APEX UX: treat your users as you like to be treated

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\$whoami



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Agenda

- Introduction to UX
- App Structure
- Style and Color
- Data display
- Uncategorized Tips
- Q&A

Introduction to UX

What is bad UX?

Advertisement

Breaking News: Important Story Lorem ipsum dolor sit amet, consectetur adipiscing elit. Sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat.

Duis aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat nulla pariatur. Excepteur sint occaecat cupidatat non proident, sunt in culpa qui officia deserunt mollit anim id est laborum.

Sed ut perspiciatis unde omnis iste natus error sit voluptatem accusantium doloremque laudantium, totam rem aperiam, eaque ipsa quae ab illo inventore veritatis et quasi architecto beatae vitae dicta sunt explicabo.

Anything that gets in the way of the user achieving their goal.

What is bad UX?

Are you sure you want to delete this post?

This is permanent! No backups, no restores, no magic undo button.

We warned you, ok?



Anything that makes the user fearful or uncertain.

Definition

"User experience (UX) is how a user interacts with and experiences a product, system or service. It includes a person's perceptions of utility, ease of use, and efficiency."

Wikipedia

Easier said than done

- Humans are individuals
- Users have different needs
- Hard to measure → good UX is invisible
- Constraints: Time, Budget, APEX, Design Skills, etc.

Step1: understand your audience

Deep user understanding is the foundation of exceptional experiences.

App purpose and tone





Both good UX, but users visit for completely different things

App purpose and tone

NYT	Lego
Black and white	Colorful
Serif fonts	Sans-serif fonts
Clean and professional	Playful and engaging
Text heavy / few images	Huge images / not much text
→ "Anything I should read?"	→ "So much to explore!"

User demographics

- Age range
- Cultural background
- Education level

Device and platform

- Small vs. large screen
- Multiple monitors?
- Touchscreen / Mouse / Keyboard
- Wired internet connection / mobile

Usage context

- How much time do users spend with the app?
- What tasks do they perform?
- How critical are the tasks?

There is no golden standard

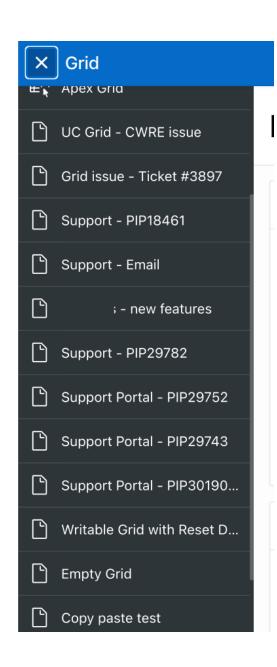
- Good UX is affected by all these criteria
- Understand your audience to know how to fulfil their needs
- This talk: typical data-driven apps for company internal use
- Adapt the tips to your cases
- Ask questions and share your opinion during this talk!

App Structure

Why structure is important

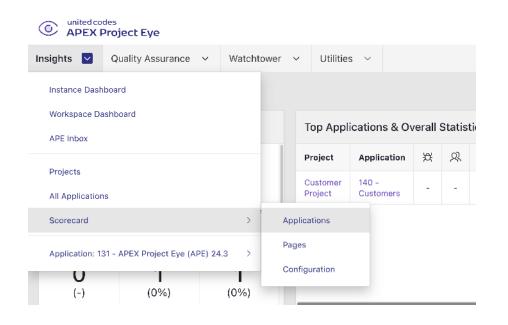
- Users don't like to get lost
- Users like to easily find things
- Users don't like to get overwhelmed by too many options
- Users value predictable navigation patterns
- Users appreciate logical grouping of related features
- Users want quick access to frequently used functions

Don't: new page → add to navigation



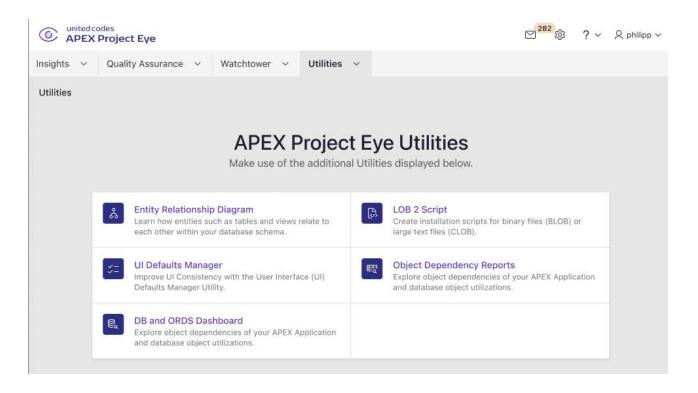
- This is just overwhelming, users will scroll this
 a lot during the day
- New users need to find their way around
- Existing users want to access things quickly

Do: structured menu



- Grouped in logical sections
- Level of details hidden by default
- (Not every page has to be directly accessible from nav menu)

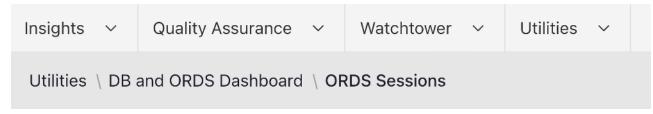
Do: nav pages



- Get an overview
- Additional description
- What else to do on navigation entry click?

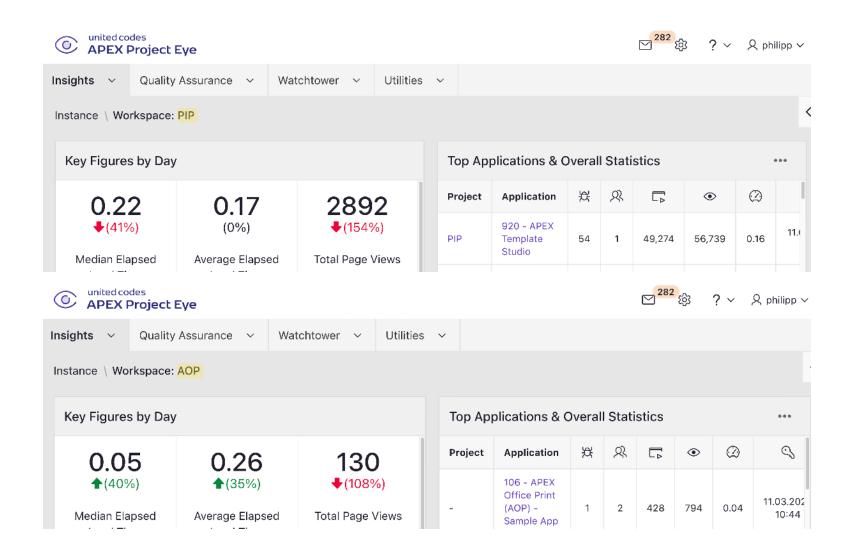
Do: Breadcrumbs



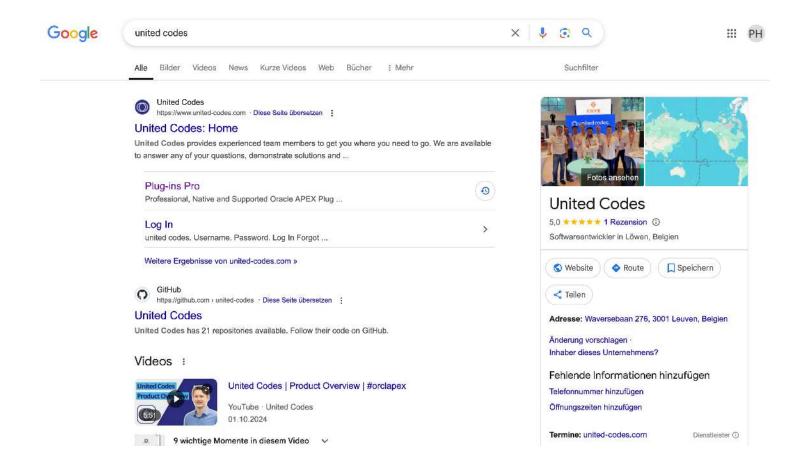


- Know where you are
- Links to get up some levels

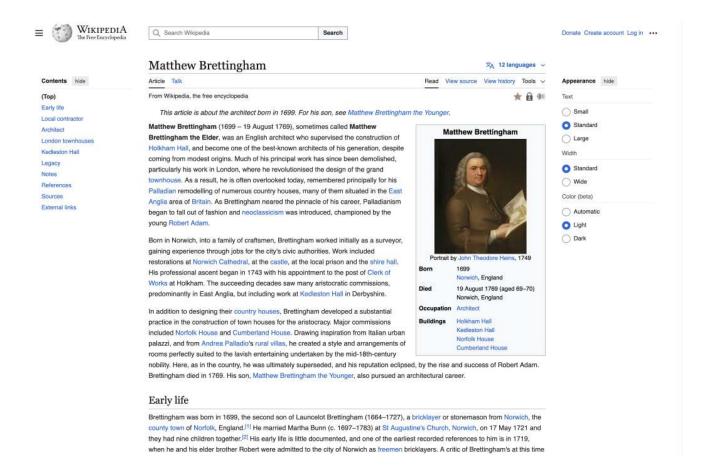
Do: Make page parameters obvious



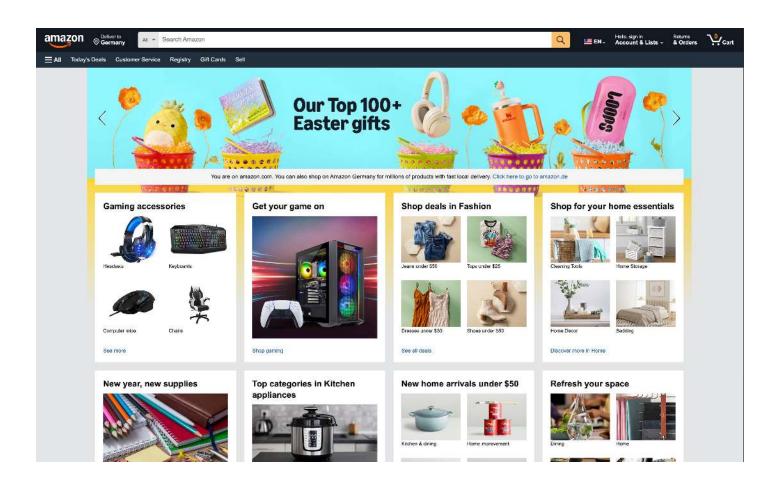
What do these have in common? (Google)



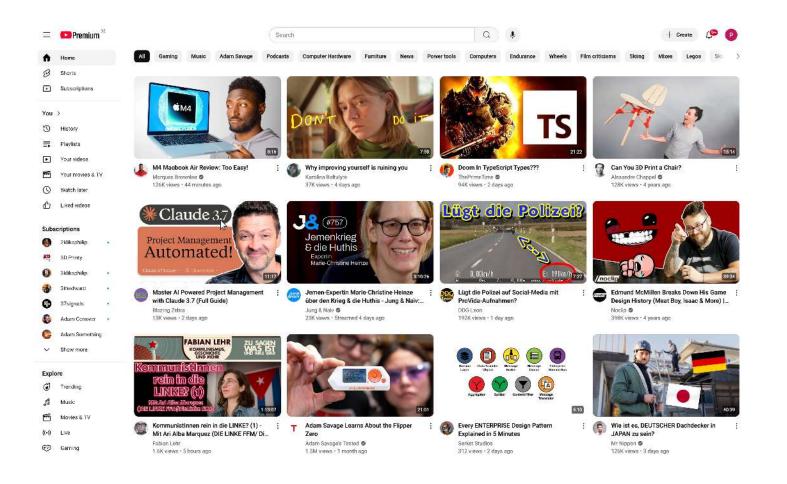
What do these have in common? (Wikipedia)



What do these have in common? (Amazon)



What do these have in common? (YouTube)



What do these have in common? (New York Times)



5 MIN READ

Do: Search



- Search configurations
- Search Page
- Better: global search

Style and Color

Aim for simple, boring



- Content matters
- The app is not your canvas
- This is not about taste
- Remember the pages I showed before?
- See how these slides look?

It's not (only) about Web Design

The New York Times.

ARMISTICE SIGNED, END OF THE WAR! BERLIN SEIZED BY REVOLUTIONISTS; **NEW CHANCELLOR BEGS FOR ORDER;** OUSTED KAISER FLEES TO HOLLAND

SON FLEES WITH EX-KAISER

Hindenburg Also Believed to be Among Those

ALL ARE HEAVILY ARMED

as Fugitives Arrive at **Dutch** Frontier.

ON THEIR WAY TO DE STEEG

You On Your Way to Paris?"

the former German Emperer frontier Sunday morning, according to advices from The Hague. His reported dection tion is De Storg, near Utracht. The former German Em-

Kaiser Fought Hindenburg's Call for Abdication; Failed to Get Army's Support in Keeping Throne

By GEORGE RENWICK.

graph Company.

The Crown course signed his restrictation of the threes shortly.

BERLIN TROOPS JOIN REVOLT

Which Officers Vainly

HRONGS DEMAND REPUBLIC

evolutionary Flan on Royal Palace - Crown Prince's

Palace Also Seized.

GENERAL STRIKE IS BEGUN

mit-War Office Now Under Socialist Control.

LONDON, Nov. 10, - The greater part of Berlin is in conmer Kaiser has fled to Bellend. and Priedrich Ebert, the new

Socialist Charceller, has taken command of the situation. The revolt is spreading throughout

Socialist Chancellor Appeals to All Germans To Help Him Save Fatherland from Anarchy

EERNE, Nev. 10. (Assertated Press.)—In an address to the speak, the new German Channelle, Fredrick Elect. was a small press. The control of the control paths, and also leave to most fine control of the control paths, and also leave to the control of the control paths, and also leave to the control of the

The state of the s

WAR ENDS AT 6 O'CLOCK THIS MORNING

The State Department in Washington Made the Announcement at 2:45 o'Clock.

ARMISTICE WAS SIGNED IN FRANCE AT MI**dnight**

Terms Include Withdrawal from Alsace-Lorraine Disarming and Demobilization of Army and Navy, and Occupation of Strategic Naval and Military Points.

WASHINGTON, Monday, Nov. 11, 2:48 A. M .- The armistice between Germany, on the one hand, and the allied Governments and the United States, on the other, has been signed.

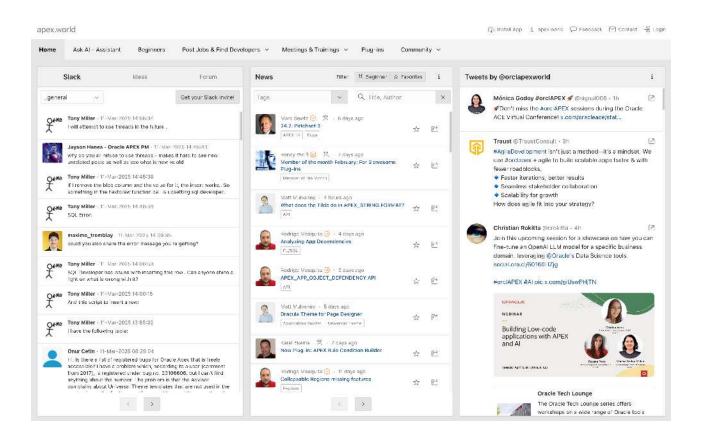
NYT from 1918

Black and white

Simple

Well structured

Example: apex.world



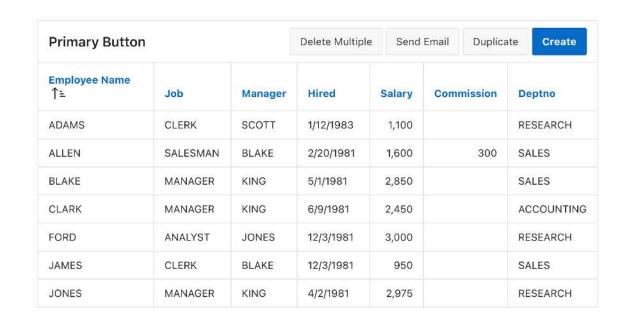
- Mostly black, white greys
- Colors reserved for content, links and highlights

Don't: color buttons

Colored Buttons		Delete Multiple	Send	Email Duplica	create Create	
Employee Name ↑=	Job	Manager	Hired	Salary	Commission	Deptno
ADAMS	CLERK	SCOTT	1/12/1983	1,100		RESEARCH
ALLEN	SALESMAN	BLAKE	2/20/1981	1,600	300	SALES
BLAKE	MANAGER	KING	5/1/1981	2,850		SALES
CLARK	MANAGER	KING	6/9/1981	2,450		ACCOUNTING
FORD	ANALYST	JONES	12/3/1981	3,000		RESEARCH
JAMES	CLERK	BLAKE	12/3/1981	950		SALES
JONES	MANAGER	KING	4/2/1981	2,975		RESEARCH

- Buttons are perfectly visible without highlighting them
- If you squint the buttons will take all your attention

Do: highlight primary action

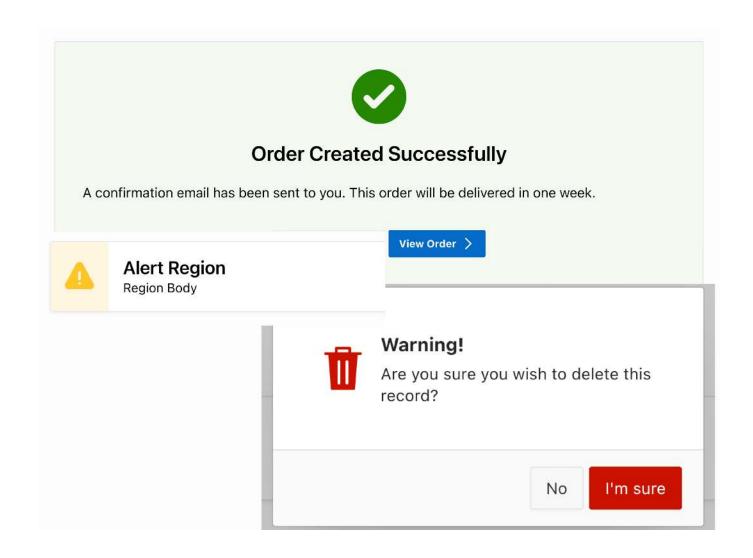


- Action people want to use
 most of the time
- There can't be 2 primary actions
- Primary actions are optional

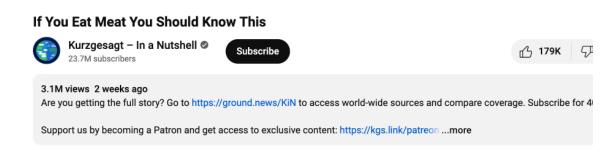
Colors and semantical meaning

- u-hot-text for highlighting
- u-success-text for good/safe/success
- u-warning-text for caution/warning
- u-danger-text for bad/destructive/danger

In action



Hot buttons shouldn't be red, yellow, green



- Even if your company branding has that color
- Clashes with semantic meaning

Data display

Tables

- Structured and analytical data display
- Mostly for big screens
- Interactive Report: sort, filter, saved reports, highlights, etc.

Adam Wathan & Steve Schoger - Refactoring UI

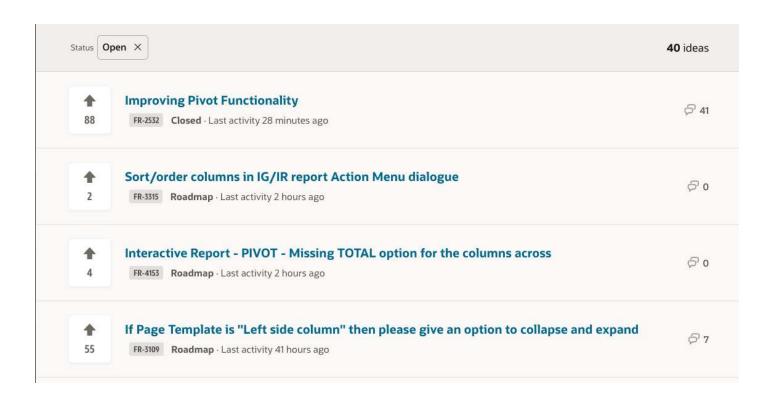
"Visual hierarchy refers to how important the elements in an interface appear in relation to one another, and it's the most effective tool you have for making something feel **designed**.

When everything in an interface is competing for attention, it feels noisy and chaotic, like one big wall of content where it's not clear what actually matters."

Hierarchy in Tables is hard

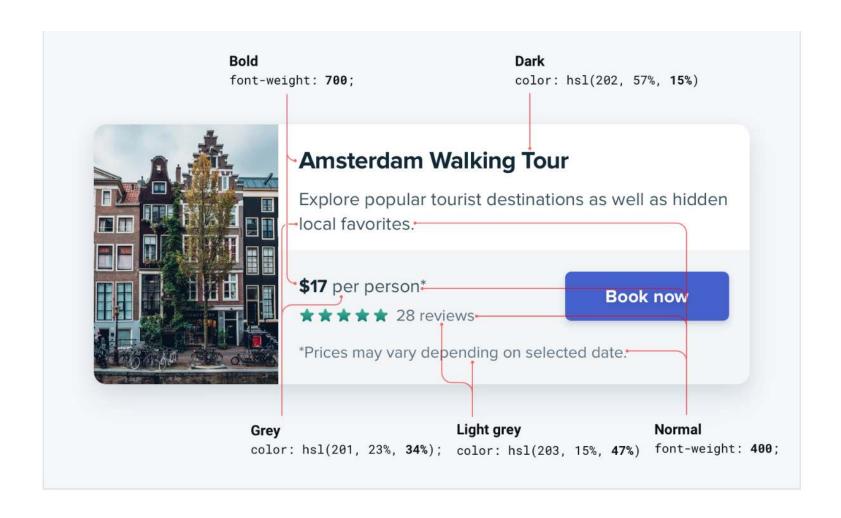
- Too structured
- Row-by-row, left to right
- So what to use instead?

Custom views



- Easy to scan
- Responsiveness for mobile
- Doable with Template
 Components

Hierarchy through typography



Example from Refactoring UI

Which types of charts to use?

- This is complicated
- Charts are not an end in themselves. What question should a chart answer?
- Use this From Data to Viz decision tree to pick a type
- Also take a look at the listed Caveats like don't use Pie charts

Uncategorized IIDS

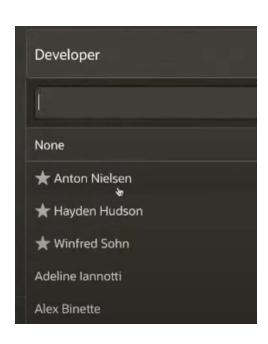
Offer keyboard shortcuts

```
apex.actions.add({
  name: "send-email",
  label: "Send Email",
  action: (event, focusElement) \Rightarrow \{ \dots \}
});
apex.actions.addShortcut(
  "Ctrl+Shift+E",
  "send-email");
```

For power users

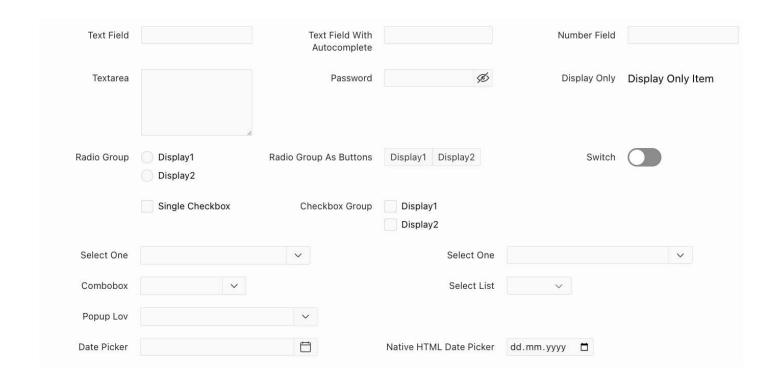
Offer predictable values





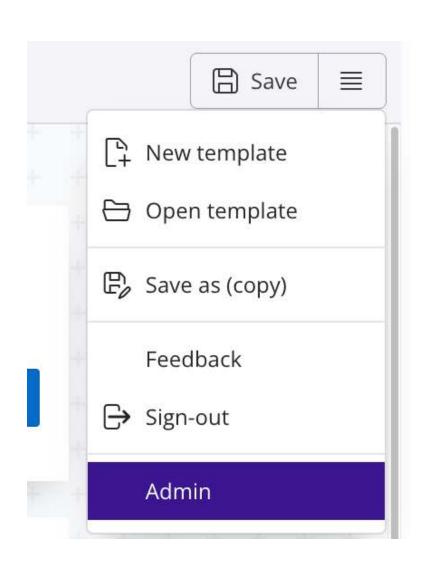
- When values are predictable don't let users go through long lists of options
- Offer quick picks (static)
- From Insum Instant Tips #50 with Mike
 Hichwa: top matching options with icons and sorted in popup lov

Label style



- Floating labels are especially designed for mobile users
- If your app is desktop only, your users might prefer traditional labels

Only use icons when their meanings is obvious



- Omit icons if they don't add value
- Check: would you get what an action does only with the icon and without the label?

Uncertainty causes fear

- You know the app as you have built it
- Users don't know what's behind the UI
- Give consistent and good naming
- Offer help texts almost everywhere
- Use language everybody understands
- Add "are you sure" dialogs for destructive actions

Don't overwhelm users

- Sub pages if one page gets too big / wizards
- Different pages for different actions
- Don't show too many buttons, hide actions behind action menus
- Rarely used information in collapsed regions

Don't frustrate users

- Huge forms? Let users save the progress as a draft
- Use appropriate session timeout lengths
- Validate early
- Give clear error information
- Keep pages fast (lazy loading, optimize your DB)
- Move long running tasks to the background (+ notification when done)

Be in contact with your users

- Watch how they use the app
- Let them give you feedback
- Consider evaluating usage metrics

If you take away one thing from this talk

Simple boring UIs that serve the content to not overwhelm the users



United Codes

Thank you!

Contact: phartenfeller at united-codes.com

Evaluate this talk



Slides at: <u>hartenfeller.dev</u>