GIRLS WHO CODE DESIGN STYLE GUIDE



INTRODUCTION

MAKING WAVES

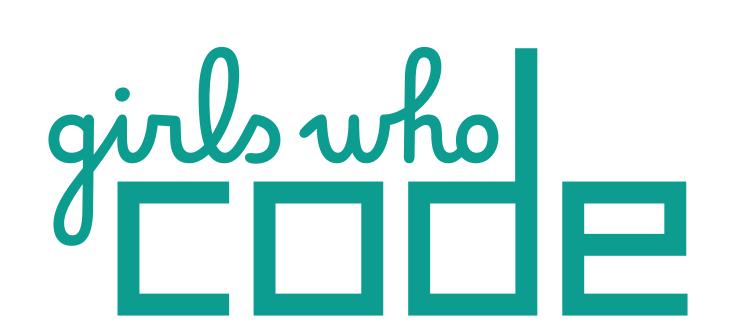
The Girls Who Code 2020 visual identity is all about waves. Wave of momentum—waves of progress—waves of change.

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



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 1.5x 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 "o" in code to act as a suitable padding distance between the dividing stroke and each of the marks.

MINIMUM DIGITAL SIZE

30 PX HEIGHT girls who

MINIMUM PRINT SIZE



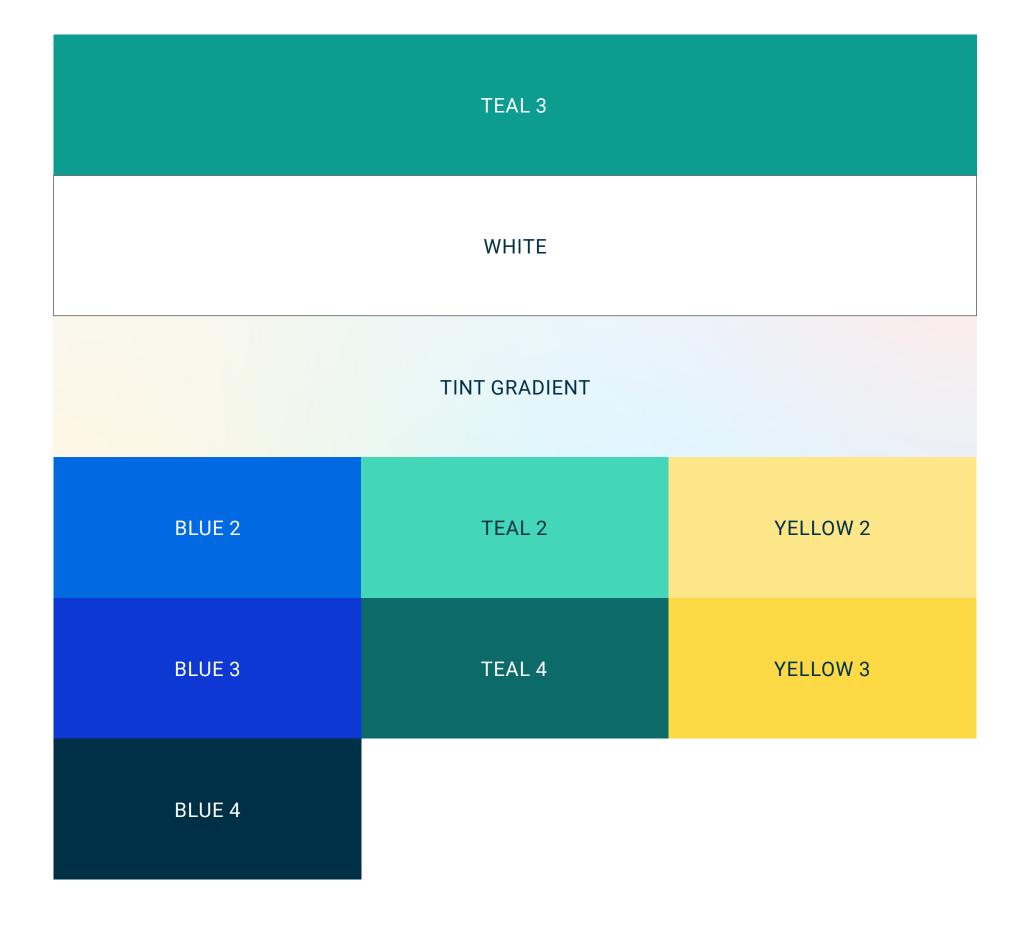


CORE COLORS

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.



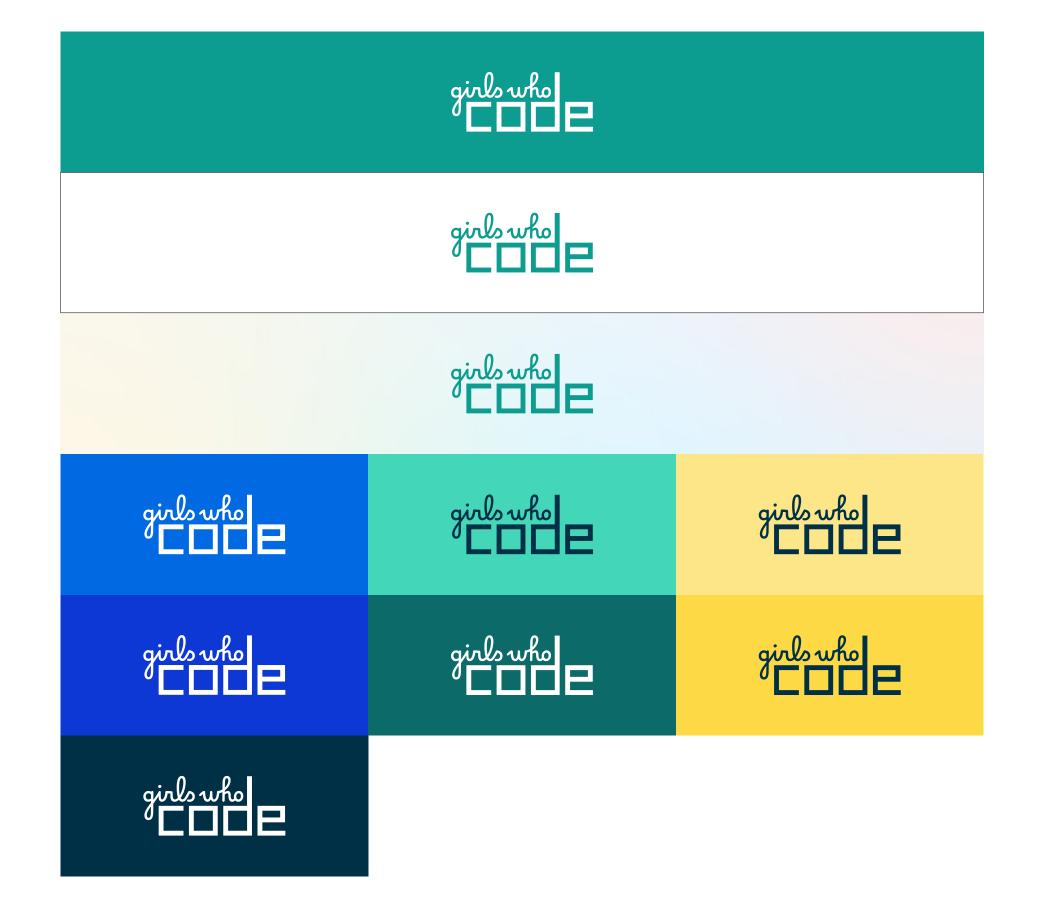
LOGO & COLOR

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 should be used accordingly in both digital & traditional collateral.

CLUBS

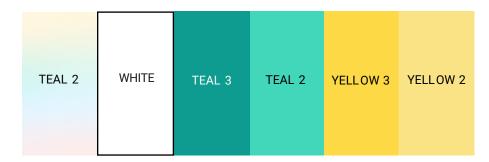
are free after-school programs for 3rd-5th and 6th-12th grade girls to join a sisterhood of supportive peers and role models using computer science to change the world.

Blue 3 is used for programmatic identity.

HERO



ACCENTS



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 should be used accordingly in both digital & traditional collateral.

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

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.

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COLLEGE LOOPS

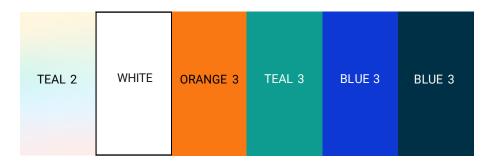
are on campus student organizations led by a President who serves as the main point of contact for Girls Who Code. College Loop Presidents are committed to reaching gender parity in tech by creating an inclusive community on their campus.

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

ROBOTO (PRIMARY)

The primary typeface for the Girls Who Code visual system is Roboto. All key information including headlines, sub-heads, and body copy, should be set exclusively in Roboto.

BLACK	Girls Who Code
BOLD	Girls Who Code
MEDIUM	Girls Who Code
REGULAR	Girls Who Code
LIGHT	Girls Who Code
THIN	Girls Who Code

Girls Who Code Design Style Guide

TYPOGRAPHY

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;)



Girls Who Code Design Style Guide 15

COLORS

FULL COLOR PALETTE

TINTS																	
BLACK 1	1 PMS: WARM GRAY 1		TEAL 1	TEAL 1 PMS: 9040 *Pastels		BLUE 1	LUE 1 PMS: 940 *Paste		RED 1		PMS: 9280 *Pastels ORANGE 1		1	PMS: 9285 *Pastels	YELLOW 1		PMS: 9060 *Pastels
#EDEDED	R: 237 G: 237 B: 237	C: 6 M: 4 Y: 4 K: 0	#D7F9F4	R: 215 G: 249 B: 244	C: 13 M: 0 Y: 6 K: 0	#E5F8FF	R: 229 G: 248 B: 255	C: 8 M: 0 Y: 0 K: 0	#FEEFEE	R: 254 G: 239 B: 238	C: 0 M: 6 Y: 3 K: 0	#FFF3E8	R: 255 G: 243 B: 232	C: 0 M: 4 Y: 7 K: 0	#FFF9E2	R: 255 G: 249 B: 226	C: 0 M: 4 Y: 7 K: 0
BLACK 2	PMS: WAF	RM GRAY 3	TEAL 2		PMS: 3533	BLUE 2		PMS: 2727	RED 2		PMS: 2029 ORANGE 2		2	PMS: 2016	YELLOW	YELLOW 2	
#CECECE	R: 206 G: 206 B: 206	C: 18 M: 14 Y: 15 K: 0	#43D6B9	R: 67 G: 214 B: 185	C: 60 M: 0 Y: 38 K: 0	#0169E1	R: 1 G: 105 B: 255	C: 83 M: 60 Y: 0 K: 0	#F37C6F	R: 243 G: 124 B: 111	C: 0 M: 64 Y: 51 K: 0	#F9B88C	R: 249 G: 184 B: 140	C: 1 M: 32 Y: 46 K: 0	#FCE688	R: 252 G: 230 B: 236	C: 2 M: 6 Y: 57 K: 0
BLACK 3	PMS: WAF	RM GRAY 6	TEAL 3		PMS: 3560	BLUE 3	3 PMS: BLUE 072		RED 3		PMS: 185	ORANGE 3		PMS: 137	YELLOW 3		PMS: 108
#7A7A78	R: 122 G: 122 B: 120	C: 53 M: 45 Y: 46 K: 10	#0D9C90	R: 13 G: 156 B: 144	C: 81 M: 17 Y: 50 K: 1	#0D38D3	R: 13 G: 56 B: 211	C: 89 M: 78 Y: 0 K: 0	#EA3850	R: 234 G: 56 B: 80	C: 2 M: 92 Y: 64 K: 0	#FA7815	R: 250 G: 120 B: 21	C: 0 M: 66 Y: 100 K: 0	#FDD946	R: 253 G: 217 B: 70	C: 2 M: 12 Y: 84 K: 0
BLACK 4	PMS	S: BLACK 6	TEAL 4		PMS: 3557	BLUE 4		PMS: 2767	RED 4		PMS: 194						
#1A1918	R: 26 G: 25 B: 24	C: 72 M: 67 Y: 66 K: 79	#0C6B68	R: 12 G: 107 B: 104	C: 88 M: 39 Y: 56 K: 19	#003046	R: 0 G: 48 B: 70	C: 99 M: 74 Y: 48 K: 47	#A31746	R: 163 G: 23 B: 70	C: 27 M: 100 Y: 61 K: 16						

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.



TEAL 1 RED 1 ORANGE 1 YELLOW 1



TEAL 1 BLUE 1 RED 1 YELLOW 1



TEAL 1 BLUE 1 RED 1

PRINT APPLICATIONS

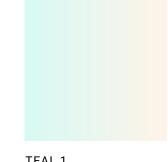
Gradients are linear and must be comprised of only two of the five colors tints in order to guarantee optimal printing.



BLUE 1 YELLOW 1



BLUE 1 RED 1



TEAL 1 ORANGE 1

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.

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

Type 14pt. and smaller Design elements

are demarcated with a red slash.

CODE CODE CODE

CODE CODE CODE CODE

ACCESSIBILITY





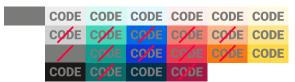
BLACK 1 (TEXT/DESIGN ELEMENT)



BLACK 2 (TEXT/DESIGN ELEMENT)



BLACK 3 (TEXT/DESIGN ELEMENT)



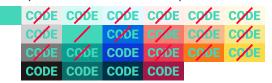
BLACK 4 (TEXT/DESIGN ELEMENT)



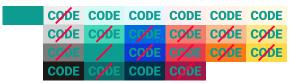
TEAL 1 (TEXT/DESIGN ELEMENT)



TEAL 2 (TEXT/DESIGN ELEMENT)



TEAL3 (TEXT/DESIGN ELEMENT)



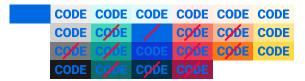
TEAL 4 (TEXT/DESIGN ELEMENT)



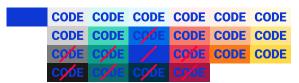
BLUE 1 (TEXT/DESIGN ELEMENT)



BLUE 2 (TEXT/DESIGN ELEMENT)



BLUE 3 (TEXT/DESIGN ELEMENT)



BLUE 3 (TEXT/DESIGN ELEMENT)



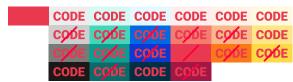
RED 1 (TEXT/DESIGN ELEMENT)



RED 2 (TEXT/DESIGN ELEMENT)



RED 3 (TEXT/DESIGN ELEMENT)



RED 4 (TEXT/DESIGN ELEMENT)



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)



YELLOW 1 (TEXT/DESIGN ELEMENT)



YELLOW 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 48x48 px grid with a 1pt line weight in order to ensure scalability and consistency.

EX. NEW ICONOGRAPHIC FORMS



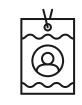


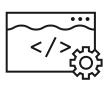




EX. UPDATED ICONOGRAPHIC FORMS







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".

GIRLS WHO CODE MAKE JAZZY HEADLINES

Girls Who Code Design Style Guide 24

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.

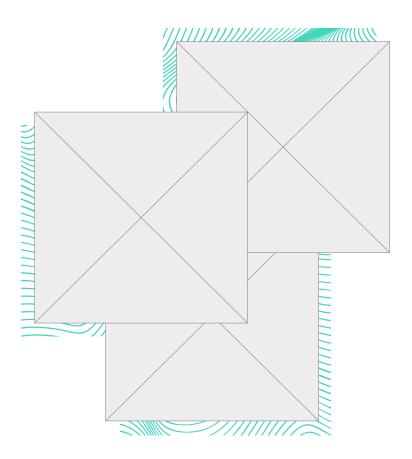
KINETIC PATTERN

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





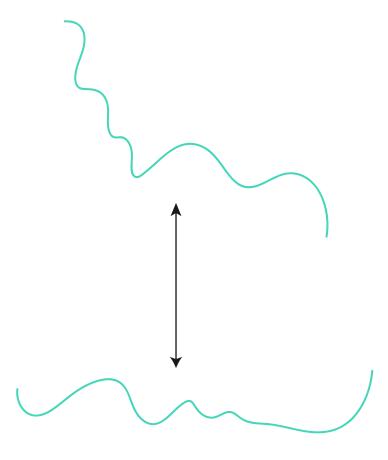




WAVE MAKING

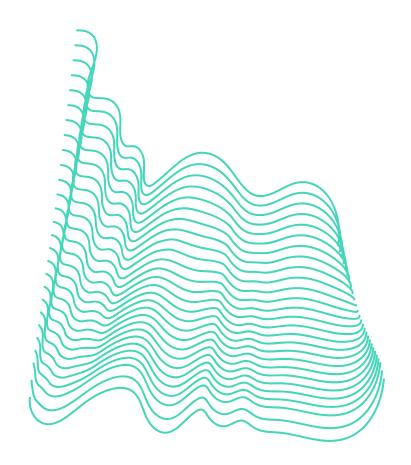
1. DRAWING STROKES

Draw two free-form "wave" strokes



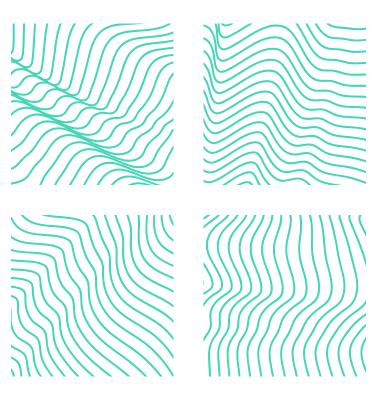
2. BLEND

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

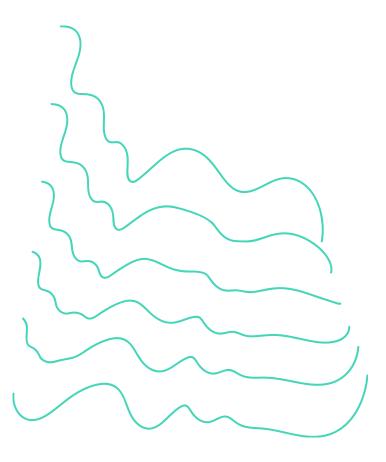
Make as many individual wave blends as desired, but feel to move and rotate the same wave pattern in order to create infinite new compositions.



WAVE MAKING

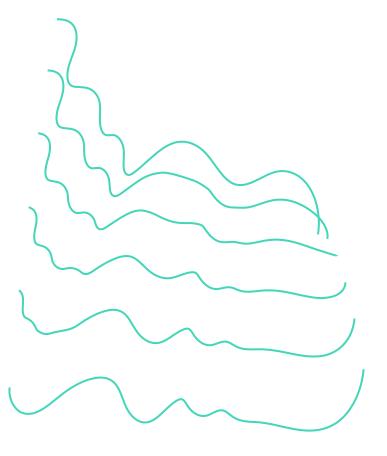
1. BLEND

Create a blend between two freeform "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.

HEADLINE HEADLINE HEADLINE HEADLINE HEADLINE HEADLINE

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.

WAVE STATEMENTS

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

SIGN UP TODAY!



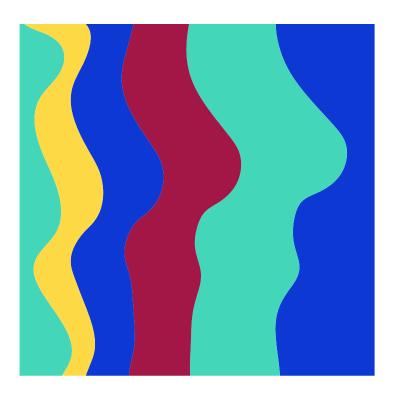
WAVE VISUAL



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.

Lese mo mo volorehendam erio. Nam que conseque pliqui odisquas ma dolesed mod et mint. Nem et a cus aut quaectas nonsediciis dolores nobis aut optusandaes endest, quaspis testem invendis dolectus ad qui nimpernam ium eostiberchit mod qui diciet ommoditatia delique cusciis volor

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.



DESIGN APPLICATIONS





Published august 2019

2019 ALUMNI DATA REPORT

Applying for internships as a woman in tech.

Findings from a survey of GWC-affiliated women.



a survey of college-aged women in our network to better understand and quantify their experienc-es applying for internships and jobs in computer

"WE'VE BROUGHT OUR GIRLS SO FAR-THROUGH OBSTACLES IN ELEMENTARY, MIDDLE, HIGH SCHOOL, AND COLLEGE-ONLY TO FACE THIS KIND OF BEHAVIOR IN THE WORKFORCE. WHAT'S WORSE, THOUGH, IS THAT IT'S HAPPENING IN AN INDUSTRY THAT CLAIMS 0 0 TO BE WORKING TOWARD GENDER PARITY." VV RESHMA SAUJANI from bias to discrimination to outright harassment, and were representative of startups and Fortune a direct connection between the discrimination women face in recruiting and the harassment 500 companies alike. They shared stories about and retaliation that awaits them once they enter. We are committed to working with our corporate interviewers doubting their abilities, facing partners and our community to put in place equitable hiring practices so that every girl has all-whitemale interview panels, feeling an overwhelming pressure to consider their appearance, being passed over for less qualified male candithe opportunity to thrive in tech. dates, even being the targets of unwanted advanc-

KEY FINDINGS

Overall, around half (528 or 52%) of women have either had a negative experience or know a woman who has.

2 Neatly 300 women, representing almost one-third of respondents (295 or 29%), have reported negative experiences during an internship application process themselves; over 400 women (401 or 40%) know other women who have had such experiences.

Of those who had negative experiences, the majority (158 or 54%) interviewed at a company with a noticeable lack of staff diversity.

One quarter of women surveyed have had an interviewer focus on their personal attributes rather than their skills (74 or 25%).

5 Respondents reported that women they know have had similar experiences; notably, nearly two-thirds (252 or 63%) indicated that other women they know have encountered a lack of diversity at companies they have applied to intern at.

TESTIMONIALS

GIRLS WHO CODE

sample of over 700 collected from the survey, representing four key categories of challenges faced by These categories include:

1. Lack of diversity;
2. Dismissed and/or demeaned because of gender
3. Biased and/or discriminat comments or practices;
4. Harassing comments

"I heard comments like, 'What

girl? How would you deal with

"The interviewer mentioned that

women were better at nontechnical

1. LACK OF DIVERSITY

"In the 5-10 interviews that I've interviewer, which makes me workplace."

interviewed by men for technical interviews. Companies tout diversity, but it never shows in

"When I went to the in-person interview I had six different interviews. Throughout the day, I only saw one female engineer. She interviewed me at the same time as two male engineers, and she barely spoke the entire time."

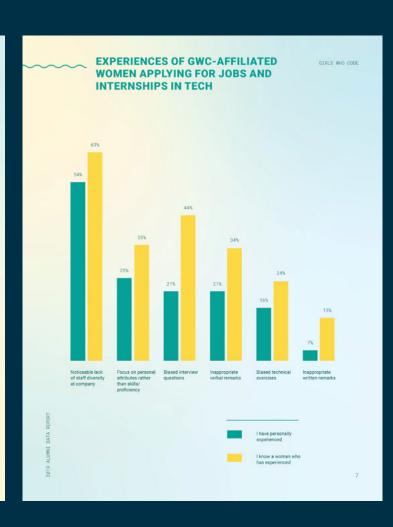
interviewer looked surprised to see me since my name is unisex

and then asked if I was in the right place. Overall, I just didn't feel comfortable." "The president of our Women in

Computer Science chapter asked a recruiter what the company was doing to support women in tech. He started off his answer by saying Well, we obviously can't lower the hiring bar' and it only got worse from there."

Girls Who Code Design Style Guide 35

TESTIMONIALS GIRLS WHO CODE 3. BIASED AND/OR DISCRIMINATORY COMMENTS OR PRACTICES "I am obviously Muslim, so during an interview I was told that I "obviously needed Visa sponsorship" although I am a U.S. citizen." 4. HARASSING COMMENTS AND/ OR BEHAVIOR "A remark was made how did you come recognizable tech companywas to want to code, we don't see many flirting with me during my interview; asked me personal questions and interests and qualifications.' Already, was telling me jokes." were no African Americans to be seen someone who studied electrical engineering and said 'hopefully your [graphic] don't get in the way of the "I was told that, since I was female. an interview. Asking me if I have a significant other." about how big of a deal it is for me randomly sent me a photo of himself." had many potential male candidates, "My classmate once told me that she lower the hiring bar' and it only got worse from there." got hit on by a guy." asked her on a date after." math?' by my manager during a techni-



OUR WORK

IRLS WHO CODE

A proty of the NYC station

Girls Who Code is committed to closing the gender gap in tech. We know that our programmatic work—from our elementary and middle school Clubs, to our Summerimmersion Program for high school girls, to our College Loops for university-aged women—is already making a significant impact.

Data show that our college aged alumni are majoring in computer science at a rate 15 times the national awarage. Our Black, Latina, and low-income alumni in college are majoring in computer science at a rate 16 times the national average.

Our programs work in tandem to support women at all stages of the pipeline. In our experience, no single touch-point is enough on its own. Girls and women need a system of support, a feeling of belonging, in order to truly persist, thrive, and lead in this industry.

In the coming years, we look forward to making sure that's the case by expanding our programs, growing our sisterhood, and building our move-

METHODOLOGY

I S WHO CODE



In September, 152 alumni who are third/ fourth year college students completed an anonymous survey sharing their internship application experiences. A sizable proportion (69 or 43%) of respondents reported that they have had negative experiences; half (77 or 50%) know other women who have had such experiences (full report). Given these results, GWC sought to increase the respondent pool in an effort to obtain richer and more powerful data on women's experiences. In November, the Research team administered the same anonymous survey to ~6,000 additional women in our network including younger college-aged alumni (CAA); post-college alumni (PCA); College Loop participants and women who completed the Collega Loop interest som; college-aged Summer Immersion Program (SIP) Tas and Chube Facilitators, and, respondents to the August survey who had never been rejected from an internatip; Women received a \$10 lincentive for completed the survey. The survey was completed

by 1,189 additional women, bringing the total number of respondents to 1,241 (21% response rate). The majority of those women (N=,015) self-identified as women in tech; key findings from these women's responses are presented in this report. To determine the characteristics of the women who completed the survey, we matched the emails they provided (after submitting the survey, in order to receive the incentive) to our internal records. We located 778/1,341 (58%) respondents, most of whom (N=684) completed the survey in the second round, the remaining smalls were not found. In addition, we were not abole to disaggregate the "non-tech" respondents from the women in tech as we did with the rest of these limitations should be considered when reviewing this data.

















girls whole

"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'all are walking side by side."

LIZZO

girls whole

"When pure performance is the criteria, I've noticed women naturally excel."

CHRISTINA KOCH
Astronaut

girls who

"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)#GivingTuesday

girls who

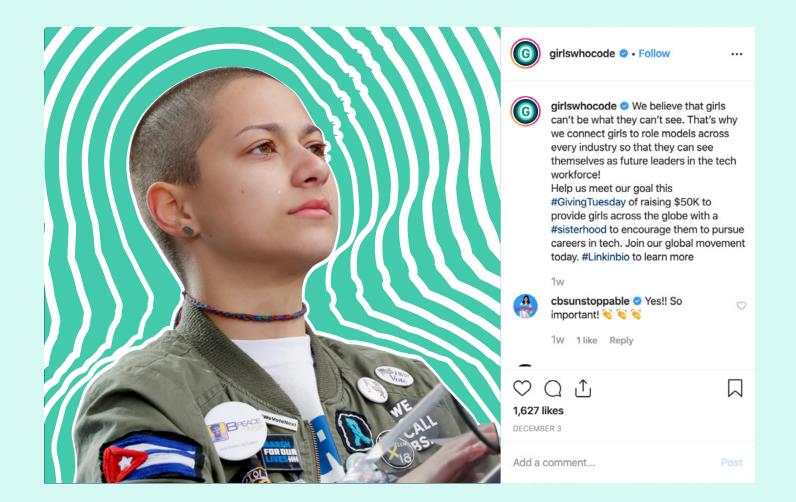
"Certain people — men, of course — discouraged me, saying (science) was not a good career for women. That pushed me even more to persevere."

FRANCOISE BARRE
2008 Novel Prize recipient

girls who

"The glass ceiling will always go away when women help other women break through that ceiling."

former chair and CEO of PepsiCo









L8R G8RS;)

