## GIRLS WHO CODE DESIGN STYLE GUIDE

## INTRODUCTION

## MAKING WAVES

The Girls Who Code 2020 visual identity is all about waves. Wave of momentum-waves of progress-waves of change.

The wave is a visual interpretation of the shape of a stack of lines written in a scripting window-it is also metaphor for the power, strength, and resilience of a new generation of young women and girls coming together to effect positive change in the world.

Girls Who Code empowers these young women, through networks of sisterhood and digital fluency to go forward into the future and MAKE WAVES

## LOGO

## THE LOGO

## ginlowhole

## USING THE LOGO

SIZING
For digital use, the minimum sizing of the Girls Who Code logo is 30 pixels high. It should not be printed smaller than 3/4 of an inch in width.

## PARTNERSHIP

When locking the logo up to partner logos, create a dividing line that is $1.5 x$ longer than the height of the logo.

Make the width of the dividing line equivalent to the width of the stroke in "code".

Allow for the width of the " 0 " in code to act as a suitable padding distance between
the dividing stroke and each of the marks.

MINIMUM DIGITAL SIZE

girlswhol
. 75 IN WIDTH

## CORE COLORS

## THE CORE COLORS

These are the colors that make up the core of the Girls Who Code visual brand. They should have the greatest representation across all applications and levels.

TINT GRADIENT


## LOGO \& COLOR

Think of the script and sans-serif components of the Girls Who Code logo as a singular unit. They should always appear in the same color.

On a white, color tint, or tint gradient background, the Girls Who Code logo should almost always appear in the primary brand color: Teal 3

On a dark-colored background, the Girls Who Code logo should almost always appear in white.

On a light-colored background, the Girls Who Code logo should almost always appear in Blue 4.


## PROGRAMMATIC COLORS

These colors are programatic identifiers to showcase the uniqueness and energy that each has to offer. They are used to explicitly showcase the "identity" of the specific program.

Colors shpuld be used accordingly in both digital \& traditional collateral.

## CLUBS

are free after-school programs for 3rd-5th and 6th-12th grade girls to join a sisterhood of supportive peers and role models using computer science to change the world.

Blue $\mathbf{3}$ is used for programmatic identity.


## ACCENTS



## PROGRAMMATIC COLORS

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## SUMMER IMMERSION PROGRAM

is a free 7-week introductory computer science program for 10th-11th grade girls going into their junior or senior year of high school. During the 7-week program, participants learn about computer science, gain exposure to tech jobs, and join a sisterhood of girls who are using computer science to become change-makers.

It is the organization's signature program where girls get to be immersed in an intensive and exciting summer experience with real world brands/companies. Orange 3 is used for this programmatic identity.

HERO


ACCENTS


## PROGRAMMATIC COLORS

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COLLEGE LOOPS
are on campus student organizations led by a President who serves as the main point of contact for Girls Who Code. College Loop Presidents are committed to reaching gender parity in tech by creating an inclusive community on their campus.

This is where girls facilitate sisterhood in university settings and also through the workforce by creating community. Yellow 3 is used for this programmatic identity.

HERO


ACCENTS


## TYPOGRAPHY

## TYPOGRAPHY

THIN

## Girls Who Code

## Girls Who Code

## Girls Who Code

## Girls Who Code

## Girls Who Code



## TYPOGRAPHY

> BOLD
> MEDIUM
> REGULAR
> LIGHT
> THIN
> NUMBERS
> Girls Who Code
> Girls Who Code
> 1234567890

## ROBOTO MONO (SECONDARY)

Secondary information, including dates, times, and locations should be set in Roboto Mono. Roboto Mono can also be also be used at the discretion of the designer for information that must appear at a lower hierarchy within the context of the application. For example, the footer of this Design Style Guide ;)

## cOLORS

## FULL COLOR PALETTE



## TINT GRADIENT

To add depth and interest, the Girls Who Code visual system frequently incorporates the use of a tint gradient in place of pure white. This gradient is composed exclusively out of the five color tints in the palette:
Teal 1, Blue 1, Red 1, Orange 1, and Yellow 1

## DIGITAL APPLICATIONS

Gradients are free-form and can be comprised of any number of the five color tints.

## PRINT APPLICATIONS

Gradients are linear and must be comprised of only two of the five colors tints in order to guarantee optimal printing.


## ACCESSIBILITY

Color accessibility is the determination of whether or not a color pairing has a high enough contrast for the text or content to be considered visually accessible for those with poor or compromised eyesight.

## CODE

## CODE

## CODE

## CODE

Color pairings that are considered visually INACCESSIBLE on the web for:

Type 14pt. and smaller
Design elements

## CODE

are demarcated with a red slash.


## CODE



## ACCESSIBILITY



BLACK 1 (TEXT/DESIGN ELEMENT)

black 2 (text/Design element)


BLACK 3 (TEXT/DESIGN ELEMENT)
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black 4 (text/design element)

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teal 1 (text/design element)

teal 2 (text/design element)


TEAL3 (TEXT/DESIGN ELEMENT)
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teal 4 (text/design element) CODE CODE CODE CODE CODE CODE CODE CODE CCOE COVE CODE CODE CODE CODE COKE COVE CQOE CODE
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blue 2 (TEXT/DESIGN ELEment)
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blue 3 (text/design element)
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RED 1 (TEXT/DESIGN ELEMENT)


RED 2 (TEXT/DESIGN ELEMENT)


RED 3 (TEXT/DESIGN ELEMENT)
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Code code code code code code CODE CODE CODE COVE CODE CODE COOE COOE COOE CODE CQOE CODE

ORANGE 1 (TEXT/DESIGN ELEMENT)


Accessibility reference chart for all possible color combinations within the Girls Who Code palette.

ORANGE 2 (TEXT/DESIGN ELEMENT)


ORANGE 3 (TEXT/DESIGN ELEMENT)
CQOE CQOE COOE CQOE CQOE CQ6E


YELLOW 1 (TEXT/DESIGN ELEMENT)


EELLOW 2 (TEXT/DESIGN ELEMENT)


YELLOW 3 (TEXT/DESIGN ELEMENT)


## ICONOGRAPHY

## ICON CREATION

When creating new iconography, try to incorporate either a radial or linear visual "wave" element.

Subtle wave elements can also be added to existing iconographic forms as a way to align them with the updated brand and unify them with all future iconography.

Regardless of whether or not you choose to retain or re-interpret existing iconographic forms, we recommend that all icons are eventually re-drawn on a 48 x 48 px grid with a 1 pt line weight in order to ensure scalability and consistency.

EX. NEW ICONOGRAPHIC FORMS


BRAVERY

capabilities

community


CAREER

## DESIGN ELEMENTS

## WAVE HEADLINES

Headlines should frequently appear
in the stacked "wave" format.

The specific typographic constraints of these "wave" headlines are as follows:

Type: Roboto Black
Tracking: -15pts
Leading: $85 \%$ of the pt. size

Vary the left indent of each individual line to achieve the optical shape of a "wave".


## LOGO LOCKUP

Whenever possible, the Girls Who Code logo should be locked up with a "wave" headline.

The logo should appear above the headline.

The height of the logo should be two-thirds the height of the pt. size of the headline.

The space between the logo and the first line of the headline should be equidistant to that of the line spaces within the headline.

The " $C$ " in code should align optically on the left with the first letter of the first line of the headline.


## WAVE VISUAL

## SIGNIFIERS \&

## ATTRIBUTIONS

Singular line "waves" can be used to underline or call out important pieces of information. This applies to instances of attribution, such as quotes.

## CONNECTORS

Singular lines "waves" should be used
whenever possible to connect pieces
of relevant information i.e dates.


KINETIC PATTERN
A "wave" pattern can be used to separate content blocks, or on its own as a decorative element.


## WAVE MAKING

## 1. DRAWING STROKES

Draw two free-form "wave" strokes

## 2. BLEND

Make a blend between the two "waves" with enough steps to create the implication of movement and ensure a density of texture


## 3. MOVE \& ROTATE

Make as many individual wave blends as desired, but feel to move and rotate the same wave pattern in order to create infinite new compositions.


## WAVE MAKING

## 1. BLEND

Create a blend between two free-
form "wave" strokes, one with
fewer steps (less line density).

## 2. SHIFT

Expand and unlink the lines so that the distance between lines can shift to create varying band widths.


## 3. FILL

Connect pairs of lines to create filled wave shapes. Color these waves to suit your needs.


## TYPE TREATMENT

HEADLINES
Headlines should always be set in the stacked "waves" visual style.

SUB-HEADS, BODY COPY, DETAIL ELEMENTS
All sub-heads and body copy should
be set exclusively at angles of zero or ninety degrees, but typographic detail elements (such as CTAs) can appear in waving lines or concentric circles.

## SIGN Us <br> SIGN UD <br> TODAY!

 ?
## WAVE STATEMENTS

In rare instances where the goal
is style over immediate legibility
(i.e. swag) statements can be set in expressive waving lines.

## HEADLINE HEADLINE <br> HEADLINE HEADLINE HEADLINE HEADLINE

## WAVE VISUAL

Different tint gradients can be applied
to multiple wave bands, creating a more subtly dynamic composition.


Different colors from the full palette can be applied to radial wave bands


Different colors from the full palette can be applied to linear wave bands

## TYPE \& MEDIA

## OVERLAP

Whenever possible, headline type should interact with/
overlap with waves to imply dimensionality and movement

## KNOCK-OUT

Type can also be used as a container for waves, "knocking-out" to reveal colored wave bands in the background.


## PHOTOGRAPHY \& TYPE

## ADJACENT

In Level 1, text will primarily appear adjacent
to (and not touching) photographs.
*Type set next to images, should appear in title case.

## OVERLAPPING

Text may overlap photography where appropriate. For this treatment, only use a photograph that displays a large area of dark or light color on one of the two sides. A gentle gradient overlayed on top of the photo may be used to enhance the darkness or lightness of the photograph. If the photograph is lighter in color, display it on a light background with dark text. If the photograph is darker in color, display it on a dark background with light text.
*Type set over images, should appear in all caps, with -15pt tracking.


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## DESIGN APPLICATIONS



Applying for internships as a woman in tech.







girlswhocode . Follow
girlswhocode We believe that girls can't be what they can't see. That's why we connect girls to role models across every industry so that they can see themselves as future leaders in the tech workforce!
Help us meet our goal this
\#GivingTuesday of raising \$50K to
provide girls across the globe with a
\#sisterhood to encourage them to pursue careers in tech. Join our global movement today. \#Linkinbio to learn more

1w
cbsunstoppable Yes!! So important! "

1w 1 like Reply
$\bigcirc \bigcirc \uparrow$
■
1,627 likes
december 3

## q號记

"Allyship is so much deeper than just being cool with someone's life or cool with someone's existence, it's about reaching out a hand and pulling them up and making sure that $y^{\prime}$ all are walking side by side."



## 

"Each time I struggled with code or felt pressure from the class's abysmal gender ratio, I remembered Ada Lovelace, Grace Hopper, and the amazing women like them who had a huge impact on the world around us... The world needs more girls who code."
~~ KEMI A. (GWC ALUM) \#GivingTuesda

## Trofur

"Certain people - men, of course - discouraged me, saying (science) was not a good career for women That pushed me even more to persevere."

~~~ FRANCOISE BARRE 2008 Novel Prize recipient

\section*{}
"The glass ceiling will always go away when women help other women break through that ceiling."
~~~~ INDRA NOOYI former chair and CEO of Pepsico



\section*{L8R G8RS ;)}~~~

