

# Learn how Material Design makes it easier and faster to build apps without compromising quality

- <https://devview.kr/2018/schedule/267>
- <https://www.slideshare.net/devview/142-learn-how-material-design-makes-it-easier-and-faster-to-build-apps-without-compromising-quality>

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On any product team, there's often a tension between building things fast and building beautifully. With the latest Material Design release, teams get the best of both world.

In this talk, learn about how some of the new components, interactions, and expressive capabilities of Material were used in our early access partner's products to solve their unique design challenges without having to compromise quality.

## Contents

- 1. What is Material Design? How has it evolved?
  - Mission, History, Usage, Updates
- 2. How are Material's new components, interactions, and expressive capabilities used in our early access partner's products?
  - Case studies: Gmail (internal Google apps)
  - Case studies: Lyft (external partner apps)
- 3. How has using Material Design improved their product?
  - User Research Data
- 4. Insights and tips on how to best apply Material Design in your product.

## speaker

- Jonathan Chung Google / UX Lead
- Jonathan is a User Experience Design Lead on the Google's Material Design team. He focuses on creating a sustainable library of products, tools, demos, and documentations to significantly improve the way digital products are designed and built. Prior to joining the Material Design

team, Jonathan worked on many different products across Google including Google Play, Android, and more. Jonathan earned a Bachelor's degree in Graphic Design from Rhode Island School of Design.

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Last update: **2020/06/02 09:25**

