



Accelerating Information Technology Innovation

<http://aiti.mit.edu>

India Summer 2012

Lecture 8 – Django Admin Pages/UI Design Tips



Issues from Yesterday

- Pass circular ForeignKey references as strings, but *not* the full path if it's in the same file. (e.g. `ForeignKey('City')` not `ForeignKey('places.models.City')`)
- syncdb only adds, it does not update
- To update (wiping all data), use “reset [application]”

Admin Pages on Django

Django Admin Pages

- Django comes with an admin page module
 - Off by default
- Can be used to add/change/remove Model instance objects
- Largely automatic, but can be custom-built

Django Admin Pages

- Enable by uncommenting/adding in settings.py:

```
INSTALLED_APPS = {  
    # ...  
    'django.contrib.admin',  
    # ...  
}
```

- Enable URLs by uncommenting/adding in urls.py:

```
url(r'^admin/', include(admin.site.urls)),
```

Django Admin Pages

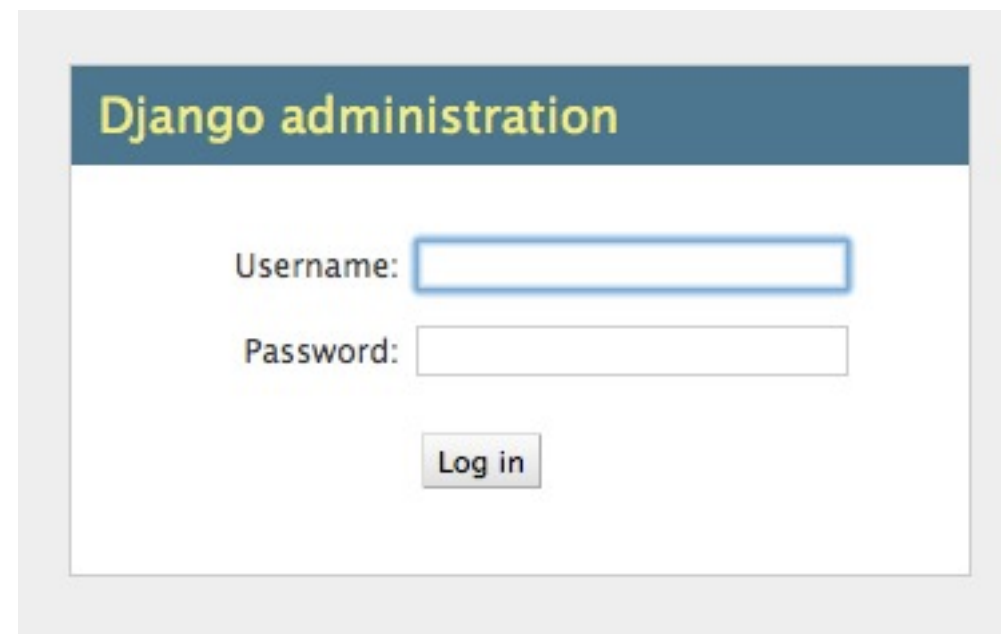
- Enable Models by adding admin.py in your app:

```
from django.contrib import admin
from places.models import State
```

```
admin.site.register(State)
```

- Visit at: `http://[your site]/admin/`

Django Admin Pages



The image shows a screenshot of the Django administration login page. At the top, there is a dark blue header with the text "Django administration" in yellow. Below the header, there are two input fields: "Username:" followed by a text input box, and "Password:" followed by a password input box. Below the password field is a "Log in" button.

Django Admin Pages

The screenshot displays the Django Admin interface. At the top, a dark blue header contains the text "Django administration" on the left and "Welcome, pipian. Change password / Log out" on the right. Below the header, the main content area is titled "Site administration". It features a list of administrative options, each with a blue header bar and a white content bar containing the option name and "Add" and "Change" links. The options are: Auth, Groups, Users, Languages, State languages, States, and Sites. To the right of the main content area, there is a "Recent Actions" box with a "My Actions" section that currently shows "None available".

Site administration	
Auth	
Groups	+ Add Change
Users	+ Add Change
Languages	
Languages	+ Add Change
Places	
State languages	+ Add Change
States	+ Add Change
Sites	
Sites	+ Add Change

Recent Actions

My Actions
None available

Django Admin Pages

Django administration Welcome, pipian. [Change password](#) / [Log out](#)

[Home](#) > [Places](#) > [States](#) > [Add state](#)

Add state

Name:	<input type="text"/>
Code:	<input type="text"/>
Population:	<input type="text"/>
Area:	<input type="text"/>
Capital:	<input type="text"/>

Django Admin Pages

Django administration Welcome, pipian. Change password / Log out

Home > Places > States

Select state to change Add state +

Action: 0 of 35 selected

<input type="checkbox"/>	State
<input type="checkbox"/>	Andaman and Nicobar Islands
<input type="checkbox"/>	Andhra Pradesh
<input type="checkbox"/>	Arunachal Pradesh
<input type="checkbox"/>	Assam
<input type="checkbox"/>	Bihar
<input type="checkbox"/>	Chandigarh
<input type="checkbox"/>	Chhattisgarh
<input type="checkbox"/>	Dadra and Nagar Haveli

Playing as Admin

Playing as Admin

*Enable and log in to the admin site.
Make sure Cities can be edited in it.*

Playing as Admin

*Create a new city in the admin page.
List the cities.*

Designing Usable UIs

Paper Mockups

Paper Mockups

- Design your UIs on paper first!
- You can draw whatever UI you want
- Show to customers
 - Customers can work with it themselves
 - Can change it easily (not like code!)



“And so begins the process...” by Dave Hoover
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<<http://www.flickr.com/photos/redsquirrel/4870920248/>>

Case Study

- Suppose you had to write an app for looking up train times.
- What design would you use?
- 5 minutes: In a group, work together to mock up your app on paper.
- Then, come up as a group to mock it up for other students' feedback.

UI Design Tips

- Organize your app's UI by use case.
- Make common activities easy to get to.
- Keep it simple, not complex.
- Your UI should be consistent (with user expectations)

Visual Cues

Visual Cues

- Users have expectations when they see a “visual cue”
 - Pull handles should be pulled
 - Brighter colors draw attention
 - ⚠ means warning
 - Cues may be cultural!



“Worst-case Scenario” by Dave Hoover
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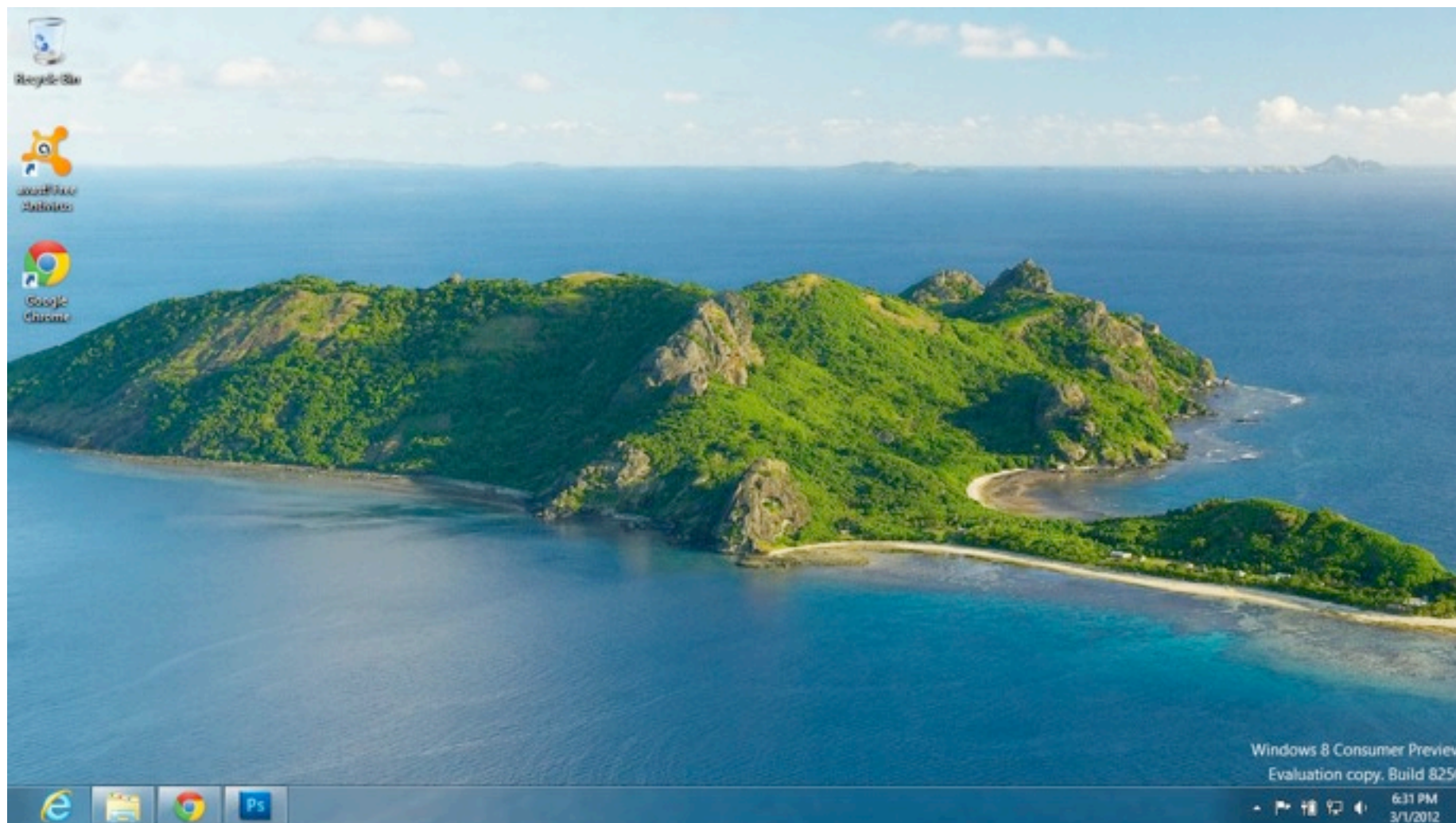


“Worst-case Scenario” by Dave Hoover
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“I constantly screw it up and feel like an idiot.”

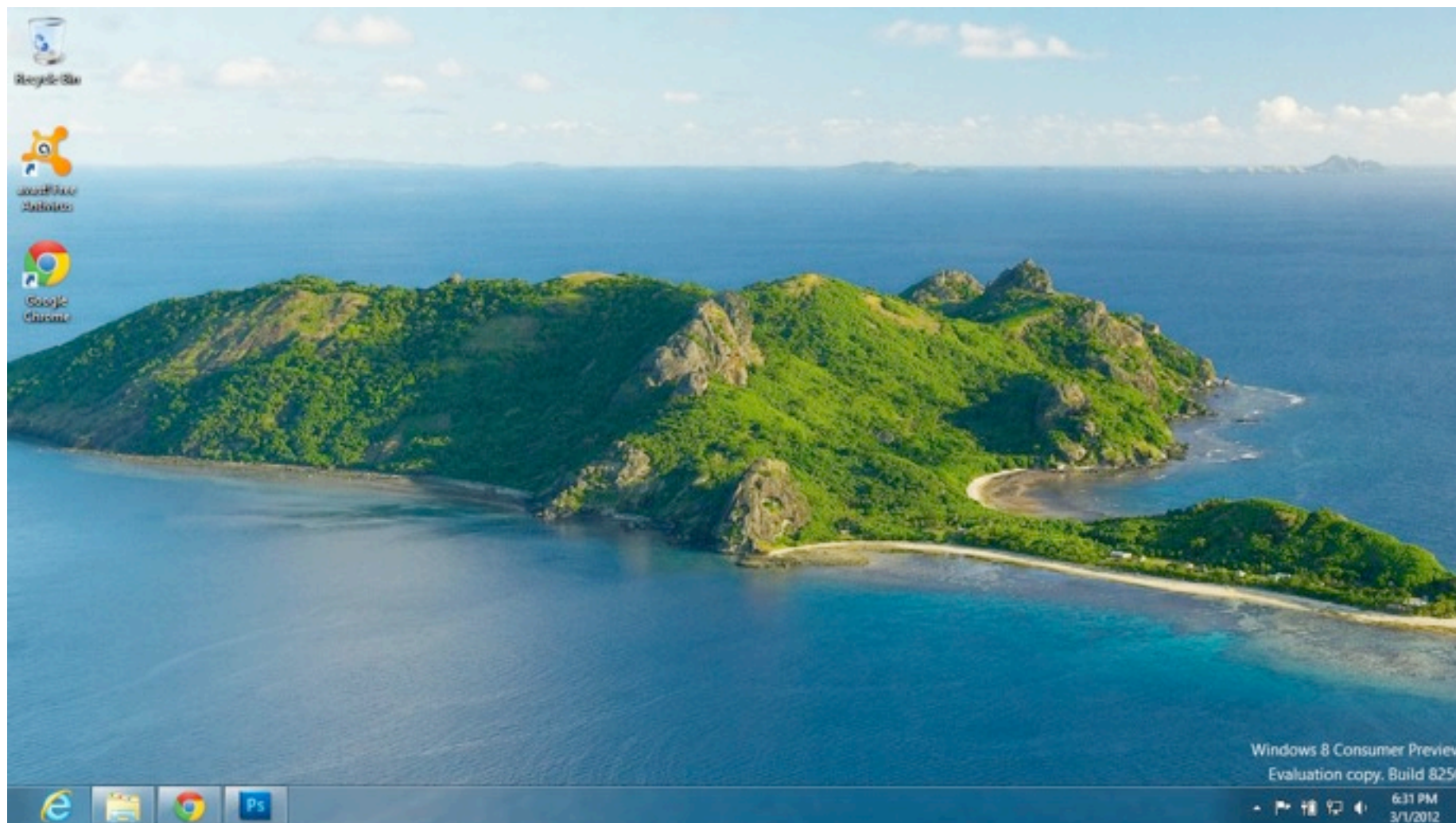
Visual Cues

- Users *don't* have any expectations when they don't see an expected “visual cue”



Visual Cues

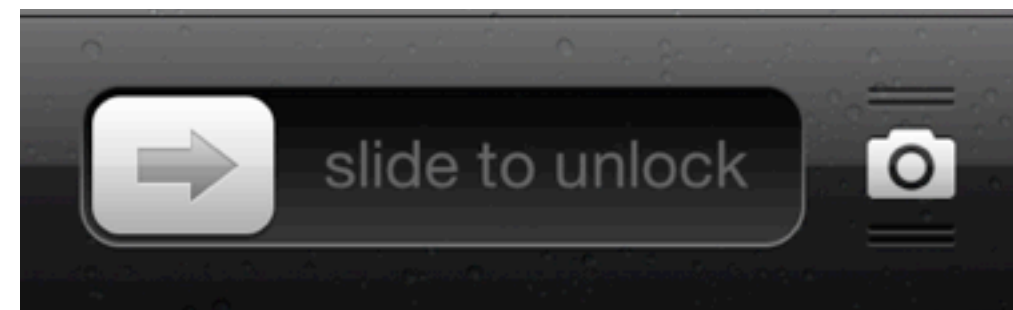
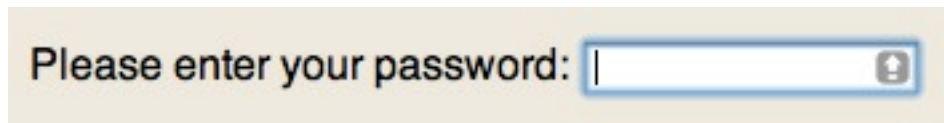
- Users *don't* have any expectations when they don't see an expected “visual cue”



“Where’s the Start menu? How do I get back to the Start Screen?”

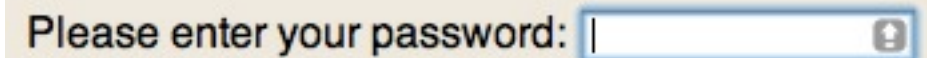
Visual Cues

- Don't be afraid to invent new visual cues if it can help your user!
- Make sure you use visual cues that make sense for your users.
 - Give your users your app and see what they figure out quickly and what they don't.



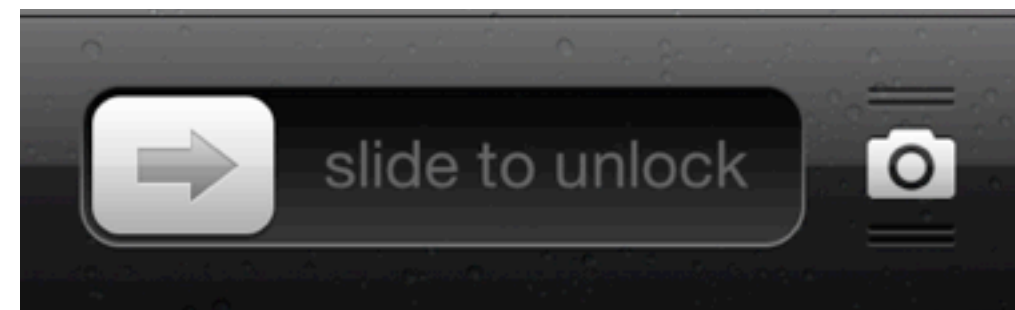
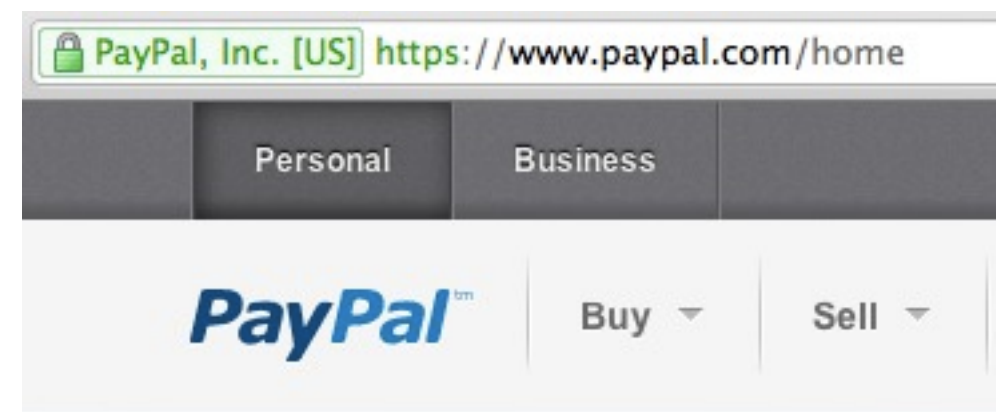
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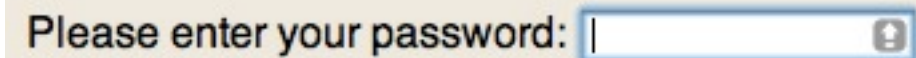
Please enter your password:

“Oh! Caps lock is on!”



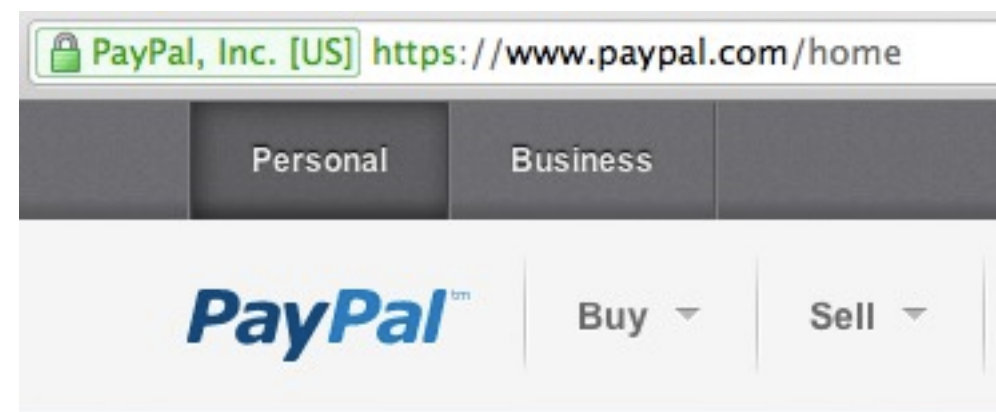
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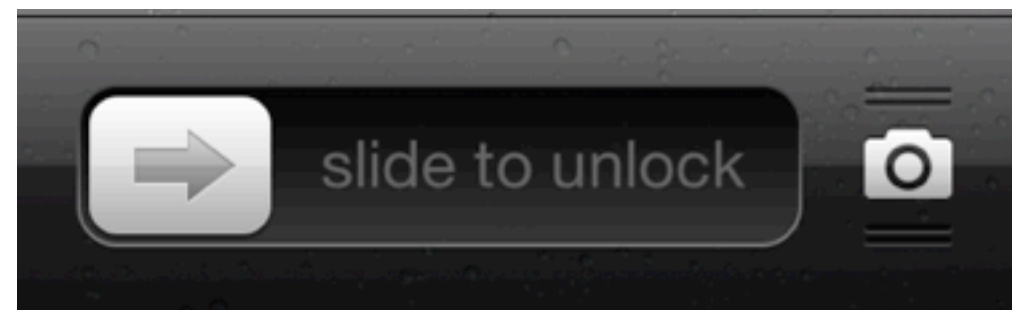


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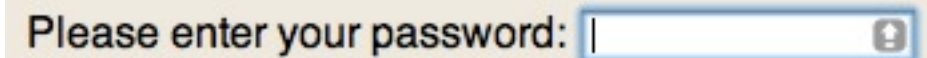


“I must be on the REAL PayPal website!”



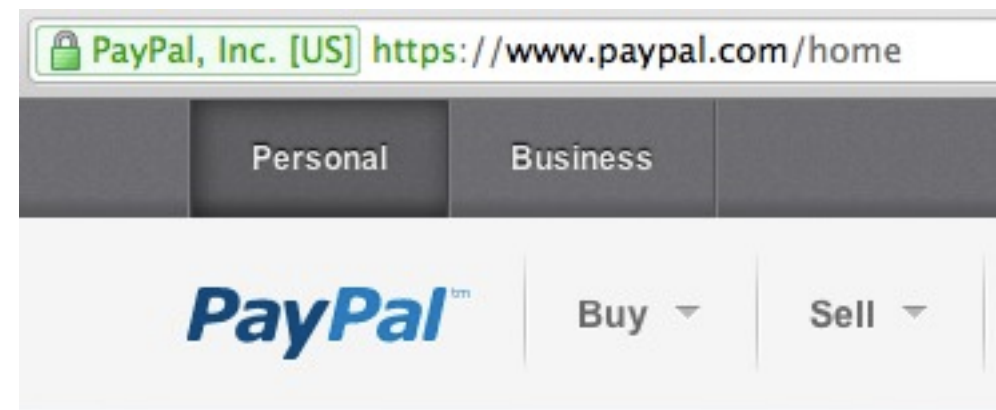
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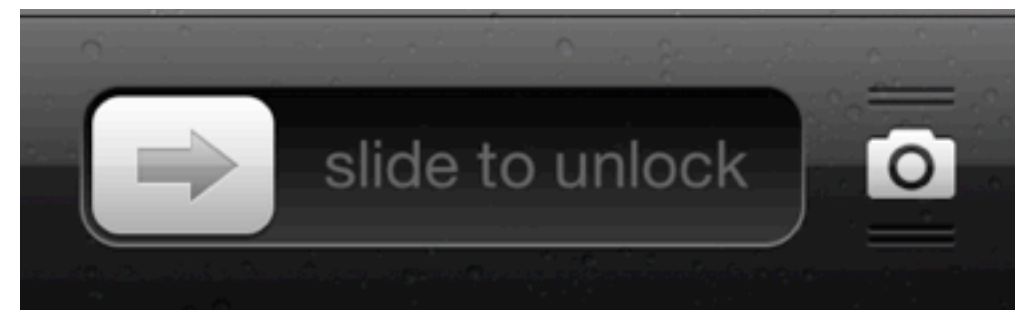


Please enter your password:

“Oh! Caps lock is on!”



“I must be on the REAL PayPal website!”



*“I need to slide that button to the right!
or I can drag the camera button up to take pictures!”*

Final Note:

**Don't be afraid to study the
UI of other popular apps!**

*You might gain some insight into
your own app's design!*

References

- Django “Writing your first Django app, part 2”:
<<https://docs.djangoproject.com/en/1.3/intro/tutorial02/>>
- Django “The Django admin site”:
<<https://docs.djangoproject.com/en/1.3/ref/contrib/admin/>>
- More on mockups:
<<http://www.interaction-design.org/encyclopedia/mock-ups.html>>
- A useful website to help make mockups:
<<http://www.balsamiq.com/products/mockups>>
- Some example mockups (maybe more artsy than you need):
<<http://webdesignledger.com/inspiration/18-great-examples-of-sketched-ui-wireframes-and-mockups>>

References

- “Effective Visual Communication for Graphical User Interfaces”
<http://web.cs.wpi.edu/~matt/courses/cs563/talks/smartin/int_design.html>
- UI is worth a class in its self, but some more tips can be found at:
<<http://www.theomandel.com/docs/Mandel-GoldenRules.pdf>>
- There’s also three short blog posts about UX (user experience) for technology startups on “Ghost in the Pixel”:
 - <<http://www.ghostinthepixel.com/?p=714>>
 - <<http://www.ghostinthepixel.com/?p=719>>
 - <<http://www.ghostinthepixel.com/?p=729>>