Application UI Design in a Mobile Device World

Peter Koletzke

Technical Director & Principal Instructor

















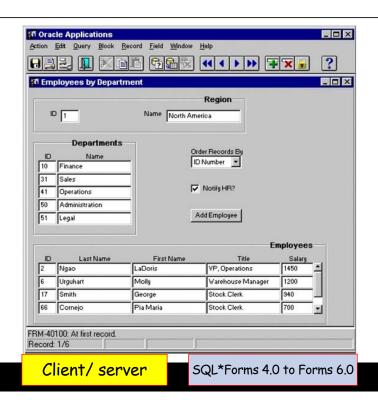


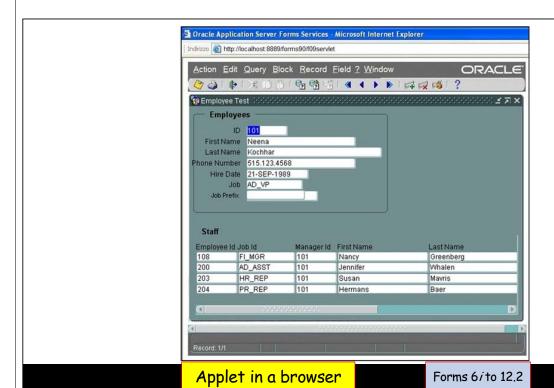
How DID WE GET HERE?

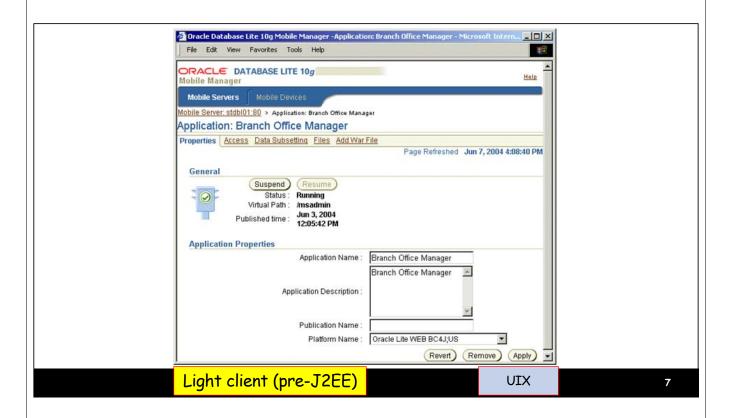


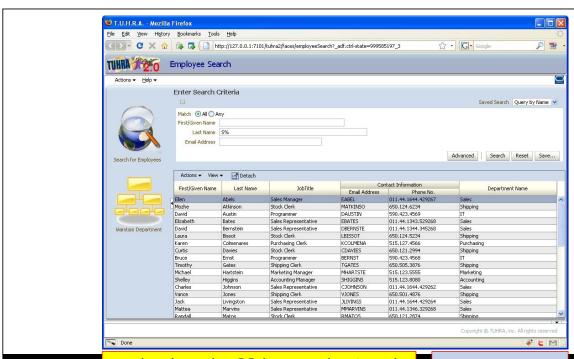
??

	Session◀		Jobs and Tasks∢		System Software
TEACH	What is MARC?	IE	InfoExec	DMPS	Dumps
NDT	News, Date Time	TOOLS	Application Tools	LOG	Logging
BYE	Log Off	UTIL	System Utilities	MEM	Memory Managemen
CANDE	Cande Window	RUN	Run a Task	USERS	Usercode/Passwor
ON	Change Window	START	Start a WFL Job	PS	Printing System
SC	Session Control	JQ	Job Queues	SYS	System Control
APP	AMGRO Apps	JD	Job Display		
		JC	Job Control		Data Comm∢
	Hardware∢			MAIL	Mail Window
IO	I/O Devices		Files (SEND	Send Messages
PROC	Processors	SP	Special Programs	COMS	COMS Displays
OTHER	Other Devices	LIBS	System Libraries	CC	COMS Control
CONFIG	System Config	FILE	File Management	NET	Networks
				DC	DataComm Control
Choice	:)				



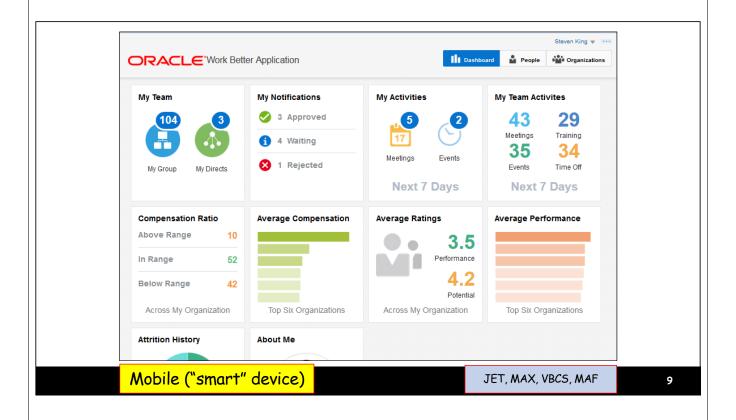






Light client (J2EE+) AJAX (Web 2.0)

ADF Faces 10g to 12.2



Comparing UI Devices

Display Paradigm	Oracle Dev Tool	Graphics	Data Input	Navigation	User Training	Display Software
Character mode "dumb" terminal	IAF, SQL*Forms to Dev Forms 6.0	N	Keybd	Keybd (Tab, Fn keys)	Lots	Terminal software and/or host O/S
Client/server	SQL*Forms 4.0 to Forms 6.0	Y	Keybd, mouse	Mouse	Some	Special runtime and app files
Java applet in a browser	Forms 6i to 12.2	Y	Keybd, mouse	Mouse	Some	Web browser, Java
Light client (not J2EE)	UIX	Y	Keybd, mouse	Mouse	Some	Web browser
Light client (Java EE) with AJAX (Web 2.0)	ADF Faces 10g to 12.2	Y	Keybd, mouse	Mouse	Less	Web browser
Mobile ("smart"phone, tablet, e-reader)	JET, MAX, VBCS, MAF	Y	Keybd, tap, talk	Tap, swipe	None(?)	Mobile O/S (Android, iOS, Win10 tablet)

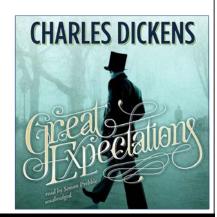
Comparing UI Devices Display Paradigm **Oracle Dev Tool** Graphics Navigation User **Display Software** Training Character mode IAF, SQL*Forms Lots Terminal software to Dev Forms 6 "dumb" terminal Fn k and/or host O/S SQL*Forms Client/server to Some Special runtime and app Forms 6.0 files Forms 6i to me Java applet in a se Web browser, Java browser Light client (not J2EE) UIX ome Web browser Light client (Java EE) ADF Faces 10g Less Web browser with AJAX (Web 2.0) 12.2 Mobile ("smart"phone, JET, MAX, VBCS, Mobile O/S (Android, None(?) tablet, e-reader) MAF iOS, Win10 tablet)

11

Tap/Swipe/Talk **User Interface Trends** A lot Keypresses More : Training Mouse Some= Graphics A bit . Time 📥 None Char mode Mobile Light client (J2EE+) AJAX (Web 2.0) Light client Applet in a 'dumb" Client/ server ("smart" (pre-J2EE) browser terminal device) SQL*Forms 4.0 to SQL*Forms to Forms 6i to JET, MAX, UIX ADF Faces 10g to 12.2 Forms 6.0 VBCS, MAF Dev Forms 6.0 12.2

Foundation of Modern UI Design

- The number of mobile devices > the world's population
- Business users have Great Expectations
 - Less (or no) tolerance for training
 - Three-second user acceptance time
 - Short attention span, short tasks
 - Touch interface tap/swipe
 - Orientation changes
- This impacts application UI design



13

Agenda

- Top 3 design principles
- Standards
- Developer resources

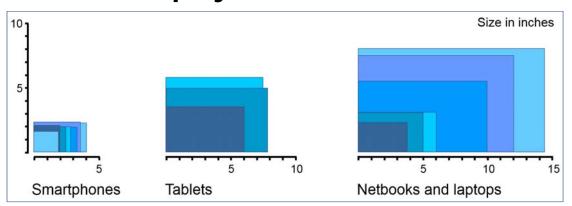


THE MAIN CHALLENGE



11:

Display Size Variances



User interface design for the mobile web *, by James Lentz, WebSphere experience architect (July 2011)

- Severe size variance the old display resolution issue
- Orientation can shift portrait, landscape

* http://www.ibm.com/developerworks/library/wa-interface/





TOP 20 10 3 DESIGN PRINCIPLES



Top 3 Design Principles



1.Design for mobile first



🤼 2.Visual, not textual



3. Simple navigation



Principle 1: Design for Mobile First



- Use modern components
 - -Gesture- and orientation-aware
 - -"Responsive design"
 - Automatic resizing and "folding"
- For mobile-only applications:
 - Incorporate mobile device services
 - Camera, GPS, contacts
- Add social features
 - -Collaboration, instant messaging, etc.





Mobile First Tips



- Use design patterns
 - -Oracle Alta UI skins, icons, colors
- Test on the narrowest width device
 - -View reacts to orientation shift
 - -Tiles move with width change
 - -Containers and contents resize automatically
 - "No horizontal scrolling."



Demo 1

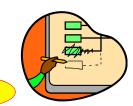
21



Principle 2: Visual not Textual



- Simple design elements
 - -Flat few lines, little "chrome," no gradients or shadows
- Easy to read
 - Emphasize important content
 - -Saturated colors for competition with ambient light
 - -Use color to highlight important data
 - -Big icons and buttons
 - Large fonts
 - -Use graphs, but don't overuse



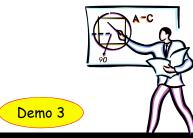
Demo 2



Principle 3: Simple Navigation



- Easy to return to opening page
 - Breadcrumbs or content links
- Two-minute tasks short spurts
 - Solves the short attention span and distractions issues
- Summarize essential data
 - Drill down to details
- Shallow menus (2 levels)
- Scroll vertically only
- · Alternative views for same data
 - Card, map, list
- Data entry using lists if possible



23



About Searches







- Select criteria from lists
- Auto-completion for typed searches
- · Aim for single field
- Voice-enabled, if possible



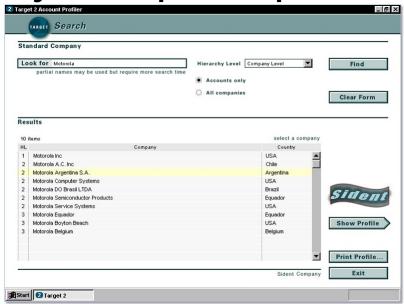
Agenda

- Top 3 design principles
- Standards
- Developer resources



25

Design By the Graphics Department (1998)

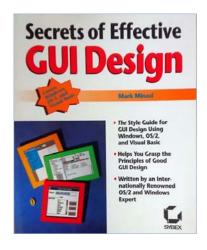


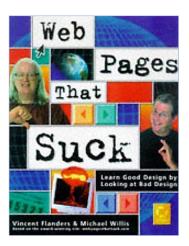
Design By the Customer (1998)

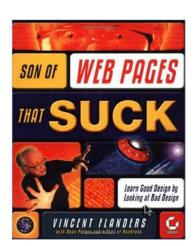
	CUSTON	ier prof	
Name			
Address 1			
Address 2			
City		State	
Zip Code			
Contact	Name		
	Phone		
	Fax		

27

Screen Design 101: The Textbooks







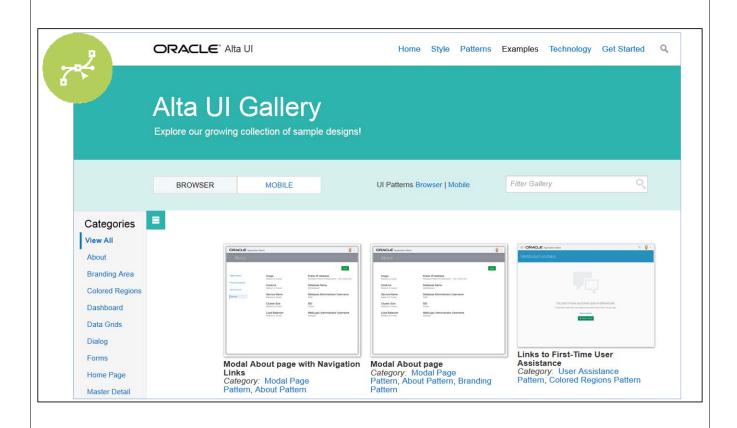
Oracle Alta Ul

- Released at OOW 2014
 - -Developed for Oracle Cloud applications
 - f.k.a., Fusion Applications
 - -Part of Oracle's UX effort
- Home page
 - -bit.ly/oraclealta OR
 - -www.oracle.com/webfolder/ux/ middleware/alta/index.html

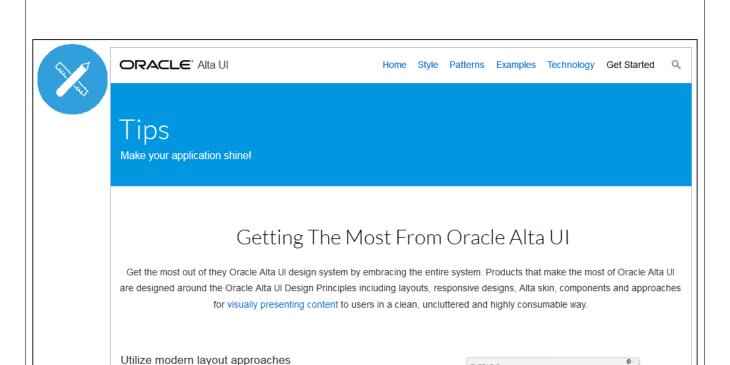


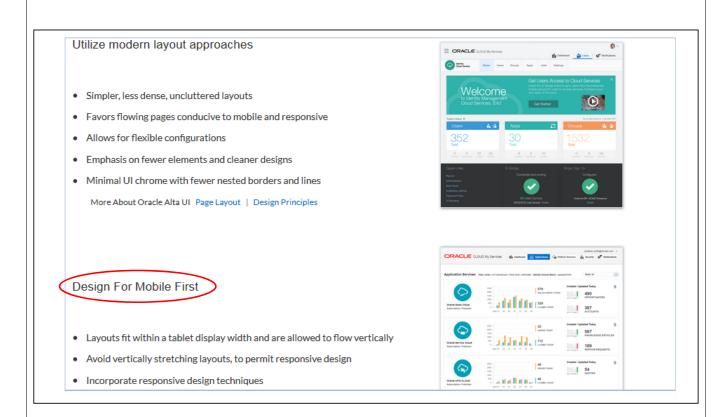


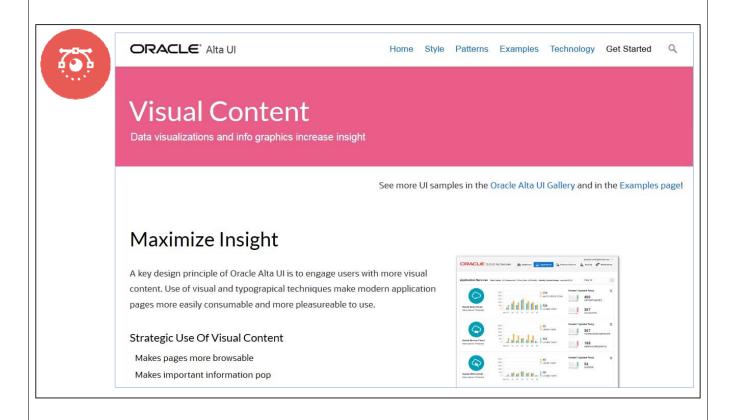














Oracle Applications User Experience

Implements UX and Alta UI principles



• See: Examples of their work

Build: UX Rapid Development Kits, wireframe templates

• Engage: User feedback in usability labs

 Built for cloud applications but use it for custom apps, too



37

Oracle Redwood

- Futureware
 - Cloud apps are moving to this
- App flow uses machine learning/bots/unfolding
- New look and feel: oracle.com, OOW 2019
 - Inspired by Asian, African, Aboriginal art
- Relevant history:
 - https://www.oracle.com/corporate/blog/ oow19-redwood-user-experience-cooperman-091619.html
 - https://www.youtube.com/watch?v=mAR5BWR3zc



Agenda

- Top 3 design principles
- Standards
- Developer resources



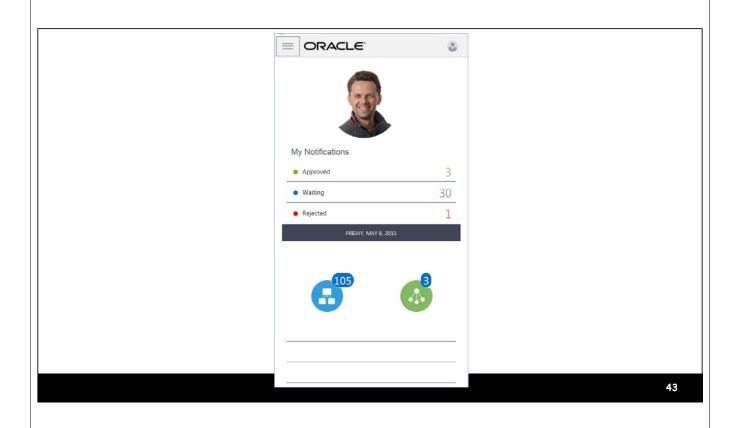
30

Most Important Tip

Use Modern Components







HTML/CSS Sample: Div Folding <html> <head> <style> #main div {width: 100px; height: 100px;} </style> </head> <body> <div id="main" style="display: flex; flex-wrap: wrap;"> <div style="background-color: red;"></div> <div style="background-color: green;"></div> <div style="background-color: cyan;"></div> <div style="background-color: blue;"></div> <div style="background-color: purple;"></div> </div> </body> </html> 44

Examples: JET

- JavaScript Extension Toolkit
- FixIt Demo
 - http://www.oracle.com/webfolder/technetwork/jet/globalExamples-App-FixItFast-Demo.html
- Work Better Demo
 - http://www.oracle.com/webfolder/technetwork/jet/public_samples /WorkBetter/public_html/index.html

Broken at the moment

Fix: Change "jet" to "jet-620"

ORACLE

45

Alta UI in APEX

- Use the Universal Theme
- It follows Alta UI design patterns
 - Screen design, etc.
- APEX 20.1 aligns with Redwood design
- Extensive docs:
 - apex.oracle.com/ut



Alta UI in ADF

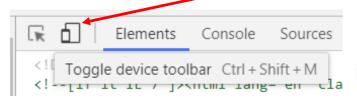
- Shay Schmeltzer, Oracle Guru Extraordinaire
- Blog entries
 - https://blogs.oracle.com/shay/entry/a_guide_to_developing_your
 - https://blogs.oracle.com/jdeveloperpm/entry/get_the_oracle_alta_ui
- Youtube video
 - www.youtube.com/watch?v=oUNdxY7L-3w
 - Notes under video link to another blog entry



47

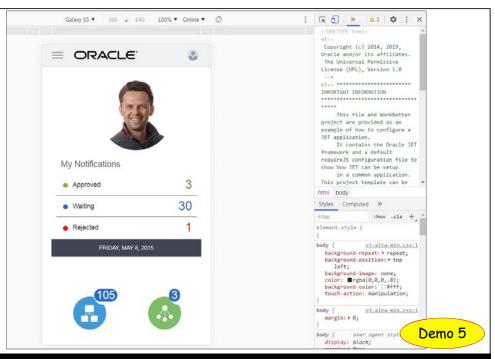
Google Resources

- https://developers.google.com/search/mobile-sites/
- Mobile friendliness site tester
- Mobile device emulator for Chrome browser
 - [...] → More tools → Developer tools → [Toggle device toolbar]





Chrome Mobile Emulator



49

How to Go Mobile

To be happy in this world, first you need a cell phone and then you need an airplane.

Then you're truly wireless.

- Ted Turner, media mogul

Summary

- Mobile apps have raised the bar for UI design
- Remember the Top Three Principles
 - Design for mobile first
 - -Visual not textual
 - -Simple navigation and display
- Start with prebuilt, proven patterns (e.g., Alta UI)
- Use modern components
- Test using multiple devices (Google emulator)



51



Thank you for attending this MOUS Monday