

# Why Is My Dashboard Ugly? A Crash Course in Shiny UI

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### Pedro Silva

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- Background in Web Development
- Tech Stack: R / SHINY / CSS /JAVASCRIPT







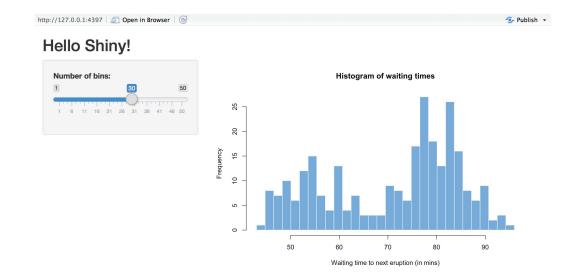
# Why UI Matters





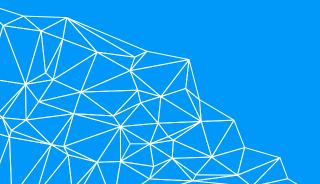
### Why UI Matters

- The way your application looks and responds to user interactions is your first point of contact with users.
- Users don't know (and sometimes don't care)
   about what is on the back end of your
   application or how its written.
- Users need to feel engaged and comfortable when they visit your application. Frustration can be the difference between success and failure.











- Keep the interface simple (KISS)
- Create consistency and use common UI elements (DRY)
- Be purposeful in your layout
- Use color, texture, and typography to create hierarchy and clarity
- Provide feedback to the user about what is happening
- Think about the defaults



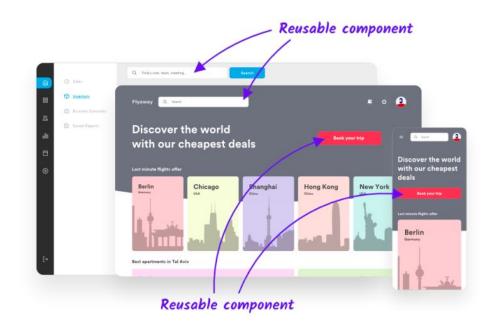
- Keep the interface simple
  - Avoid unnecessary elements
  - Be clear in your language



The best interfaces are almost invisible to the user.



- Be consistent
  - Use common UI elements
  - Reuse components when possible
  - Create patterns in your structure and language





- Be purposeful in your layout
  - Be spatially mindful
  - Create structure based on importance
  - Draw attention to important information
  - Aid scanning and readability

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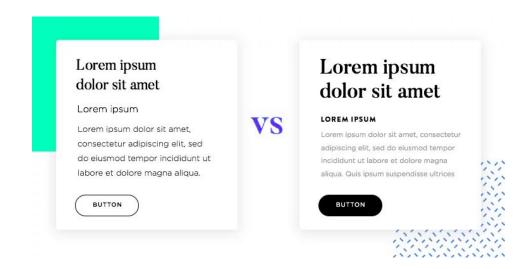
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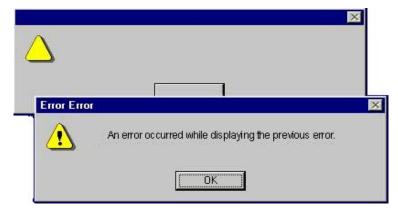
- Use color, texture and typography strategically
  - Leverage color, light, contrast, and texture
  - Use them to direct attention toward / away from items
  - Different fonts send different messages
  - Size, fonts and text arrangement can improve scannability, legibility and readability





- Provide feedback to the user about what is happening
  - Always inform your users of location, actions, changes in state, or errors
  - Use elements to communicate status
  - Use next steps to reduce frustration for your user







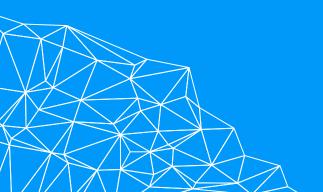
- Think about the defaults
  - Anticipate the goals people bring to your site
  - Create defaults that reduce the burden on the user
  - When possible have some fields pre-chosen or filled out
  - Don't use defaults for input fields that require user attention





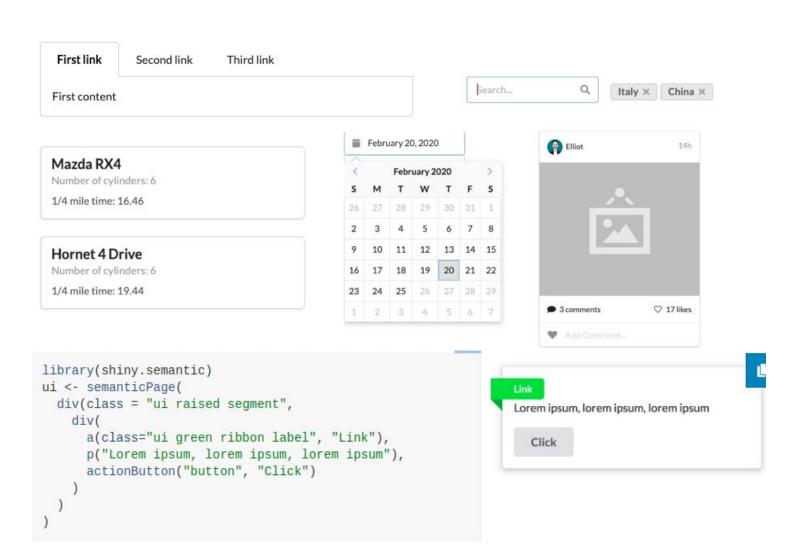








- Leverage existing UI packages
  - shinydashboard
  - shiny.semantic





- Create your own layouts and components!
  - Working with premade HTML templates?htmltools::htmlTemplate()
  - Looking to change the way elements work?
    - Small changes? Use CSS
    - Full project? Try SASS!
  - Adding custom behavior?
    - **HTMLWidgets** for free widget scaffolding
    - Vanilla JAVASCRIPT for simple behaviors

```
## ui.R ##
htmlTemplate("template.html",
  button = actionButton("action", "Action"),
  slider = sliderInput("x", "X", 1, 100, 50)
)
```

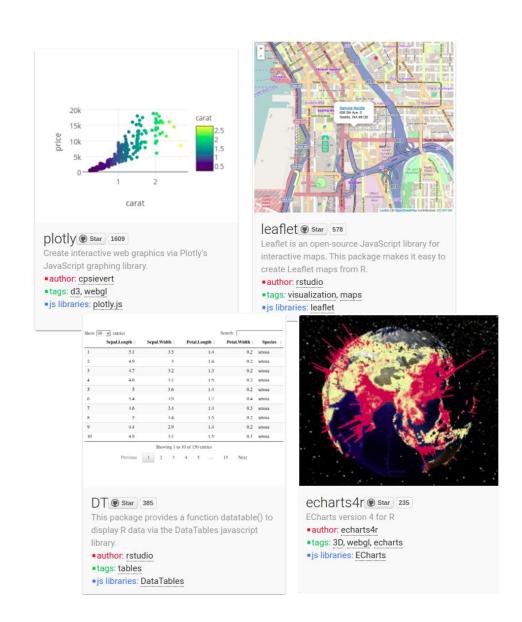
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```
install.packages("sass")

library(sass)
sass(input = "
    $size: 50%;
    foo { margin: $size * .33; }
")
```

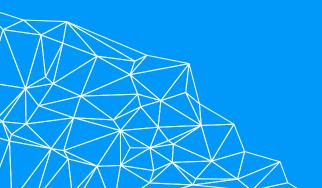


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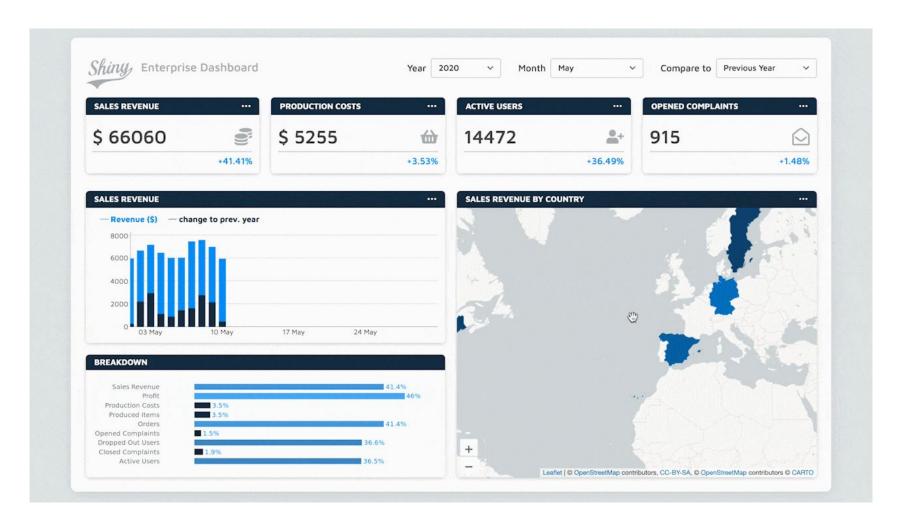








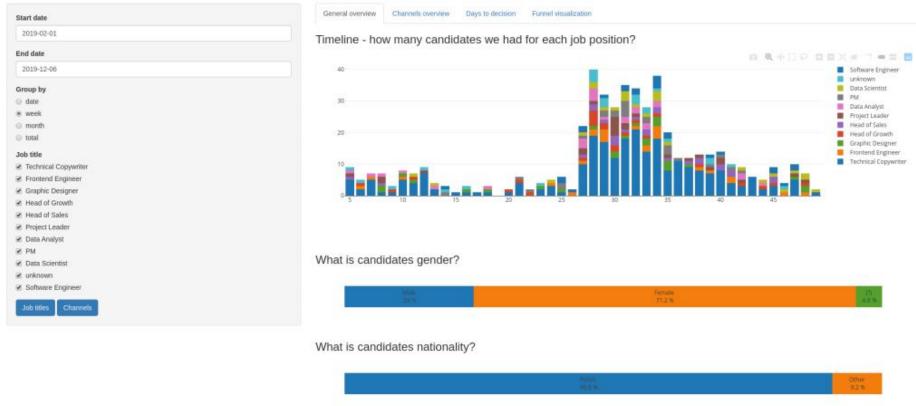




Appsilon Shiny Dashboard (shiny.semantic)

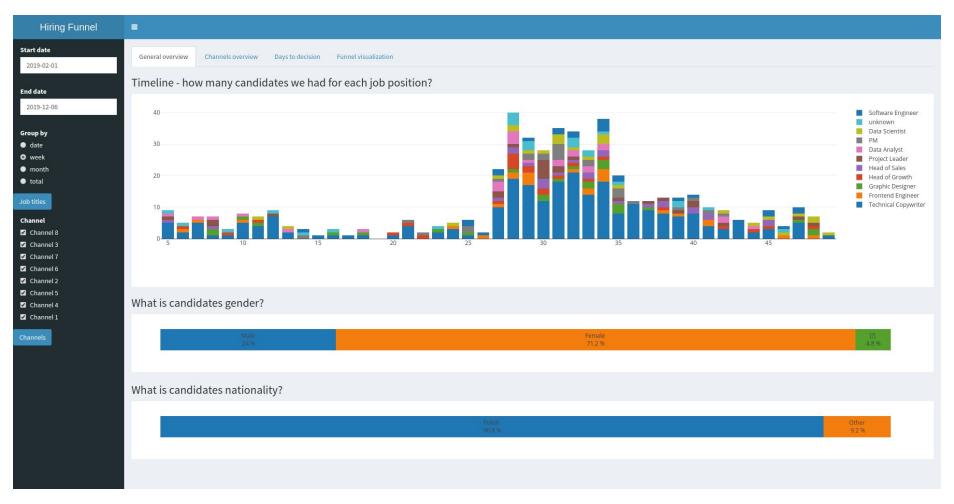


#### Hiring Funnel



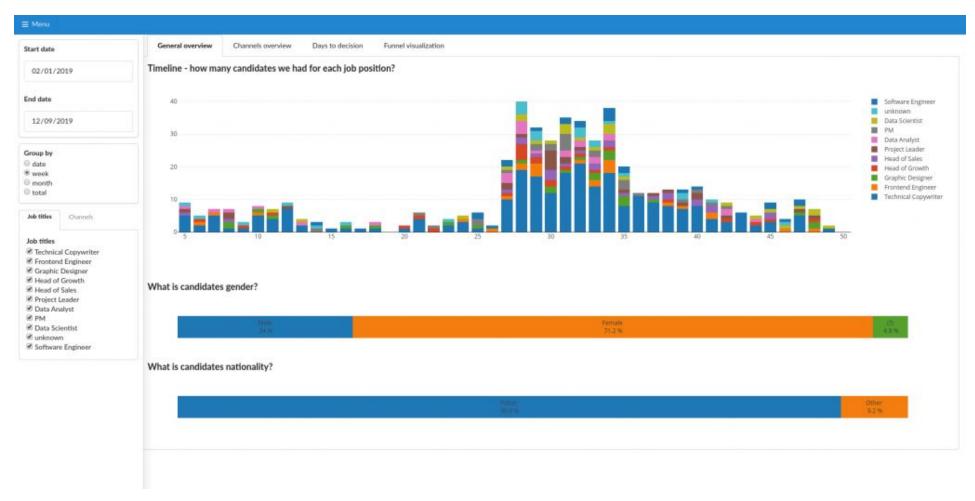
Hiring funnel UI update (Shiny)
 https://appsilon.com/journey-from-basic-prototype-to-production-ready-shiny-dashboard/





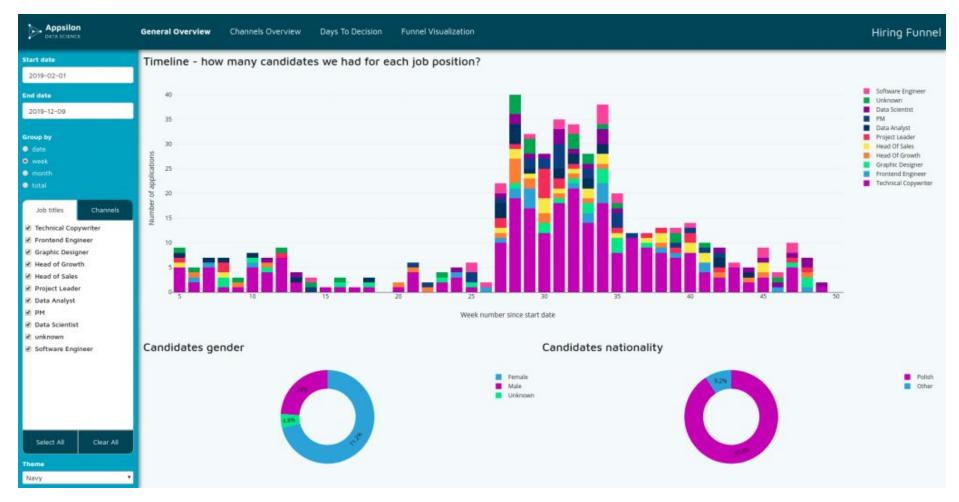
Hiring funnel UI update (shinydashboard)





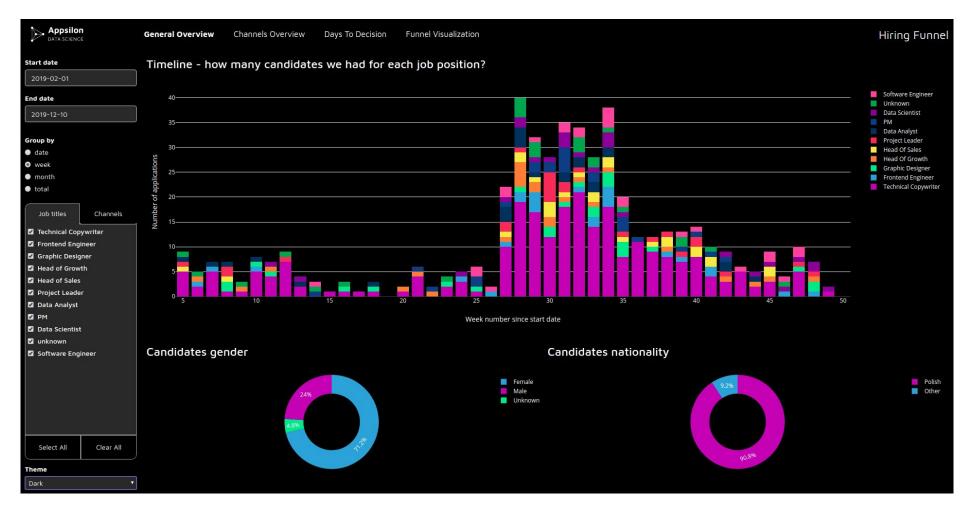
Hiring funnel UI update (semantic.dashboard)





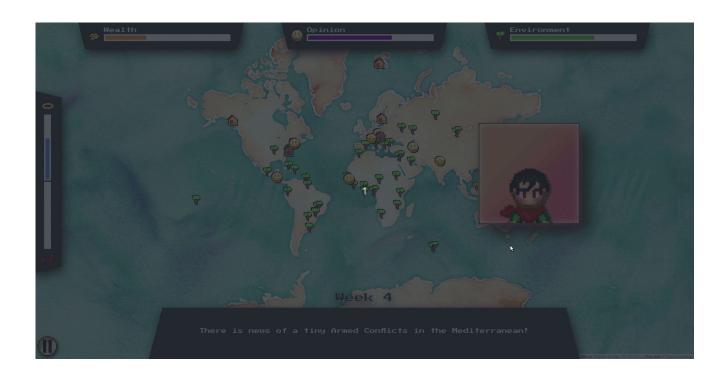
Hiring funnel UI update (custom built)

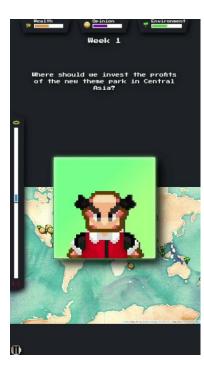




Hiring funnel UI update (custom built)
 https://appsilon.com/journey-from-basic-prototype-to-production-ready-shiny-dashboard/







- Shiny Decisions
  - Reuses existing CSS framework (nes.css)
  - Custom built layouts and behavior
     https://appsilon.com/is-it-possible-to-build-a-video-game-in-r-shiny/



#### Want to know more?

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