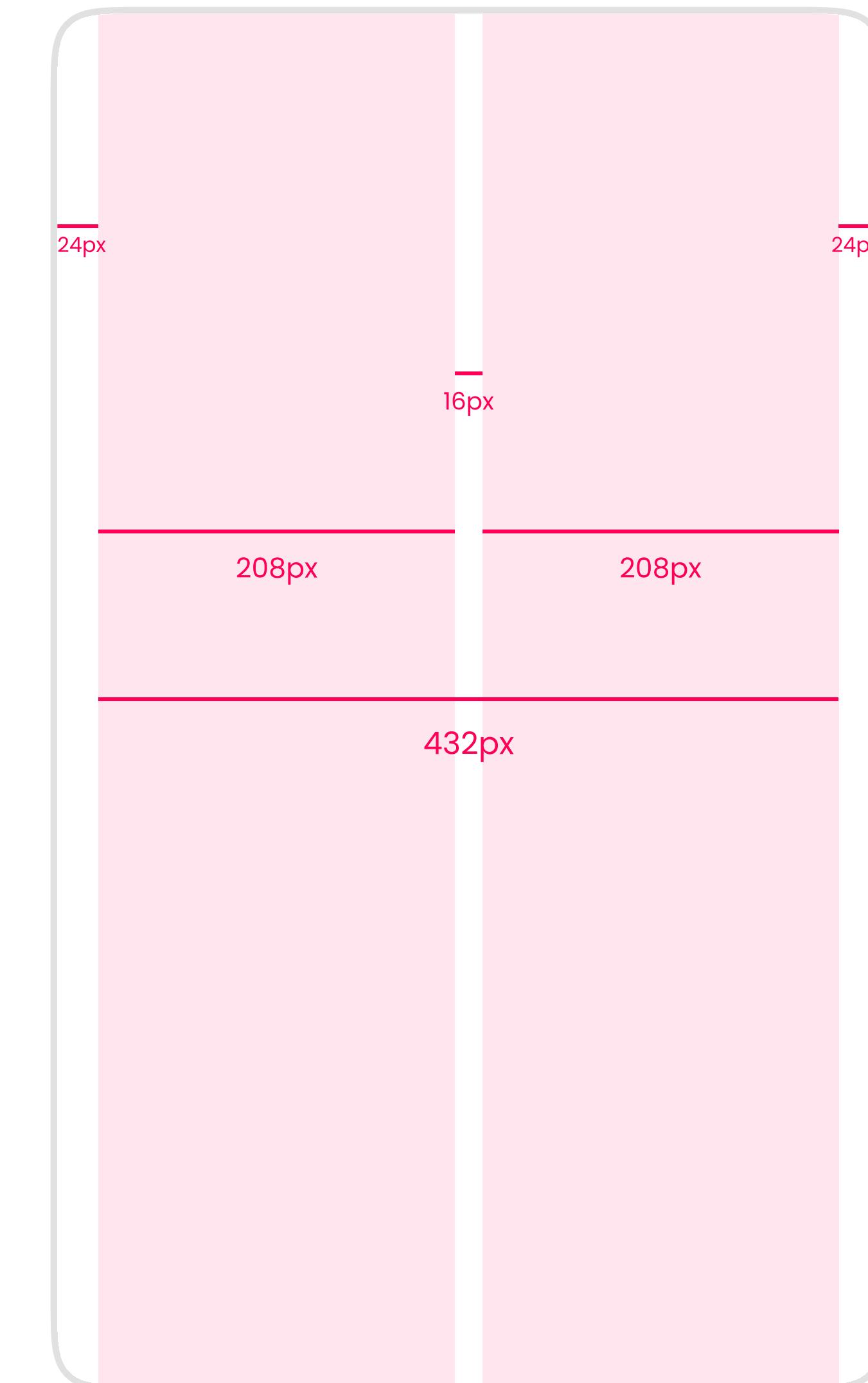
Grid

Mobile

360 - 479 (Stretch)



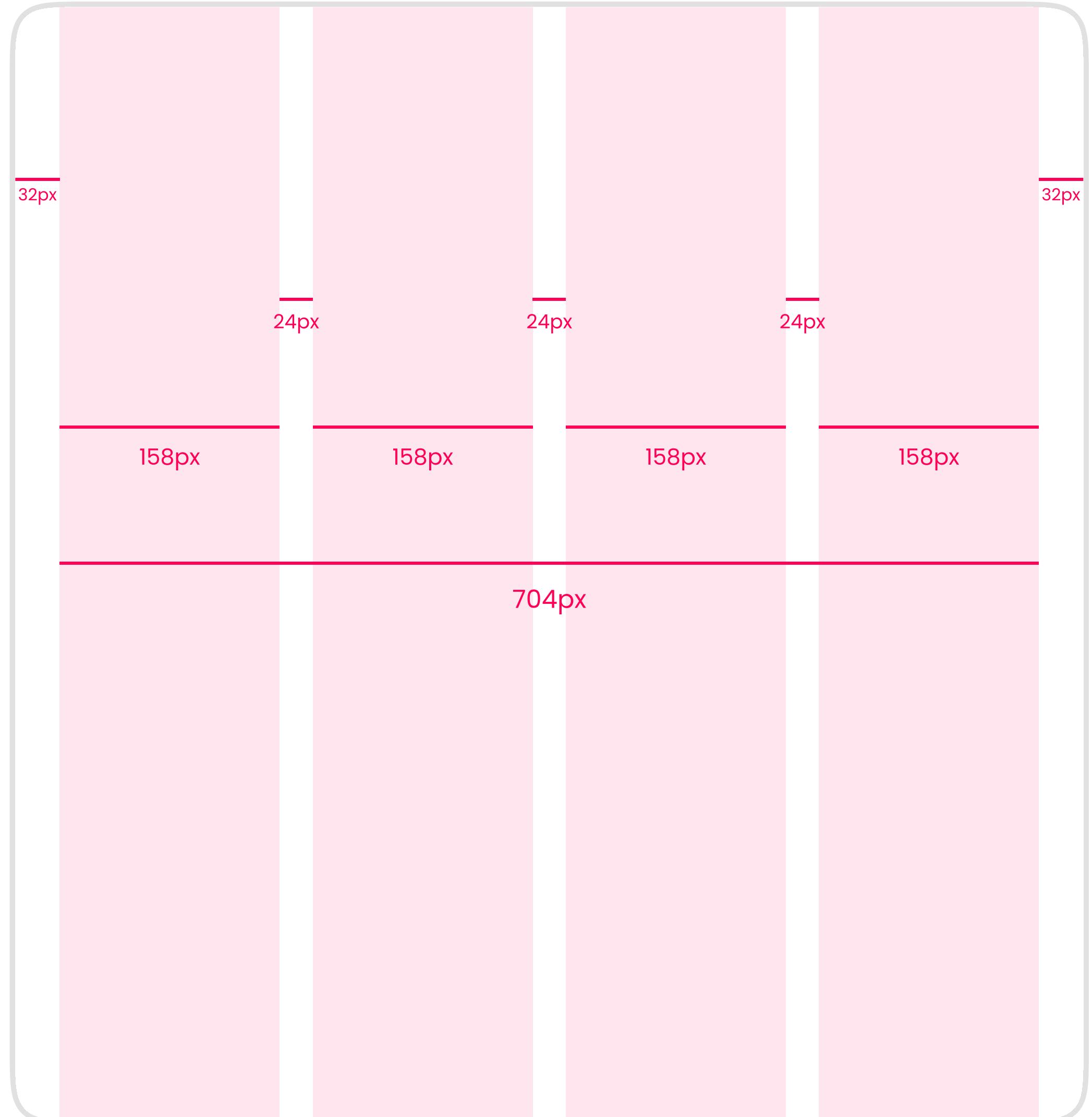
480 - 767 (Stretch)



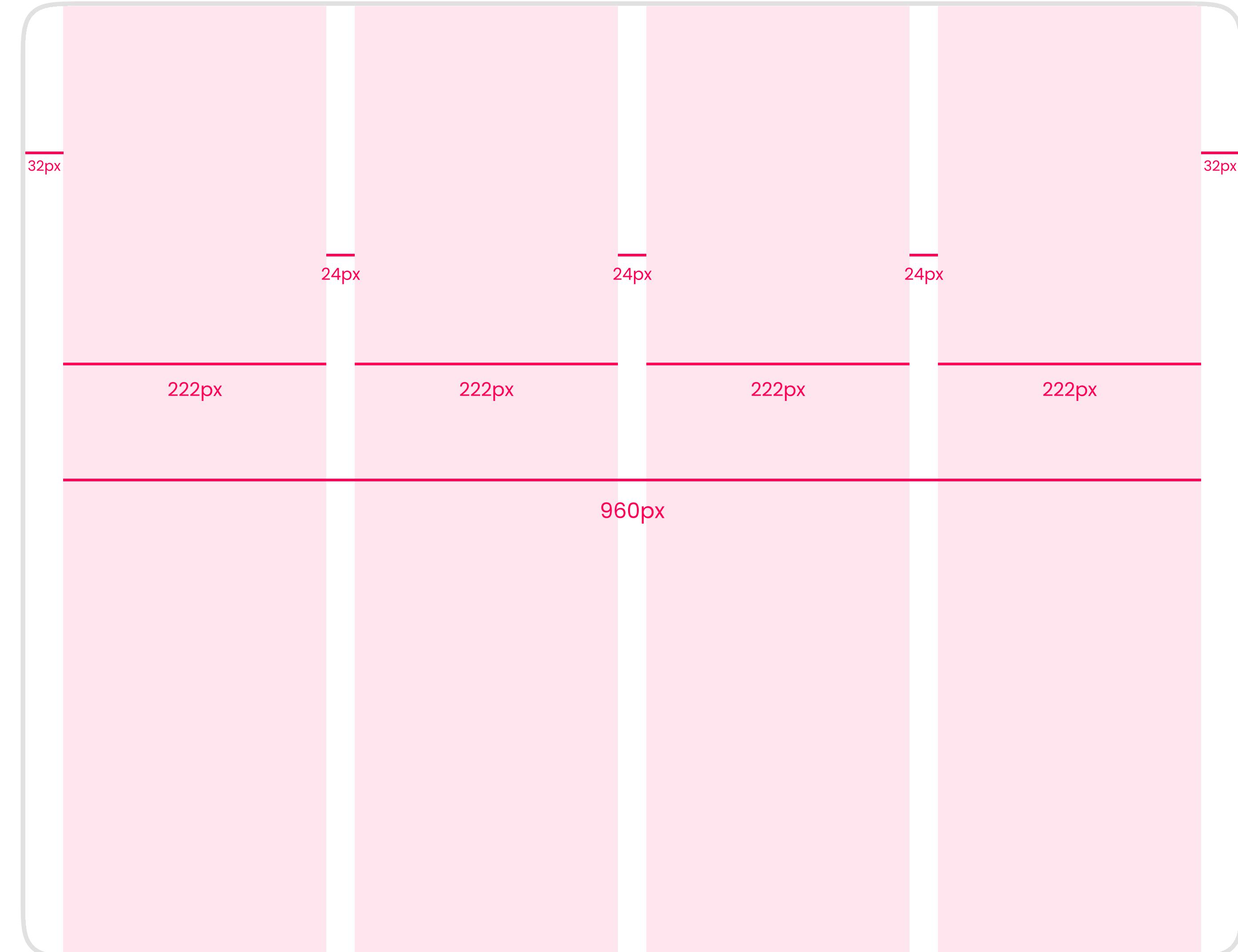
Grid

Tablet

768 - 1023 (Stretch)



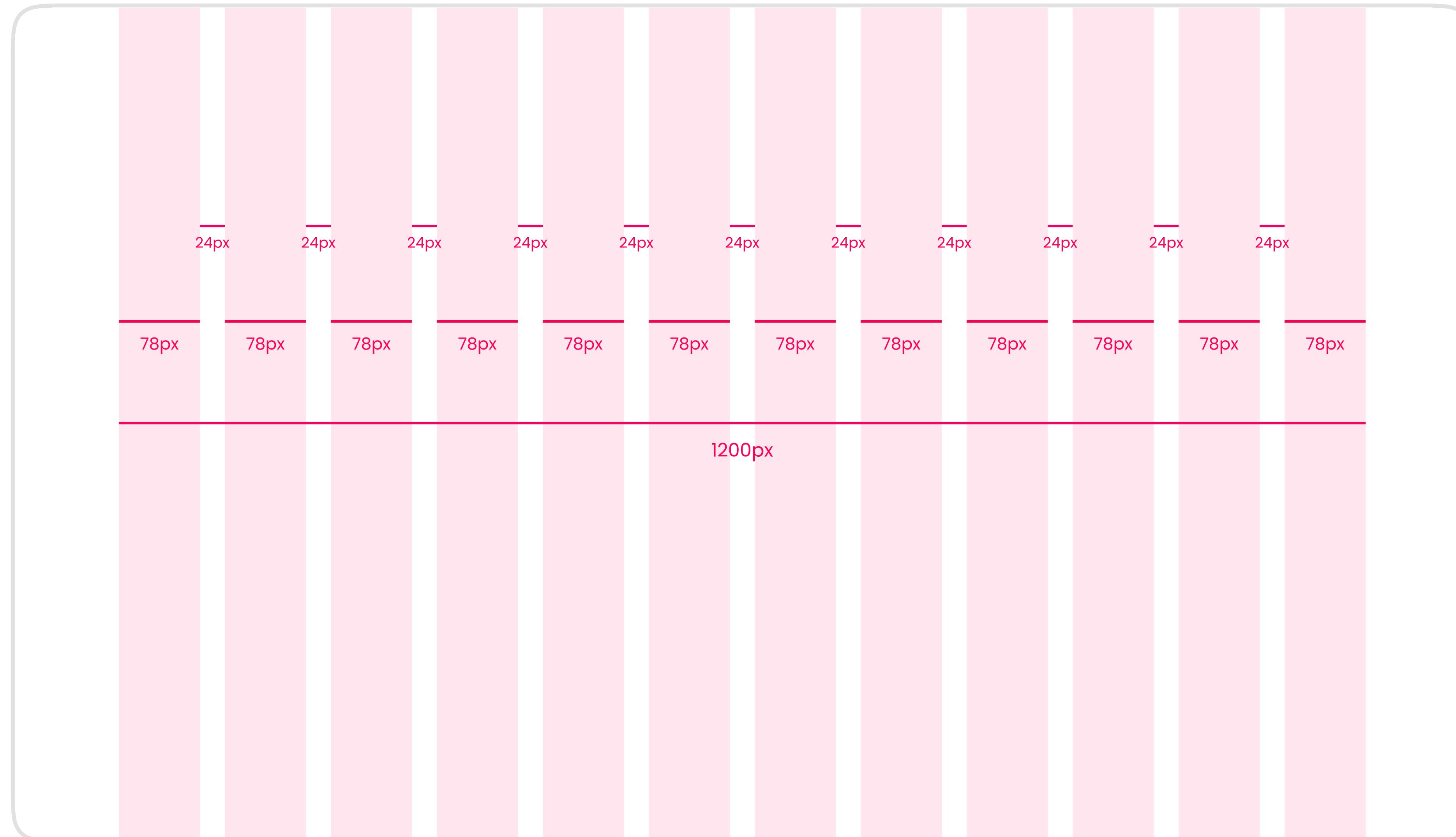
1024 - 1279 (Stretch)



Grid

Desktop

1280 - 1920 (Center)



Icons

 Home — filled	 Venue Quality Assurance — outline	 Configurations — outline
 Back — filled	 Audit log/Search — outline	 Products — outline
 User/profile — outline	 Features — outline	 Rules — outline
 Log out/external id/stream destination — outline	 Activity/last updated — outline	 Audio/graphics — outline
 Links — outline	 Edit — outline	 Save — outline
 System/status — outline	 Hide — outline	 Rules — outline
 Type — outline	 View — outline	 Settings — outline
 Second line — outline	 Low latency — outline	 Trash — outline
 Third line — filled	 More — outline	 Filter/Audit log — outline
 Dashboard — outline	 Less — outline	 Upload — outline
 Broadcast — outline	 Next — outline	 Download/export — outline
 Competitions — outline	 Previous — outline	 Images — outline
 Clubs/groups — outline	 New — outline	 Access — outline
 Venues — outline	 Unknown — filled	 Information — outline
 Cameras — outline	 Playsite/site admin — outline	 Copy — outline
 Payments — outline	 Team account — filled	 Team — outline
 Users/super admins & sites/ghosting — outline	 Flags — outline	 List — outline

Icons

 Exclude — outline	 Network speed — outline	 Light mode — outline
 Issues — filled	 Notes — outline	 Information — outline
 OCR — outline	 Sales/Analytics — outline	 Logged in/authentification — outline
 Multi stream — outline	 Kickback — outline	 Log in — outline
 Test — filled	 Backoffice admin — outline	 Backoffice (features) — outline
 Map — outline	 Sound — outline	 Public (features) — outline
 Reload/refresh/in progress — outline	 AI model — outline	 Paid (features) — outline
 Producer app — outline	 Other — outline	 Invoice (features) — outline
 Online — filled	 Created — outline	 Promo (features) — outline
 Offline — filled	 Duplicate — outline	 Signed (features) — outline
 Location — outline	 Done — outline	 Sent, Not Sent (features) — outline
 None — outline	 Player level — outline	 Declined (features) — outline
 Active — outline	 Custom — outline	
 Not active — outline	 Common — outline	
 Setup — outline	 Language/translations — outline	
 Presents — outline	 Highlights/goals — outline	
 Alternative camera — outline	 Dark mode — outline	

Typography

DESKTOP

STYLE	WEIGHT	SIZE	SPACING
-------	--------	------	---------

Headline 1	Bold	56px	0px
-------------------	------	------	-----

Headline 2	Bold	48px	0px
-------------------	------	------	-----

Headline 3	Bold	40px	0px
-------------------	------	------	-----

Headline 4	Bold	32px	0px
-------------------	------	------	-----

Headline 5	Bold	24px	0px
-------------------	------	------	-----

Headline 6	Bold	18px	0px
-------------------	------	------	-----

STYLE	WEIGHT	SIZE	SPACING
-------	--------	------	---------

Subtitle 1	SemiBold	18px	0px
-------------------	----------	------	-----

Subtitle 2	SemiBold	16px	0px
-------------------	----------	------	-----

Body 1	Regular	18px	0px
---------------	---------	------	-----

Body 2	Regular	16px	0px
---------------	---------	------	-----

Caption	Regular	14px	0px
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OVERLINE	Regular	12px	0px
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Typography

TABLET

STYLE	WEIGHT	SIZE	SPACING	STYLE	WEIGHT	SIZE	SPACING
Headline 1	Bold	48px	0px	Subtitle 1	SemiBold	16px	0px
Headline 2	Bold	40px	0px	Subtitle 2	SemiBold	14px	0px
Headline 3	Bold	32px	0px	Body 1	Regular	16px	0px
Headline 4	Bold	24px	0px	Body 2	Regular	14px	0px
Headline 5	Bold	18px	0px	Caption	Regular	12px	0px
Headline 6	Bold	16px	0px	OVERLINE	Regular	10px	0px

Typography

MOBILE

STYLE	WEIGHT	SIZE	SPACING
-------	--------	------	---------

Headline 1	Bold	40px	0px
-------------------	------	------	-----

Headline 2	Bold	32px	0px
-------------------	------	------	-----

Headline 3	Bold	24px	0px
-------------------	------	------	-----

Headline 4	Bold	18px	0px
-------------------	------	------	-----

Headline 5	Bold	16px	0px
-------------------	------	------	-----

Headline 6	Bold	14px	0px
-------------------	------	------	-----

STYLE	WEIGHT	SIZE	SPACING
-------	--------	------	---------

Subtitle 1	SemiBold	14px	0px
-------------------	----------	------	-----

Subtitle 2	SemiBold	12px	0px
-------------------	----------	------	-----

Body 1	Regular	14px	0px
---------------	---------	------	-----

Body 2	Regular	12px	0px
---------------	---------	------	-----

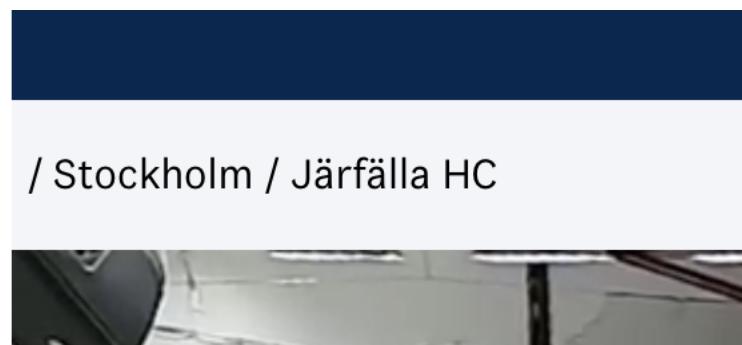
Caption	Regular	10px	0px
----------------	---------	------	-----

OVERLINE	Regular	8px	0px
-----------------	---------	-----	-----

Breadcrumbs

Home / Files / Projects

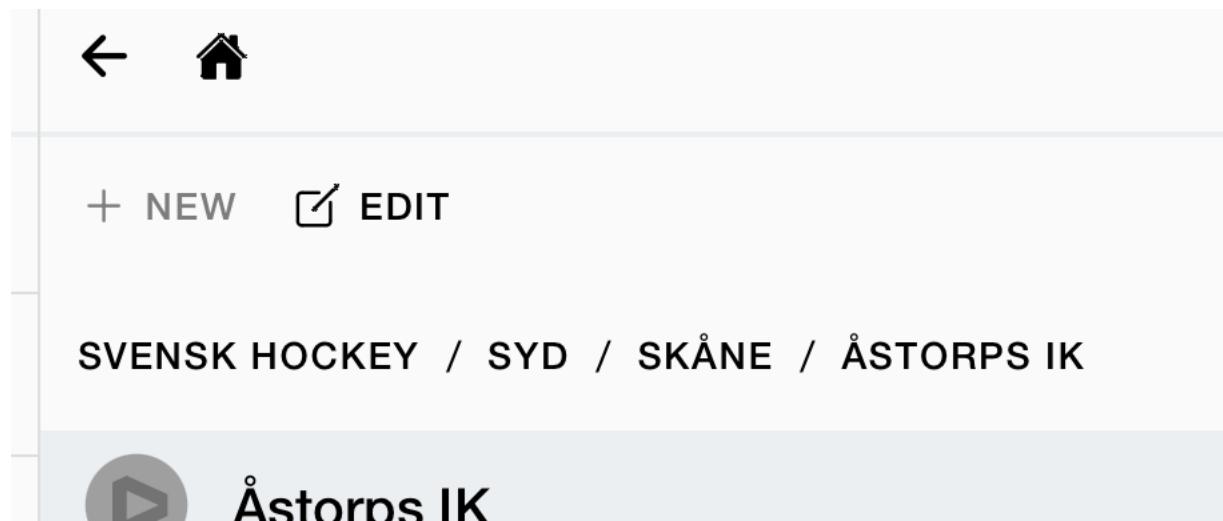
Home / ... / Projects



Breadcrumbs are used to show the user where on the site he/she is. For example on the play sites when you enter a broadcast you show the breadcrumbs so the user easily can navigate back.

They should be used on the play sites in the top left corner of the broadcast as well on Backoffice under + NEW as this is a harder tool to navigate through.

To keep it consistent the breadcrumbs should be in UPPERCASE LETTERS so the users depending on their level of access should recognise what product it is.



Checkbox

Agree to terms and conditions

Checkboxes are used in whenever you want to make sure something will be implemented, such as a rule. When they are disabled they still show but it isn't clickable.

Play Site Broadcasts will be listed on the Play Site	<input checked="" type="checkbox"/>	Play Site Broadcasts will be listed on the Play Site	<input type="checkbox"/>
Time Published	Set days ▾	Team Account Broadcasts will be available for users of Team Account	<input type="checkbox"/>
Days available:	25	Low Latency A separate low latency broadcast will be available for all broadcasts	<input type="checkbox"/>
Team Account Broadcasts will be available for users of Team Account	<input checked="" type="checkbox"/>	Broadcast quality Select broadcast quality by setting stream resolution	▼
Low Latency A separate low latency broadcast will be available for all broadcasts	<input type="checkbox"/>		

Input

Example one

Email address

Email address

john@doe.com

X

Example two

Time elapse

Time elapse

10 min

X

Whenever an input is going to be used for example:

- Log in / Register
- Form / Blank / Survey

Make sure that the box is outlined (shown in example one) and that before you enter your text it says in the box what has to go there, and when the user starts typing the text goes up to the top left corner so if the user forgets they can still see what is needed.

However, if there's an input that is not for a log in/register/survey etc — use a clear box around it as shown in example two.

Radio

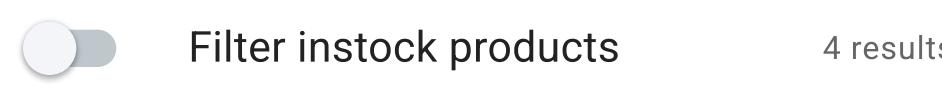
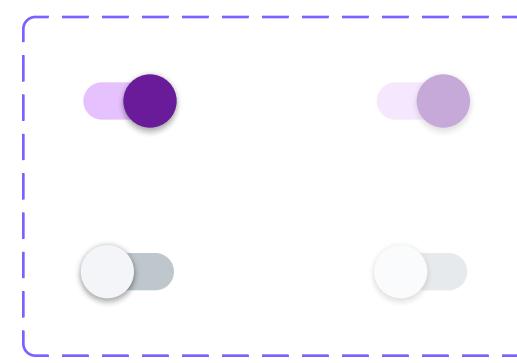
Two day delivery

Standard delivery

Apply the radio component in the icon slot of in any other component. Items have icon slots built into the start and end, use those to make radio items.

The radio is used whenever it's a choice between different outcomes. There cannot be a multiple choice here.

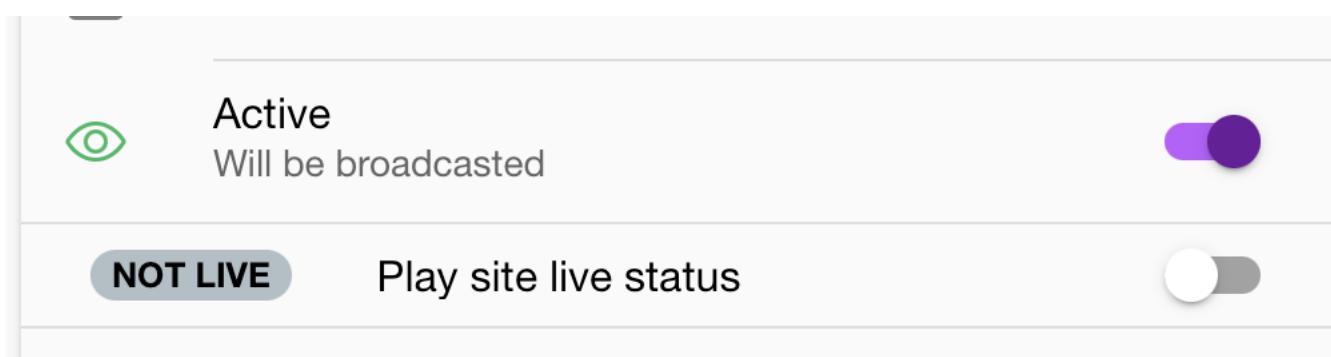
Toggles



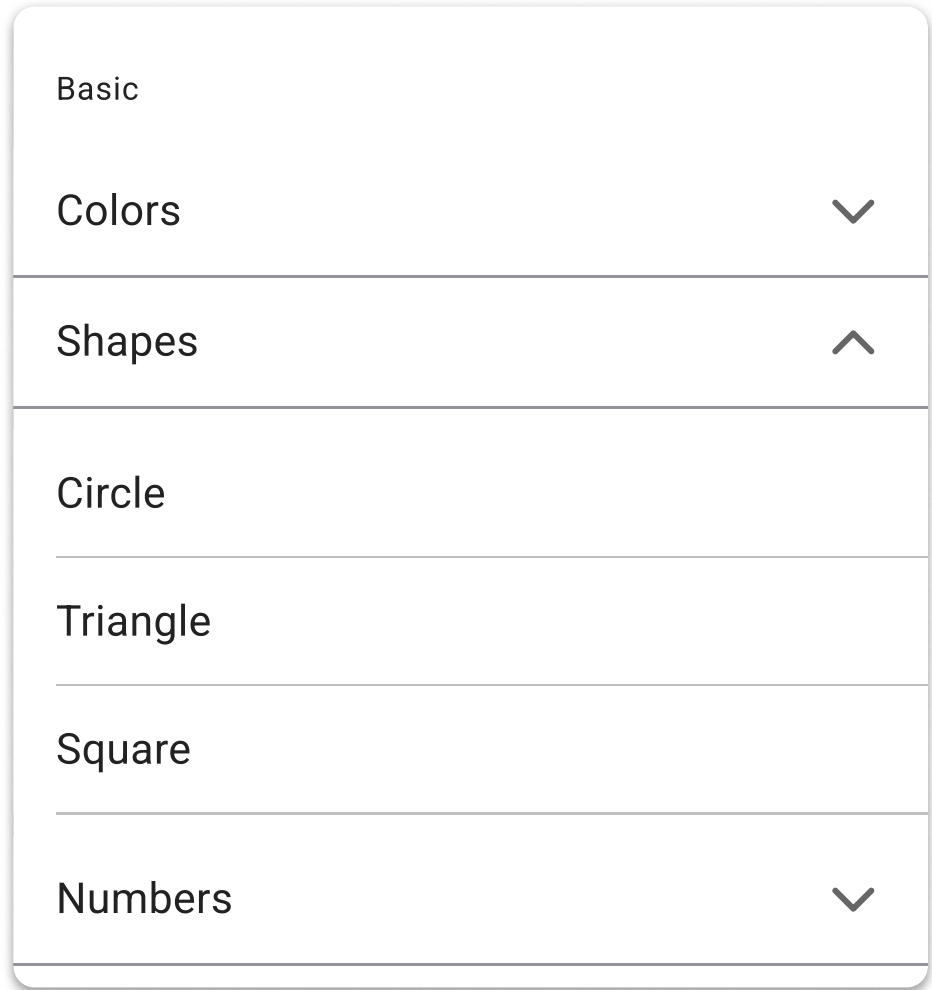
Toast text and button labels can be edited.

Active: The knob Primary, the rail Tertiary
Disabled: The knob Light, the rail Secondary

Toggles are used whenever it's an on or off choice.



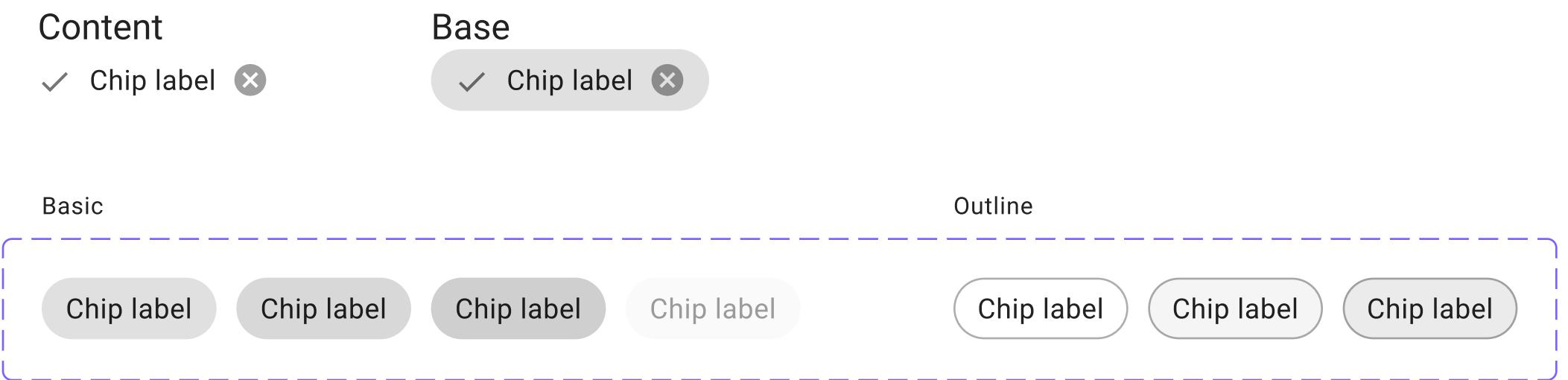
Accordions



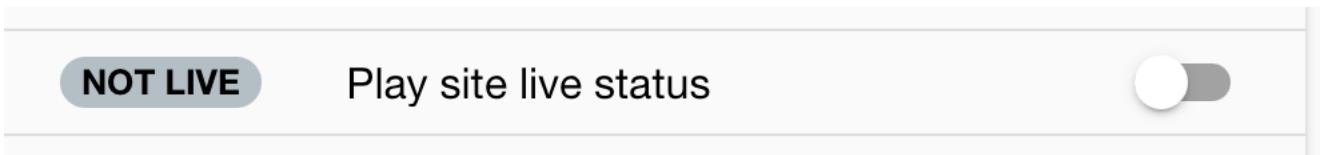
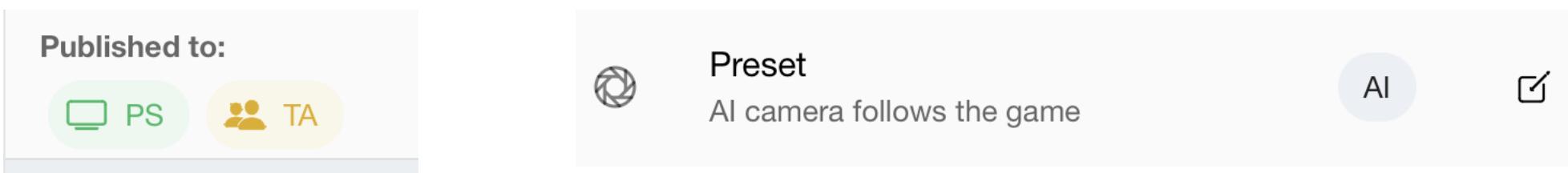
The accordion component uses a list component for the content by default. The expanded state of the accordion also toggles the accordion header to the expanded state and uses the expanded header component and its styling.

The accordion should be used whenever you want to show more information, more choices to make, filtering etc.

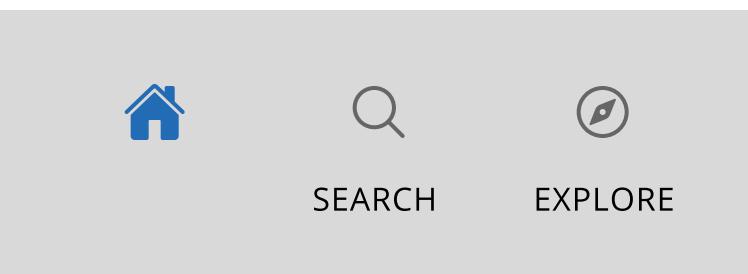
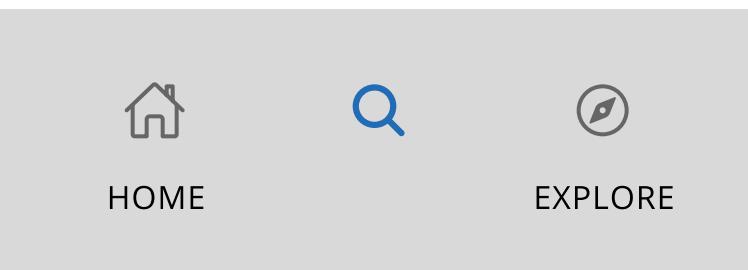
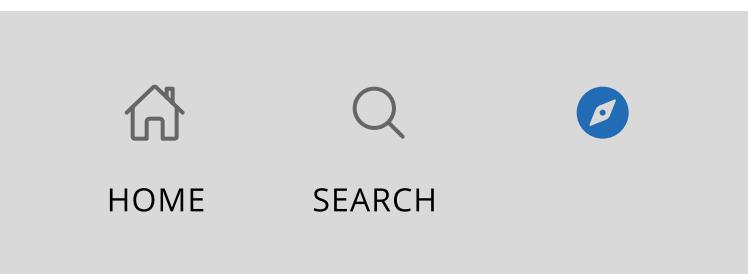
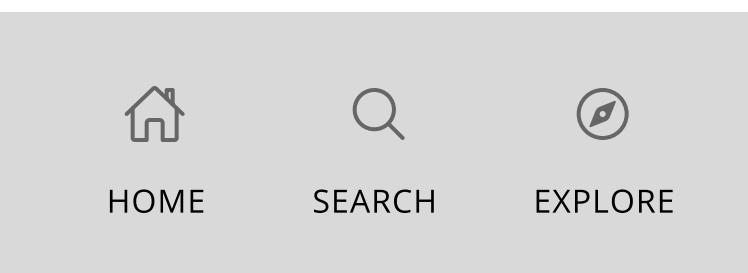
Chips



Chips are used whenever it's a chosen setting — to quickly show the user where it is published/used.

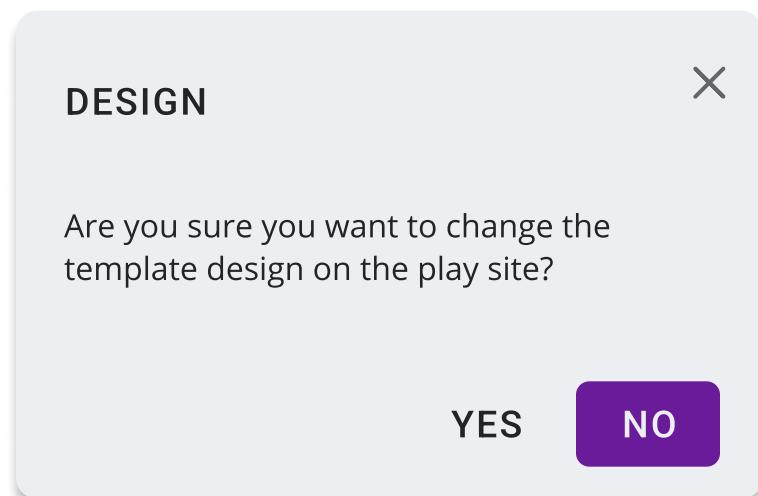


Tabs



Whenever a tab is open the text underneath it should disappear as well as the icon should be filled with the Tertiary colour.

Notifications



Notifications should be used whenever it's an important decision for example such as something that would change the whole interface of the design on the play site and in Backoffice.

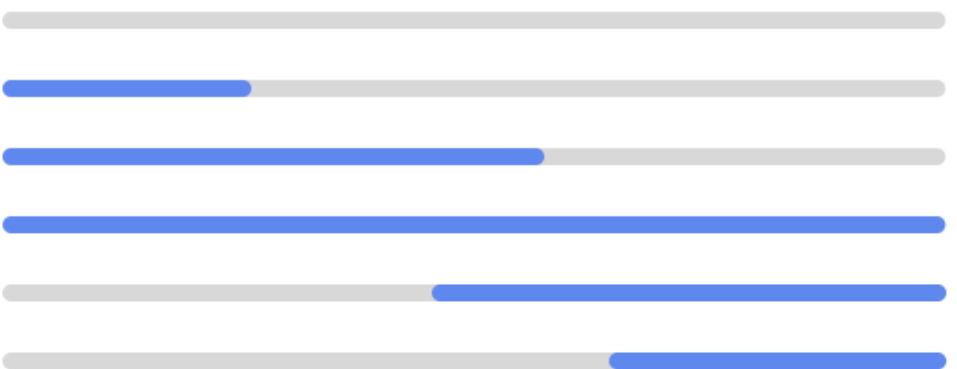
Loading state

LOADERS

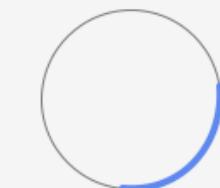
LOADING SPINNER



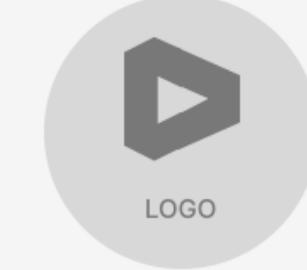
LOADING BAR



USAGE EXAMPLE



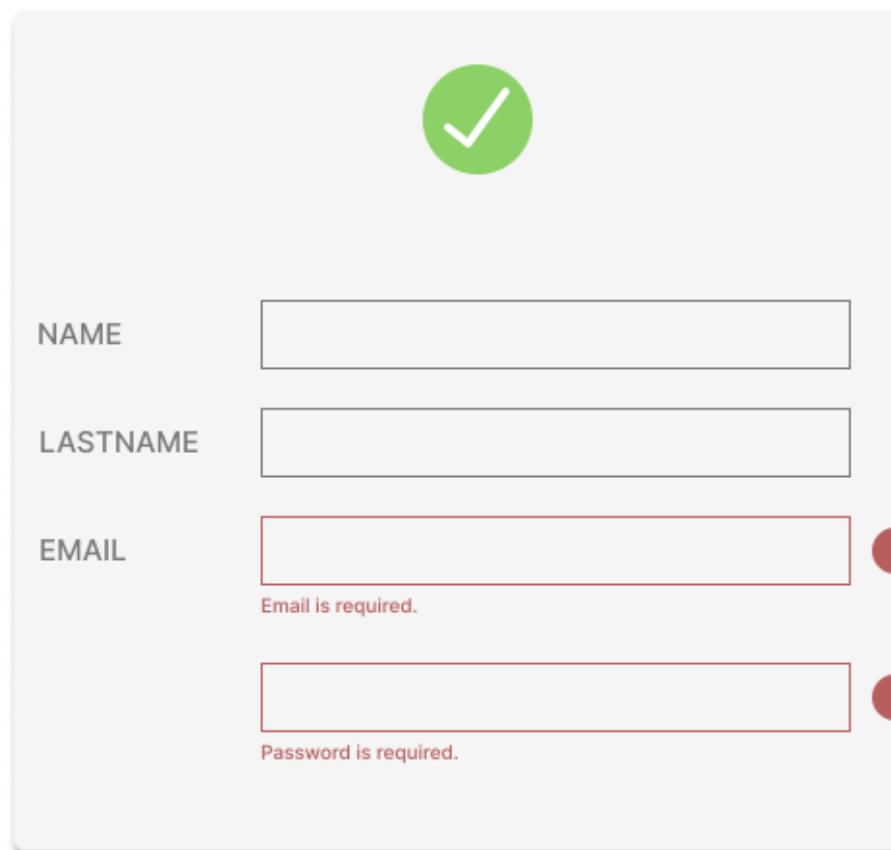
LOADING ...



LOGO



Error state



A form with a green checkmark icon at the top. It contains four input fields: NAME, LASTNAME, EMAIL, and a large empty field. The EMAIL field has a red border and a red exclamation mark icon, with the error message "Email is required." below it. The large empty field also has a red border and a red exclamation mark icon, with the error message "Password is required." below it.

NAME

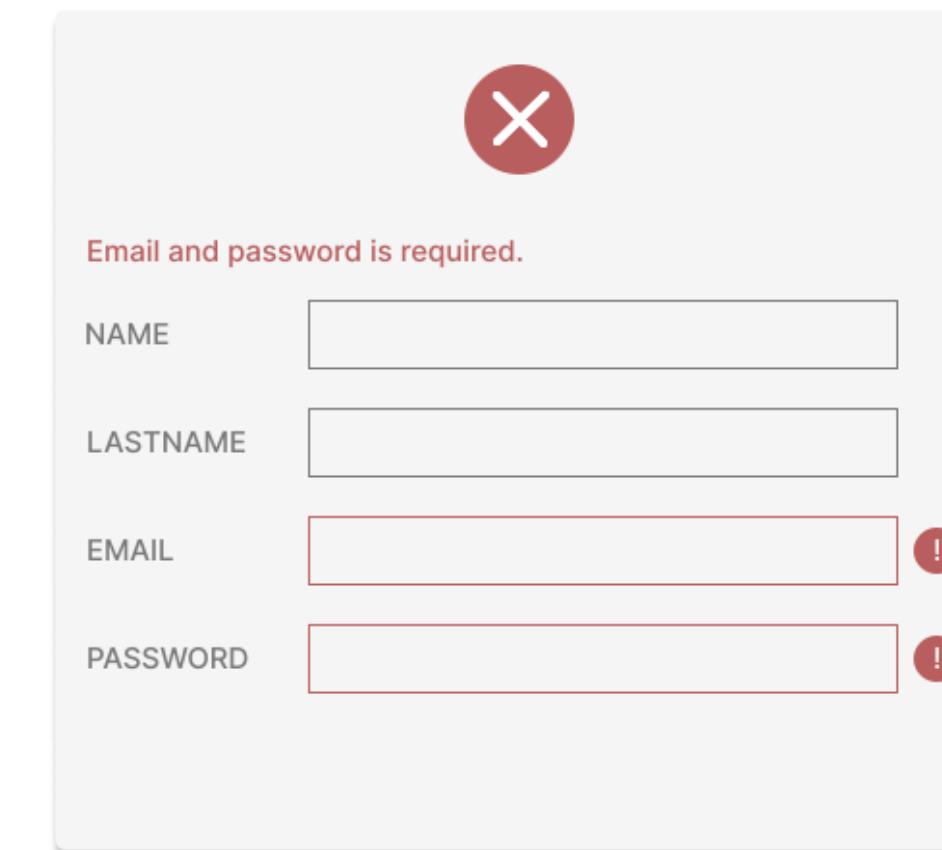
LASTNAME

EMAIL !

Email is required.

!

Password is required.



A form with a red X icon at the top. It contains four input fields: NAME, LASTNAME, EMAIL, and PASSWORD. All four fields have red borders and red exclamation mark icons. The EMAIL field has the error message "Email and password is required." above it.

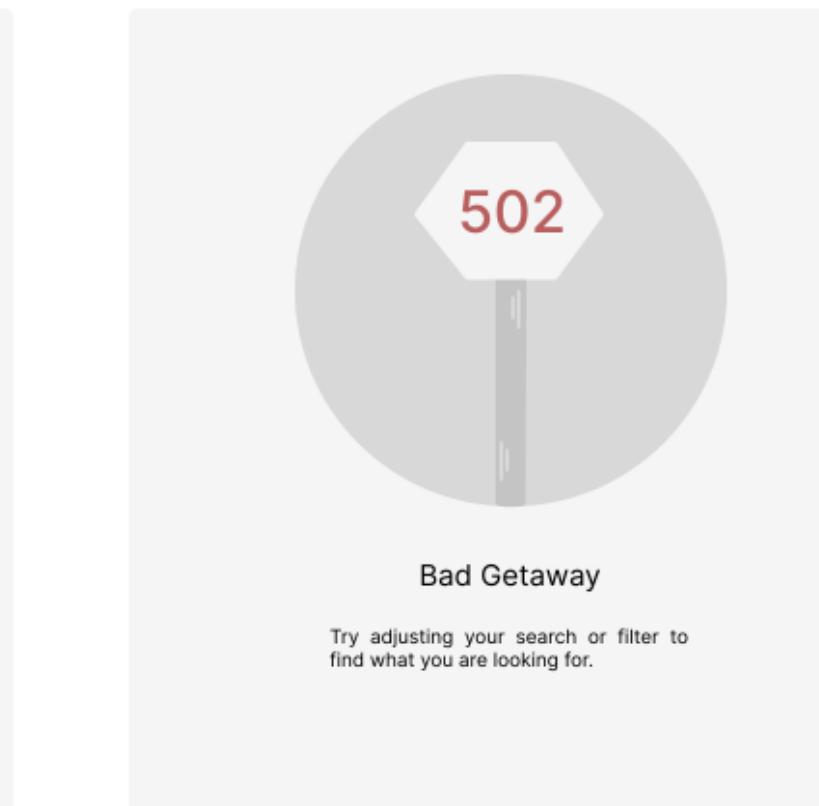
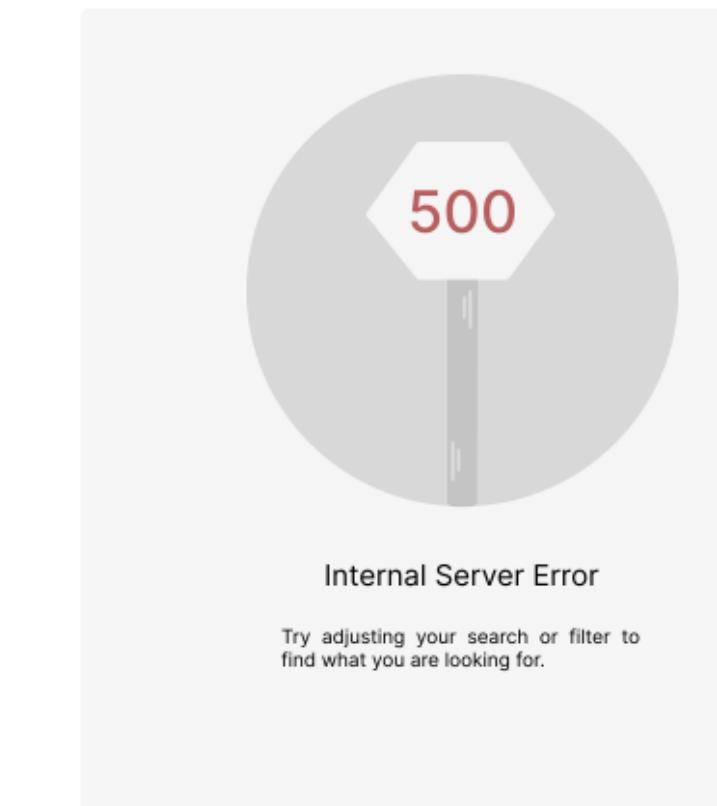
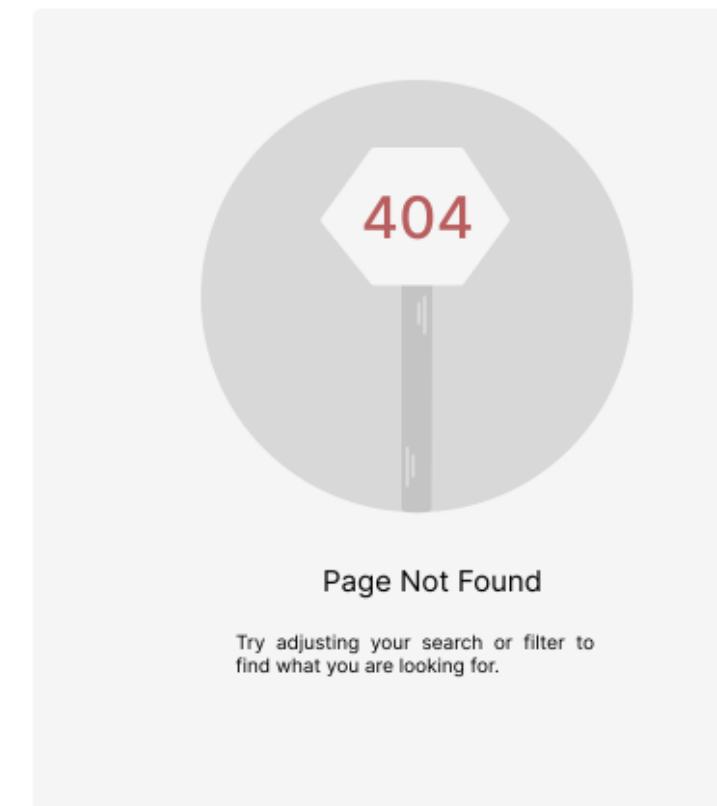
NAME

LASTNAME

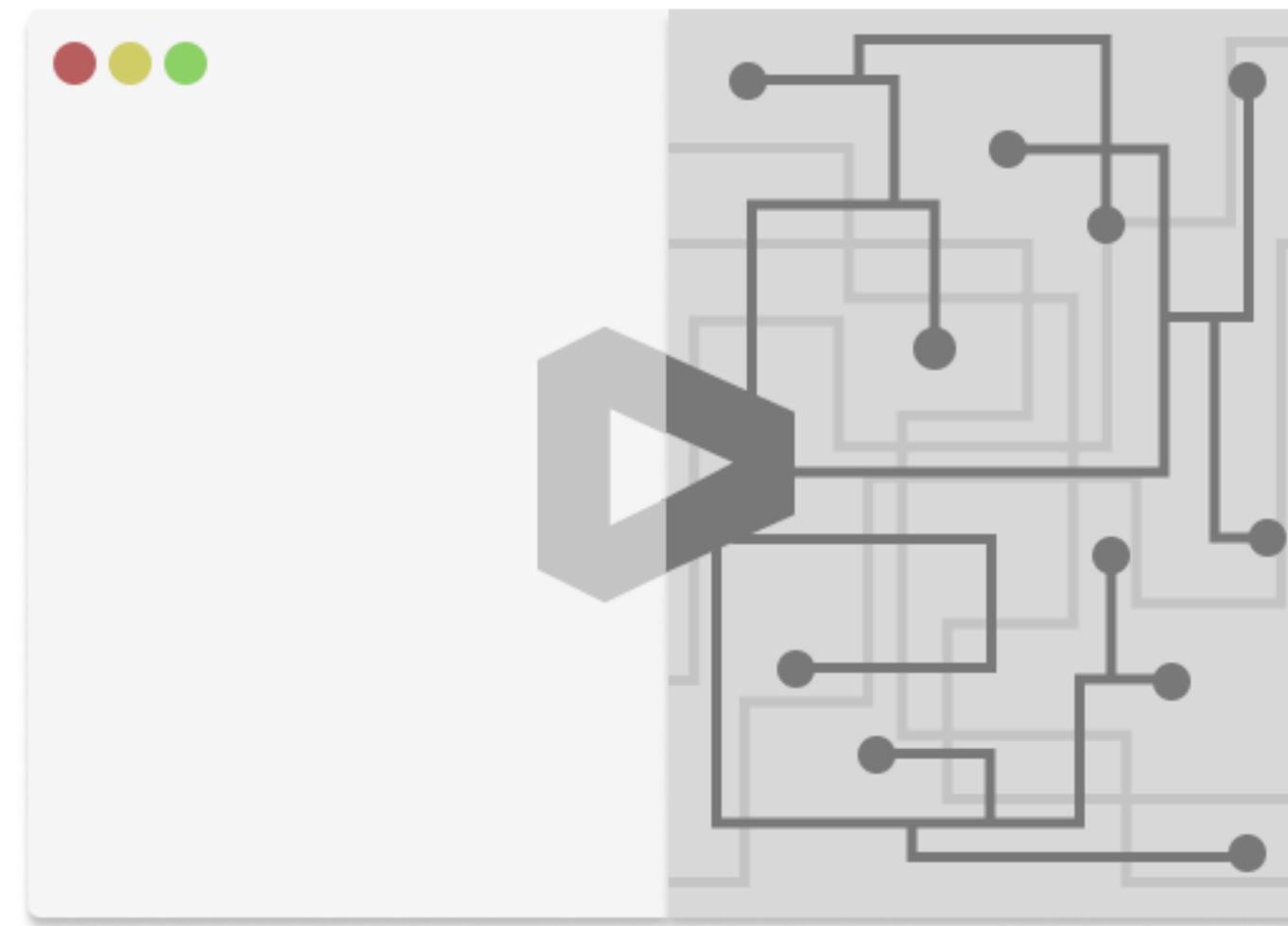
EMAIL !

Email and password is required.

PASSWORD !



Under maintenance



Under Maintenance

The page you're looking for is currently under maintenance and will be back soon.

Cards



Flemingsbergs IK - Lidingö
Vikings HC

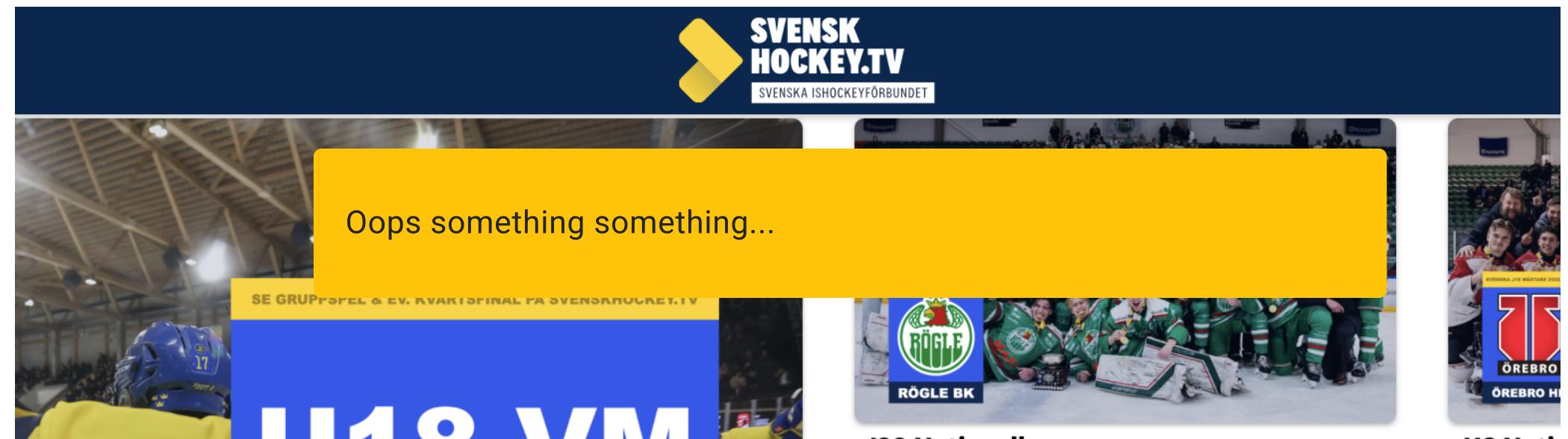
Today 17:25

Event details	
	Event details
Competition	
	HockeyAllsvenskan
	Senior <input checked="" type="checkbox"/> >
Game Round	
No round set <input type="checkbox"/>	
Venue	
	Fjällräven Center <input checked="" type="checkbox"/> >
	UNKNOWN
STATUS	

Cards are a good way to keep information that belong together contained in one “box”. Make sure to never “default” to cards.

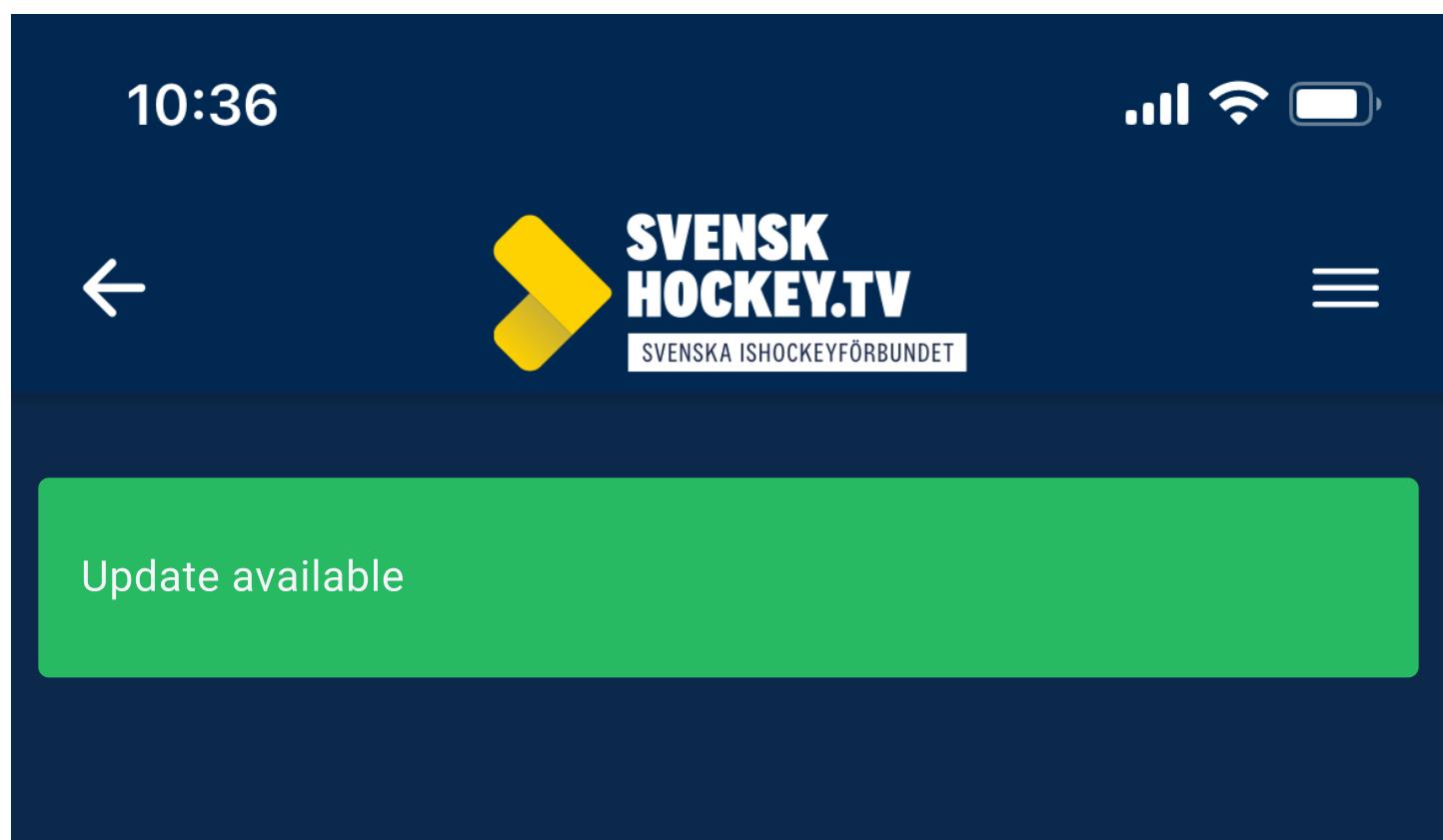
Use cards whenever it's needed to contain more information in one section.

Toaster

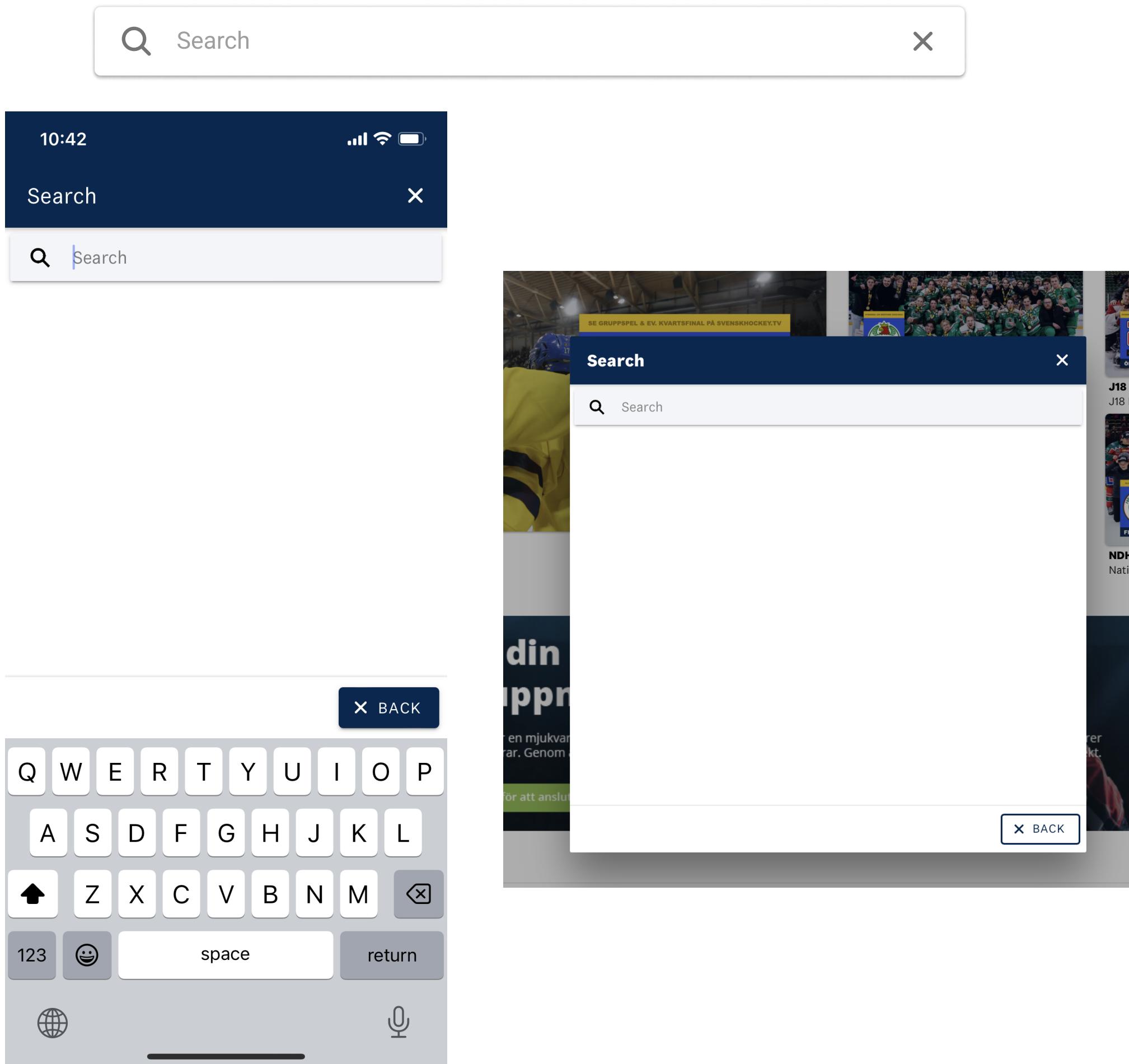


Toasters are a way to show how something is going, whether there's an update, something couldn't be uploaded etc.

On the desktop and tablet make sure that is in the top centre and does not take up all the space, however on mobile versions it may take up all the header space.



Search bar



The search bar component should on the desktop and tablet open up in a modal and on mobile take up the entire screen.

List

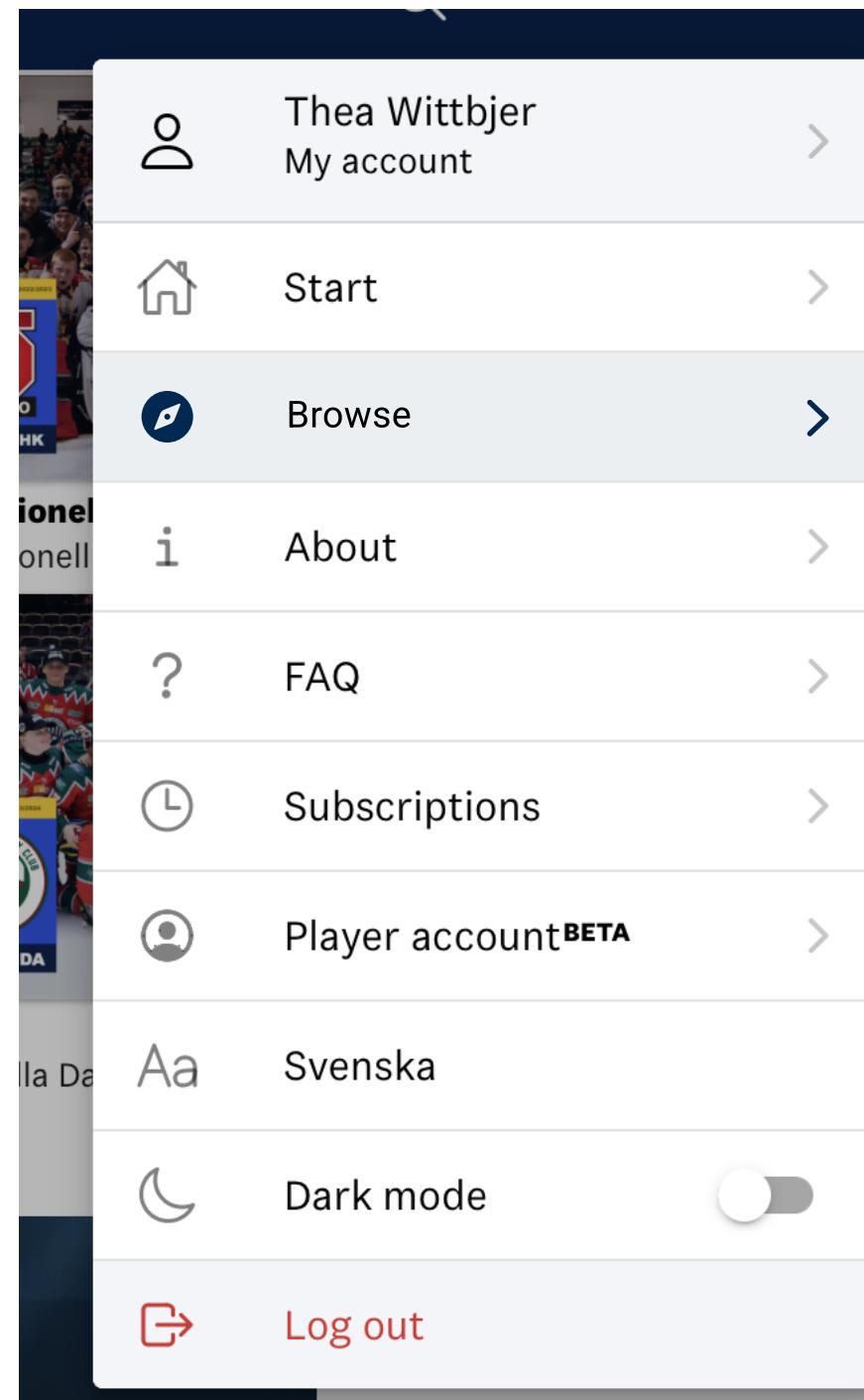
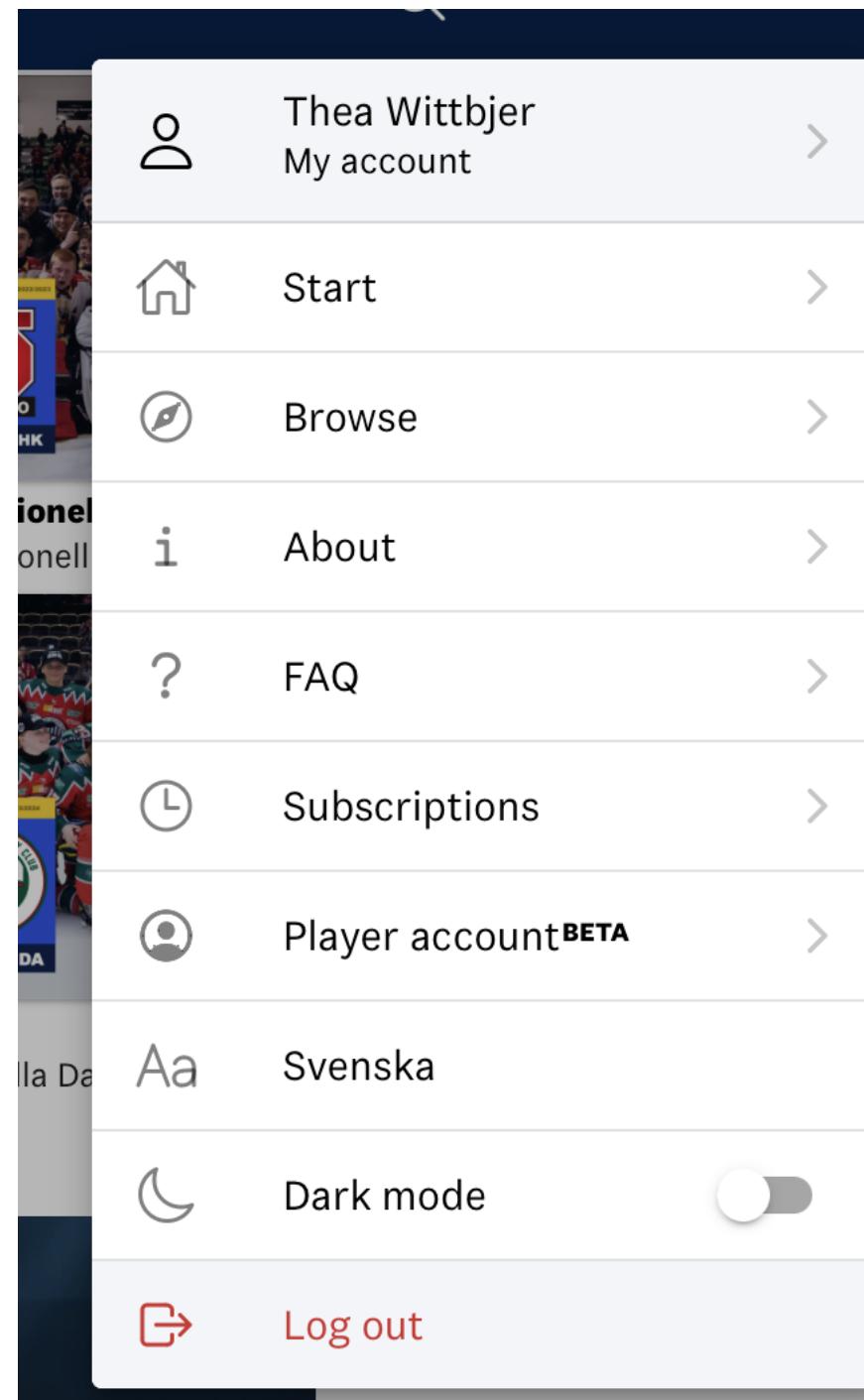
The list component uses auto layout. Add more items to the master if you need more items in a list.

List header

Divider

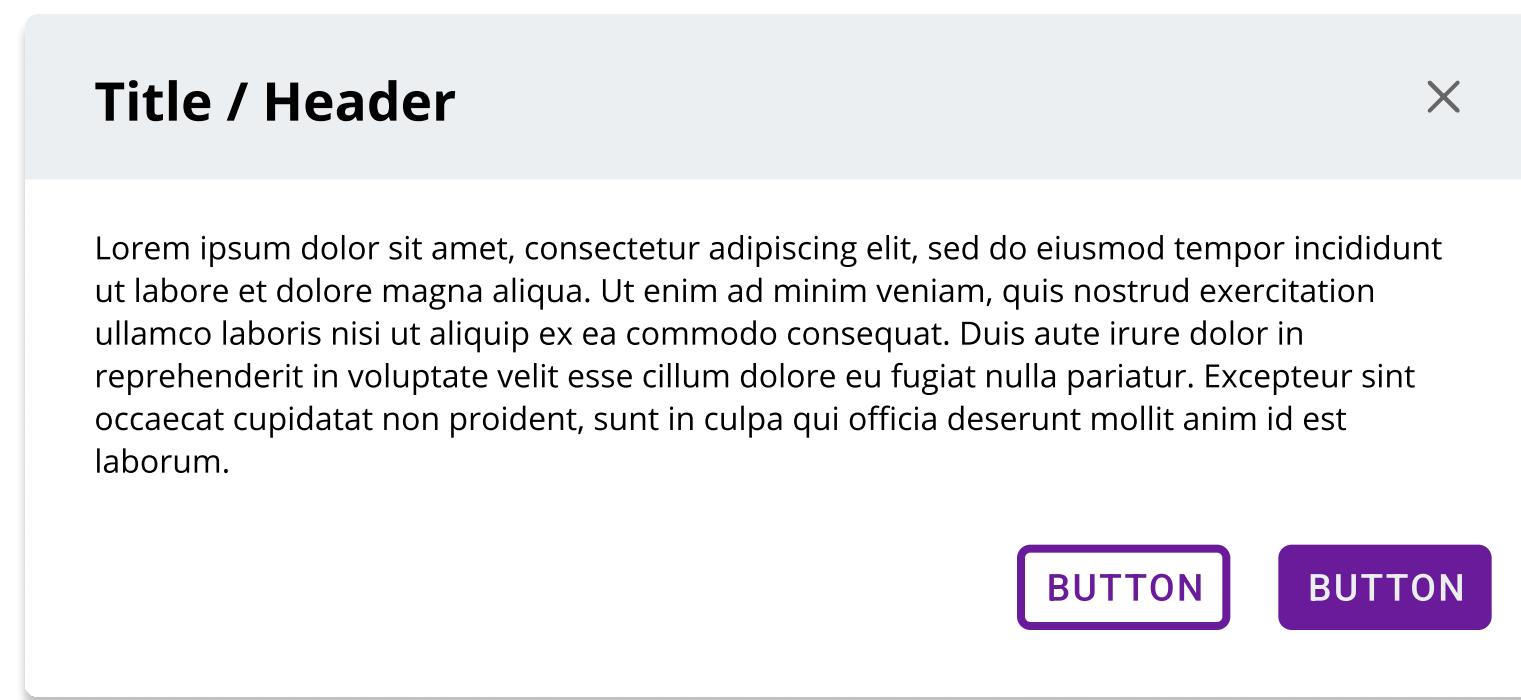
Item note

Menu



Whenever you are on the page in the menu, that icon should be filled and the box that it's in should be in the colour light to show that you are in that specific site.

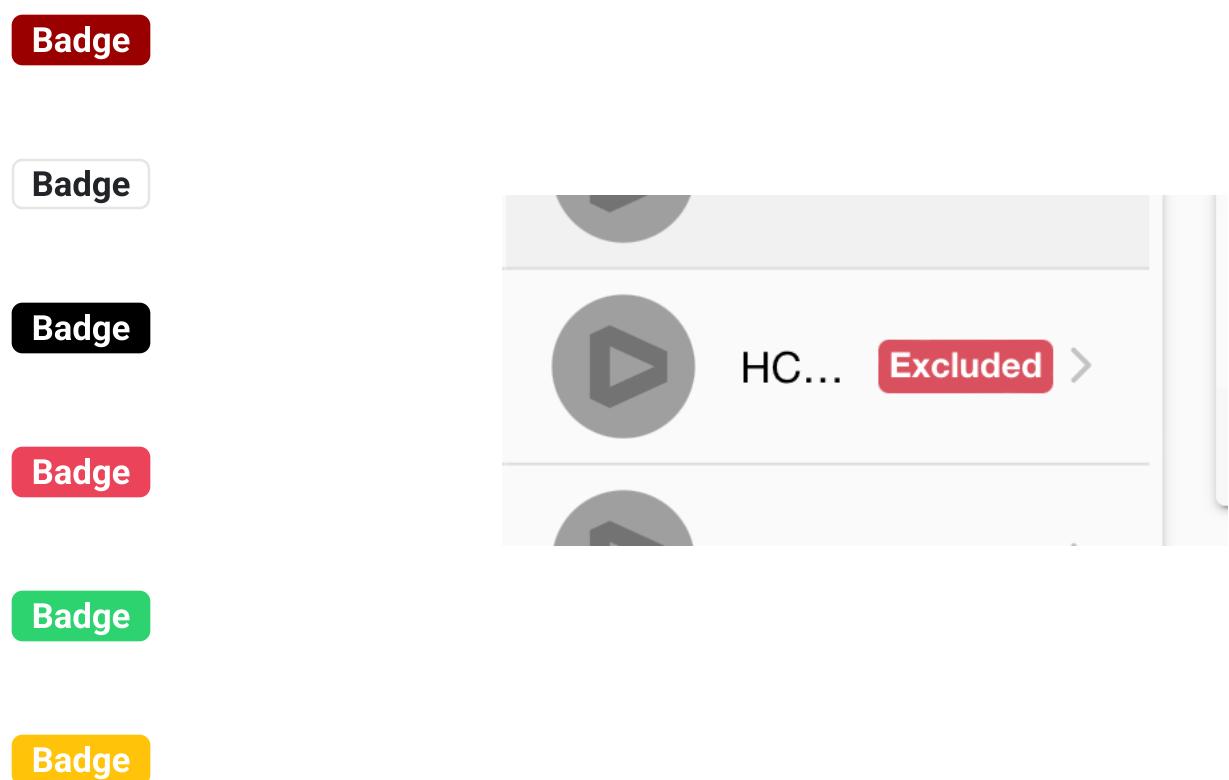
Modal



Modal component can have different types of layouts, but there should always be an action showing why it is important to just see this information.

Modal component can have different types of layouts, but there should always be an action showing why it is important to just see this information.

Badge



Badges are used to show the importance of certain things. For example when a team is excluded from an tournament.

Item

Item	note
Attachment	3gb
Aditya Pate Where are you?	3 min ago 1 message
Cool Hoodie Colors: Red, Green, Blue Sizes: S M L XL	\$30.00

Ion items are used in the List, Menu, and Action Sheet components. Below is a guide for how to resize component and show and hide different components.