

The Alumable Design System

A Material 3 component library and brand foundation for Alumable — the “Earn While You Learn” platform connecting students, companies and tertiary institutions. Everything a designer or agency needs to build on-brand across web and mobile.

Version	Foundation	Platforms	Prepared
1.0	Material Design 3	Web & Mobile	June 2026



What's inside

01	Brand & Logo	Identity, lockups, usage
02	Colour System	Roles, surfaces, accents
03	Typography	Type scale & families
04	Iconography	Material Symbols
05	Shape & Spacing	Radius & 4px grid
06	Elevation & Motion	Shadow & movement
07	Components	The library at a glance
08	Voice & Content	How Alumable writes
09	Resources	Files, tokens, contacts

i Alumable is an “Earn While You Learn” platform — students gain paid, real-world experience; companies can easily find and hire emerging talent; and work integrated learning can scale to every learner in an institution. Its interface is built on Material 3 with a shadcn-style architecture — this document is the canonical reference for designing with the brand.

The mark

The Alutable logo pairs a rounded-square connection glyph with a lowercase wordmark. It is orange — warm, optimistic, human — which in the Material 3 token system maps to the Secondary role.



Primary lockup on light (left) and on the near-black tertiary surface (right). Maintain clear space of at least the glyph height on all sides.

Do

- Keep the logo orange on neutral or dark surfaces where contrast is comfortable.
- Give it room — never crowd the mark with other elements.
- Scale proportionally; the glyph and wordmark are locked together.

Don't

- Recolour the mark to purple or any accent hue.
- Place it on busy imagery or low-contrast backgrounds.
- Stretch, rotate, add shadows, or reconstruct the wordmark in another typeface.

Colour

A Material 3 role-based palette. **Purple** leads interactive UI as the Primary colour; **orange** is the brand expression (Secondary). Neutrals are pure greys — no tint — and a 9-hue accent palette carries categorical meaning.

PRIMARY — PURPLE

primary #9A76BE	on-primary #FFFFFF	primary-container #EDE0FF	on-primary-container #583D72
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SECONDARY — ALUMABLE ORANGE (BRAND)

secondary #FFA33C	on-secondary #FFFFFF	secondary-container #FFE5C4	on-secondary-container #4D2800
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TERTIARY & ERROR

tertiary #252525	tertiary-container #3D3D3D	error #B3261E	error-container #F9DEDC
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SURFACE RAMP — PURE NEUTRALS

surface #FFFFFF	c-low #F7F7F7	container #F1F1F1	c-high #EBEBEB	highest #E3E3E3	dim #D9D9D9
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ACCENT PALETTE — 9 HUES × 2 INTENSITIES

Subtler (light) fills for tags, avatars and chips; subtle (medium) fills for emphasis and status.

								
Gray	Blue	Teal	Green	Lime	Yellow	Orange	Magenta	Purple
								



Rule of thumb: purple for anything interactive (buttons, links, active states, focus); orange for brand moments and selected chips; greys for structure; accents only to categorise.

Typography

Instrument Sans sets everything — display, headings and body. JetBrains Mono handles code. The full Material 3 type scale governs sizing.

Display Small

36 / 44 • 600

Earn while you learn

Headline Small

24 / 32 • 600

Find a placement

Title Large

22 / 28 • 600

Summer Internship Programme

Title Medium

16 / 24 • 500 • .15

Open placements near you

Body Large

16 / 24 • 400 • .5

Earn real income and gain hands-on experience while you study.

Label Large

14 / 20 • 500 • .1

Apply now

Body Small

12 / 16 • 400 • .4

Secondary detail and metadata text.

Families & weights

INSTRUMENT SANS — UI

AaBbCc 0123

Regular 400 Medium 500 Semibold 600

Bold 700

JETBRAINS MONO — CODE

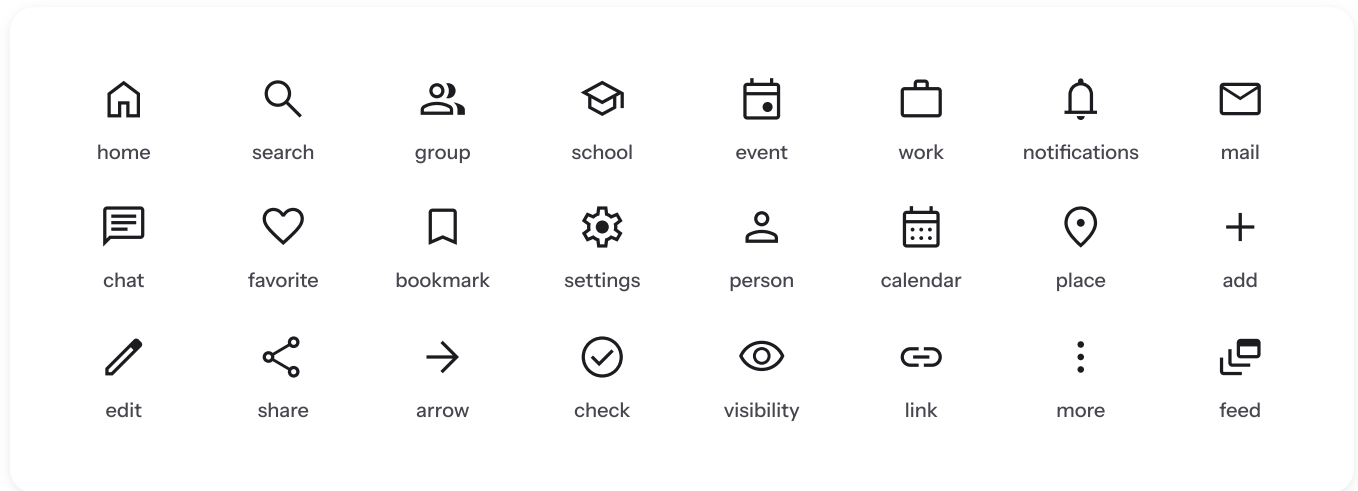
const net = true;

Used for tokens, code samples and tabular figures.

Headings are semibold (600); body defaults to medium (500). All three faces are served from Google Fonts.

Iconography

One system only: **Material Symbols Outlined** (Google's variable icon font). Default style is outlined, weight 300, optical size 24. Active states may switch to filled.



- It is a **font**, not image files — no SVGs or PNGs to manage. Size scales naturally and also sets the optical size.
- **No emoji** and no Unicode-glyph icons. Meaning comes from Material Symbols plus the accent colour system.
- Browse the full set at fonts.google.com/icons.

Shape & spacing

The Material 3 shape scale on a strict 4px grid. Buttons, chips and avatars are fully rounded; cards use 12px; hero panels use 28px.

CORNER RADIUS



SPACING SCALE — 4PX BASE

TOKEN	VALUE	TYPICAL USE
--space-1	4px	Icon-to-label gaps, hairline insets
--space-2	8px	Chip padding, tight stacks
--space-3	12px	Control gaps, card row spacing
--space-4	16px	Default component padding
--space-6	24px	Card interior, section gaps
--space-8	32px	Between content blocks
--space-12	48px	Page section rhythm
--space-16	64px	Major layout separation

Touch targets never fall below 44–48px. Layout is comfortable and airy; content columns cap around 920px.

Elevation & motion

Elevation is deliberately low and soft. Most surfaces sit at level 0–1; the house soft shadow is the default for cards. Motion is quick and gentle — never bouncy or looping.

SHADOW LADDER



Motion

- **Duration:** 0.12–0.2s ease for colour, background and shadow transitions.
- **Press:** buttons scale to ~0.97, icon buttons to ~0.92.
- **Switch thumb** eases with `cubic-bezier(.2,0,0,1)` and grows when on.
- No bounces, no long or looping animations.

States

- **Hover:** subtle translucent-primary state layer (~8%), or a one-step elevation rise.
- **Selected:** `primary-container` (nav, lists) or `secondary-container` (chips).
- **Focus:** outlined controls thicken and recolour to primary.
- **Disabled:** 38% opacity, non-interactive.

Backgrounds

Surfaces are clean white/neutral — **no content gradients**, with one signature exception: the sidebar's whisper-of-purple gradient (`#ECEEFF1` → `#F3EAFD`). Hero panels use a flat `primary-container` with large, faint decorative circles in purple and orange. No textures or photographic full-bleeds; imagery is the user's own.

The component library

Twenty-plus reusable primitives across seven groups, each faithful to the Material 3 specification and the Alutable brand.

ACTIONS



Button

Pill-shaped; five emphasis variants (filled, tonal, elevated, outlined, text) in three sizes.



Icon Button

Circular icon-only control; standard, filled, tonal, outlined.



FAB

Floating action button — the one key action per screen; optionally extended.

FORMS



Text Field

Outlined or filled, floating label, supporting text and error state.



Checkbox

Multi-select with indeterminate state.



Radio

Single choice within a group.



Switch

Instant on/off setting; thumb grows when on.

FEEDBACK



Alert

Inline status — info, success, warning, error.



Badge

Dot or count, anchored to an icon or avatar.



Progress

Linear or circular, determinate or indeterminate.



Snackbar

Brief message on a dark surface with an action.



Tooltip

Small dark label on hover or focus.

CONTAINMENT, NAVIGATION & DATA DISPLAY



Card

Elevated, filled or outlined surface with header/content/footer parts.



Tabs

Horizontal bar with an underline indicator.



Chip

Compact pill for filters, choices and inputs.



Avatar

Image, initials (auto accent), or icon fallback.



Tag

Accent-coloured pill for status and metadata.



List Item

Row with leading, headline, supporting and trailing slots.



The full interactive library, prop tables, and a recreation of Alumable's docs app ship with the design-system project. Designers can browse every component live; engineers can lift the exact tokens and APIs.

Voice & content

Alumable speaks as a supportive guide — warm, plain and encouraging. It addresses three audiences — students, companies and institutions — and copy is the quiet half of the brand.

WARM & HUMAN

Reads like a supportive guide, not a corporation. *"Earn while you learn — gain paid, real-world experience while you study."*

SECOND PERSON, ACTIVE

Speak to "you"; lead with verbs. *"Find a placement." "Apply now."*

SENTENCE CASE

Buttons, titles, nav and labels — all sentence case. No Title Case, no ALL CAPS (except tiny tracked eyebrow labels).

SHORT & CONCRETE

One-line descriptions; 1–2 word buttons. Numbers stay useful — counts, earnings, statuses — never decorative.

Quick reference

DO	AVOID
Apply now	Submit Your Application Today
Find a placement	Opportunity Discovery Portal
Your session expires in 5 minutes.	⚠ Warning!! Session timeout imminent
12 open placements near you	Lots of exciting opportunities await! 🎉

No emoji in product UI. British-leaning spelling (colour, favourite, behaviour) appears in source — keep it consistent within a surface.

Resources & handoff

Everything needed to build with Alumable lives in the design-system project. This document is the shareable summary; the project is the working source.

What ships

ASSET	DESCRIPTION
styles.css	Single global stylesheet — link it to inherit every token and webfont.
tokens/	Colour, accent, typography, spacing, elevation and font-face definitions as CSS custom properties.
components/	20+ React primitives with TypeScript definitions and usage notes.
ui_kits/m3-docs/	Interactive recreation of the Alumable docs web app — a composition reference.
assets/	Logo and brand imagery.

Typography & icon sources

Fonts are served from Google Fonts: **Instrument Sans**, **JetBrains Mono**, **Material Symbols Outlined**. No proprietary binaries are required.

Notes for partners

- Components are cosmetic recreations of the published [@sicaho-collab/ui-web](#) API — faithful in look and props, not internal implementation.
- Web uses Tailwind v4 + Radix primitives; mobile uses React Native with shared design tokens.
- For pixel-level questions, work from the live design-system project rather than this summary.

One open question: this system treats purple as Primary and orange as the brand Secondary. If orange should instead lead as the primary interactive colour, that single decision reshapes buttons, links and focus states — confirm intent before large-scale production.