

2022 Design Tools Survey - Data readme

Introduction

Thanks for downloading the 2022 Design Tools Survey Results! Before jumping into the data, reading this guide may be helpful for drawing accurate conclusions from the data:

- Keep in mind that the respondents of this survey *do not* represent a random sample. Most of the respondents self-selected into the survey through popular social media and design news channels. Designers who are aren't as social media-active were likely missed in this sample.
- Typos, misspellings, and letter casing can cause slight irregularities in the data. If you find numbers to be slightly off, it's likely that one of us missed the lowercase alternative of a word or excluded responses that use spaces (ex: zeroheight/Zeroheight, UXPin/UX Pin, Dovetail/Dove tail).
- The comments at the very end of the survey may be most insightful to companies who create design tools. Respondents often leave their unfiltered thoughts on the state of the industry. We don't alter these in any way, except to remove any personal information.
- Have ideas about how to improve the survey, or the analysis? Let us know at team@uxtools.co.

— Taylor & Jordan

Notes on specific categories

- We added two new categories this year: Advanced Prototyping and Portfolio Builders. We believe that a new category for prototyping is necessary to help designers understand options beyond Figma, where the results of former "Prototyping" category were much less nuanced.
- We removed the "Handoff" category this year due to stagnant data for around three years. We expect this category to continue to be consumed by UI Design tools, and

instead for adjacent areas to grow (such as design system documentation or UX writing management).

How do you work with sponsors?

Sponsors have absolutely no involvement with the planning or creation of the survey. They do not receive any special treatment when gathering responses (all tools are listed alphabetically). All sponsors support the free and open distribution of the raw Design Tools Survey dataset.

Sponsors utilize the Design Tools Survey as a way to support the design tools community, provide funds for UX Tools to continue creating content, and to raise brand awareness.

Interested in being a sponsor? Reach out to team@uxtools.co. We have lots of sponsorship opportunities, and would love to help you accomplish your goals!

How are ratings measured?

We've tried several different approaches to fairly presenting ratings over the years. We do our best to present the data fairly and in a way that empowers designers to understand the industry and find the tools that are best for them.

This year, we have divided ratings into two categories: "Highly rated" and "New and noteworthy". A highly rated tool must be used by at least 2.5% of respondents, or about 100 people. "New and noteworthy" ratings are for all other tools that don't meet this criteria.

Ratings can be easily manipulated (especially for less popular tools) when, for example, a company asks all their employees to fill out the survey and give their product a high rating. We think our approach allows designers to fairly interpret the data for themselves.

If you have suggestions, we would love to hear them!

Survey outline

This year the responses were gathered using a survey build in Tally.so. No questions were required, so respondents were able to skip any part of the survey or any specific

question.

A few different instructions were given to respondents (during the opening demographic questions) based on their responses that may impact how they answered other questions throughout the survey.

If the respondent marked one of the three “Not employed” options when asked about their employment situation:



We hope your time unemployed is short (if you need it to be). Because you’re not currently on a team, please answer each question based on your most recent team or project. This helps us capture a snapshot of the current state of the industry!

If the respondent marked “Multiple options apply to me” when asked about their employment situation:



Because multiple employment statuses apply to you, please answer the remaining questions in this survey regarding the part of your life where you do most of your design work.

This instruction was given before one of the final questions, “**What categories would you like to see in this survey next year?**”



Think about the various aspects of product design: learning, practicing, hiring, networking, communication, meeting management, planning, project management, prioritization, etc.

That's all for this year! We look forward to seeing you again next year.