

# Major UX projects at Redgate

Daniel Cracroft-Rice

# Simple Talk

Redgate Software, Contract

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**PostgreSQL Basics: Object Ownership and Default Privileges**

Ryan Booz  
21 FEBRUARY 2023

In the first security article, PostgreSQL Basics: Roles and Privileges, I discussed how roles (users and groups) are created and managed in PostgreSQL. Depending on your background with permissions, particularly in other database products, some of those nuances in how permissions work may have been surprising. Understanding how roles and privileges work in Postgres is ... [Read more](#)

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1  
PostgreSQL  
Uncategorized

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Sanil Mhatre  
15 FEBRUARY 2023

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**PostgreSQL Basics: Object Ownership and Default Privileges**

Ryan Booz  
21 February 2023

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1436 views

In the first security article, [PostgreSQL Basics: Roles and Privileges](#), I discussed how roles (users and groups) are created and managed in PostgreSQL. Depending on your background with permissions, particularly in other database products, some of those nuances in how permissions work may have been surprising.

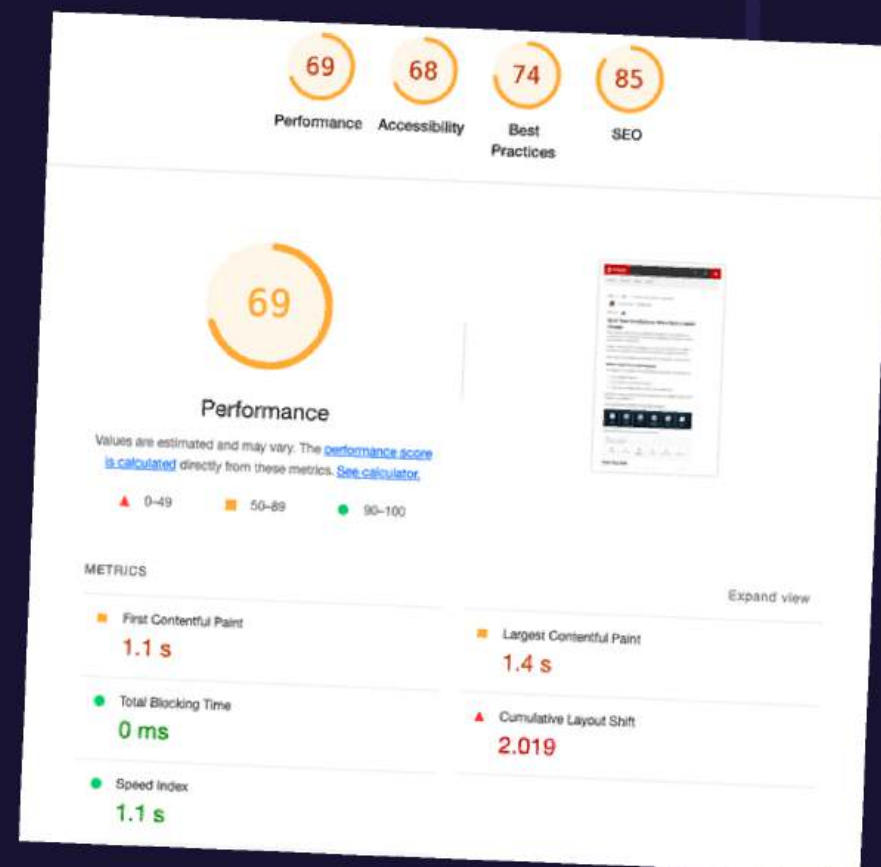
Understanding how roles and privileges work in Postgres is key to understanding the next, and often more confusing part of security, *object ownership*. Although there are many privileges that can be assigned in Postgres, object ownership comes with a specific level of privilege that cannot be transferred to other roles. Understanding the implications of this is essential to the management of your database schema, and access to the objects it contains, over time.

**Who owns database objects?**

In PostgreSQL, the role that creates an object (table, view, function, etc.) becomes the owner. It can be altered after the fact, but initially, the creator is the owner. We can see the owner of objects in the database using [the psql interactive terminal](#) or querying the `pg_catalog` tables that correspond to the object type.

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15% YoY readership decline

# Summary

## Goal

- Create a more compelling UX and reinvigorate the Simple Talk (ST) platform, in order to halt and reverse the decline in viewership.
- Get more signups
- Encourage viewers to investigate what Redgate has to offer by promoting products and events.

## Problems

- Readership and engagement is declining - Most recently by 15% YoY
- The platform provides very limited functionality for both viewers and editors.
- There's very little cross-sell from ST, with viewers rarely going from ST to the main Redgate site.

## Considerations

- There's an interest in new content formats.
- The website will be largely managed by the ST Editor, and members of the Content team - not developers or designers.
- To be built on Wordpress, using Disqus for commenting, and other pre-existing tools which are fixed
- Needs to demonstrate editorial independence, whilst also being clearly a 'Redgate' property

# Discovery

## Research

There was a huge amount of existing user data from tools such as GA, and subscriber data from Marketo. I also installed Hotjar, to gain digestible journey and interaction info. There is also a huge amount of existing design across the Redgate websites, where we can either re-use, or develop on & combine existing design patterns. As the sole designer on the project, I also conducted interviews with the Editor, a Contributor, Marketing leadership, and passed questions to the editor for them to interview visitors.

Simple Talk, Redgate Software

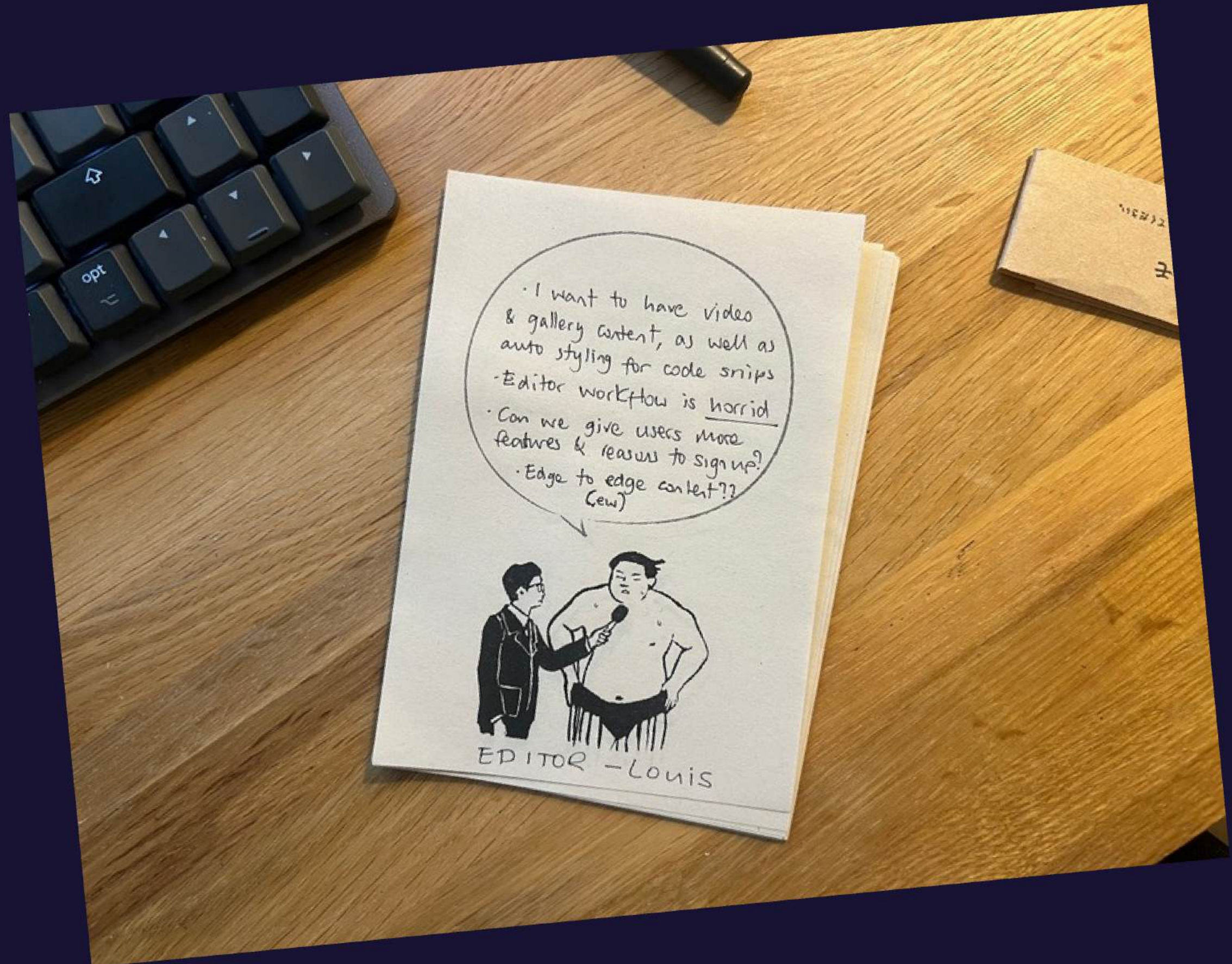
## Translation

- An extensive audit of the existing Redgate websites.
- Researching tools and plugins, to meet challenges of interviewees (e.g. Code snips). No need to re-invent the wheel on everything.
- Create an updated sitemap to hold new content types (e.g. Podcast), allows cross-linking from type to type, and allows for iterated dev output.
- Research brands with similar platforms, or both in industry and not.

## Wireframing

- Demonstrated research to the ST project team, to make sure we were all on the same track.
- Weekly check-ins with the project team.
- Presented high-fidelity wireframe to marketing leadership, project team, and brand team, along with workings out.

# Interviewing



# Design research

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solarwinds\_worldwide\_llc

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We discuss Demolition Man. Who are you choosing to win the "Franchise Wars"?  
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London SWUG will soon be upon us. In case you missed it, SolarWinds User Group® (SWUG) will be in London May 8 - 9, 2024. It's a chance for us to see each other in person, make new friends, learn something...  
ChrystalT

### Helpful Links

- What We're Working On
- Business Center
- Customer Portal
- THWACK Store
- Member Search
- Contact Admins

### Who's Online

22 members online

- danielaharon
- jmajero
- Luke.Ameglio
- mark.gover
- olaf.steingass
- paulrobbins
- pchsholm
- peterwilson
- rohit.1
- sai.allagadda

### Leaderboard

- @more1329 (13,542 points)
- @jokerfest (12,637 points)
- @jocat (10,207 points)

### Popular Discussions

Topic	Views	Replies	Latest	By
UPDATE: THWACK Store	3295	58	Latest 2 hours ago	by pedders
Multi-target Query Assistance	11976	31	Latest 22 days ago	by ajth.securin
Bugs in SolarWinds Platform 2024.1	4698	29	Latest 1 day ago	by vikasp
Need a SQL query to get the Last month availability of devices based on the Node category	1100	18	Latest 3 days ago	by VenkatesG
SNMPv3 passwords change	5385	17	Latest 1 month ago	by ecklonet

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February 21, 2024  
Purva Ekapture  
We are announcing a breaking change in the beta APIs effective April 30, 2024.  
Microsoft 365 Developer Blog

**Comprehensive Document Translation Solution**  
February 21, 2024  
Sreedhar Mallangi, Richard Posada, Ted Shelton  
Background and Use Cases Many of our customers have a requirement to translate documents from...  
Microsoft Azure

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### Latest and trending

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Allison Rogers  
LaunchDarkly

IBM

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Empowering your business with data and AI

### 2024 IEA Ministerial Meeting

## Tempify's AI Assistant

Streamline your workflow with AI-powered automation

### How it works

1. Connect your data sources
2. Configure your automation rules
3. Monitor and manage your workflows

Mobile feature

Mobile feature

### 3 Reasons Mobile App Releases Are So Painful... and How to Fix Them

Allison Rogers  
1,100 views

Nearly 500K mobile apps were downloaded every minute in 2023. What's more, people...

## Figma links

### Design Pt. 1 >

Less structure; I used this as my own design playground to come up with ideas, solve problems, and be more free with my thoughts

### Design Pt. 2 >

Once the design approach was signed-off, I neatened up the design, ensured consistency of elements and features, to create a 'developer-ready' design

If you've landed here from my website, and need these links provided, reach out and let me know.

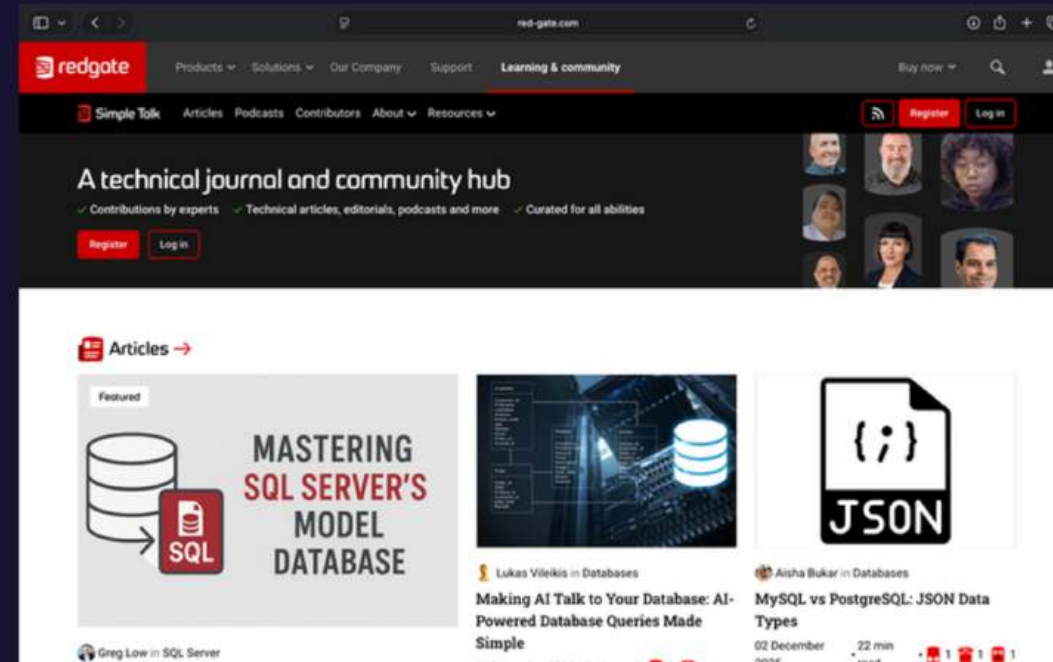
Simple Talk, Redgate Software

# Designs

## Technical successes

- Encourages sign-ups to non-subscribers, through headers and subtle pop-ups, and almost exclusively to those not logged in
- Custom promo system to link specific RG campaigns to content types & subjects.
- Logged-in homepage to show content relating to user interests, and custom bookmark system.
- Much more editor friendly backend

Simple Talk, Redgate Software



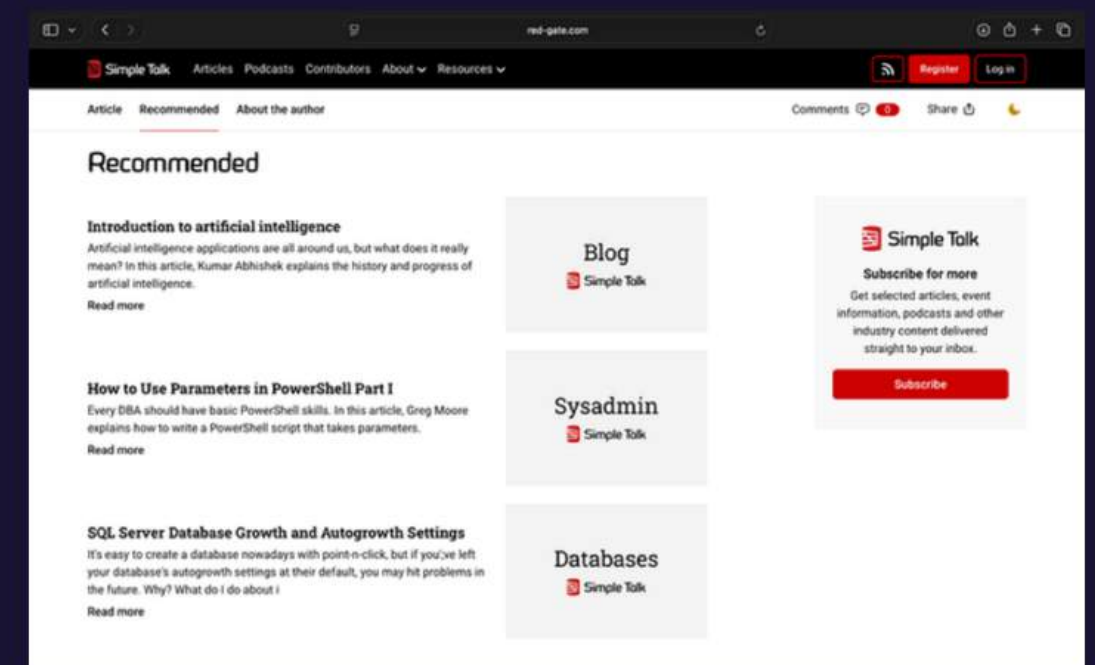
New overarching homepage, with sign-up in header



'Collections' system allows old content to be recycled into new narratives



Articles in more digestible format, with custom promo system linking categories and RG products/content



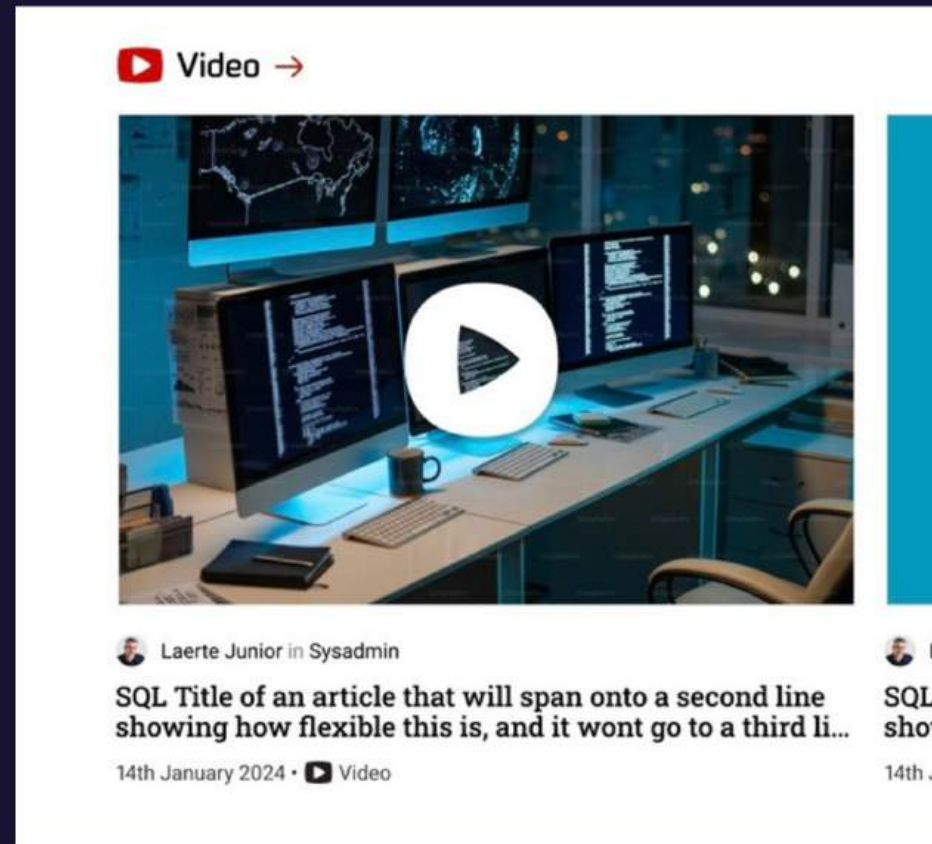
Integrating with Marketo AI, targeting specific users with specific content - including RG products

# Designs

## Design successes

- The project resulted in a new design language subset, and figma 'mode',
- Editors and marketing leadership said it reflected editorial independence whilst being a part of the Redgate umbrella.
- Creation of a new overarching homepage to promote newest articles, podcasts, events, and more.
- WCAG 2.1 compliance.

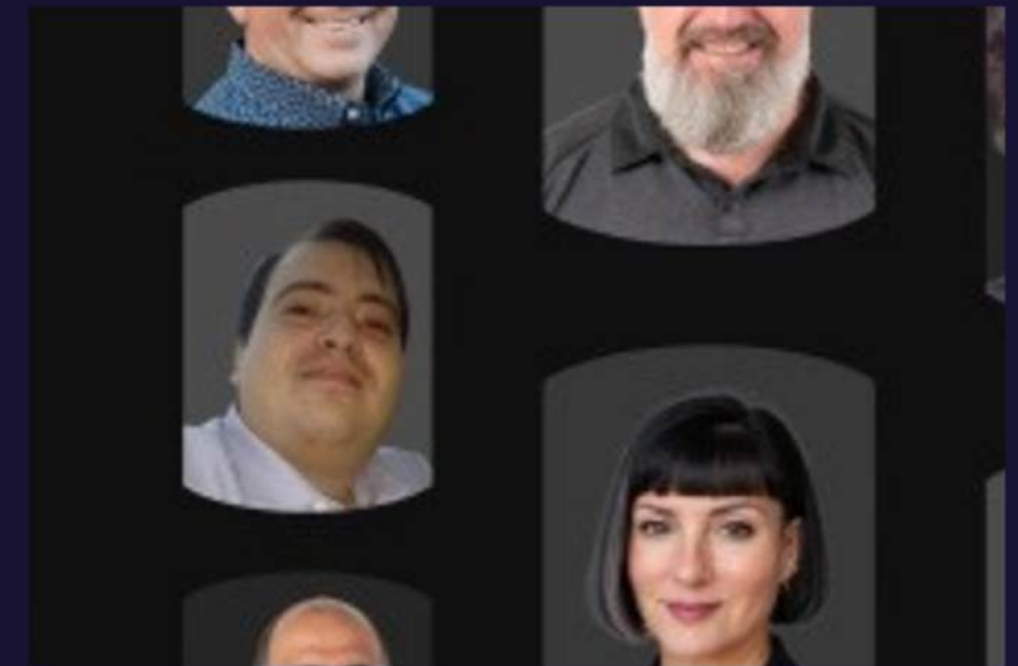
Simple Talk, Redgate Software



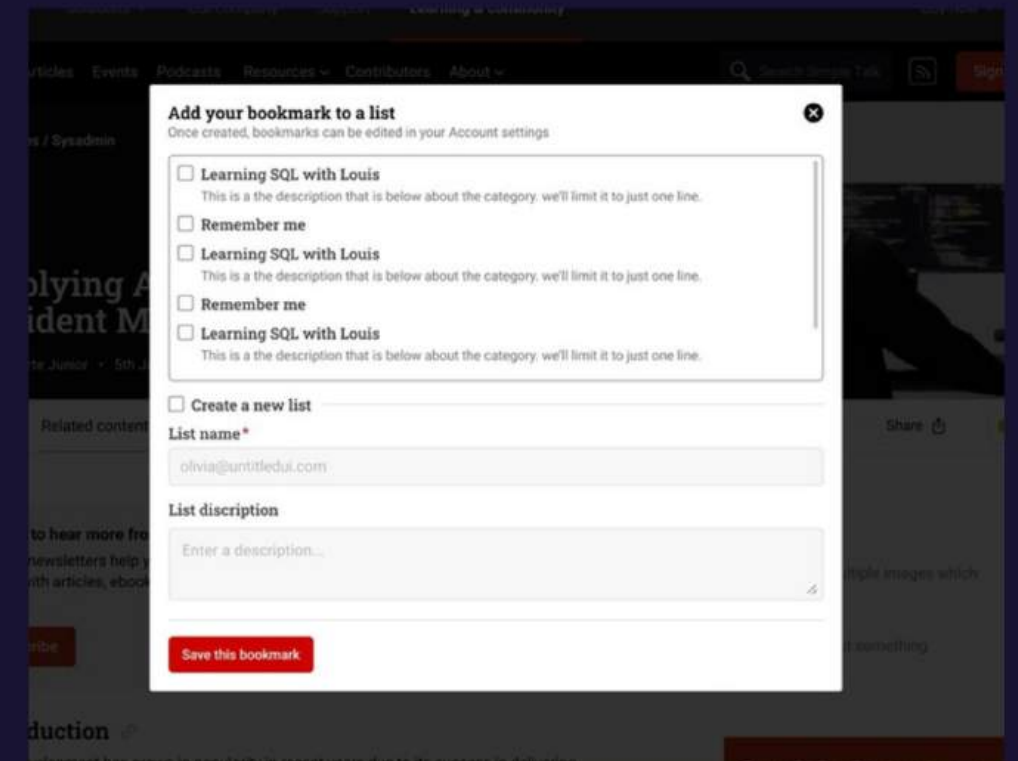
New branded iconography



Extensive swag set



Using the core Redgate design DNA in old and new ways



Feature-rich custom bookmark system informed new UX framework

Nice Data

## Some analytics stuff

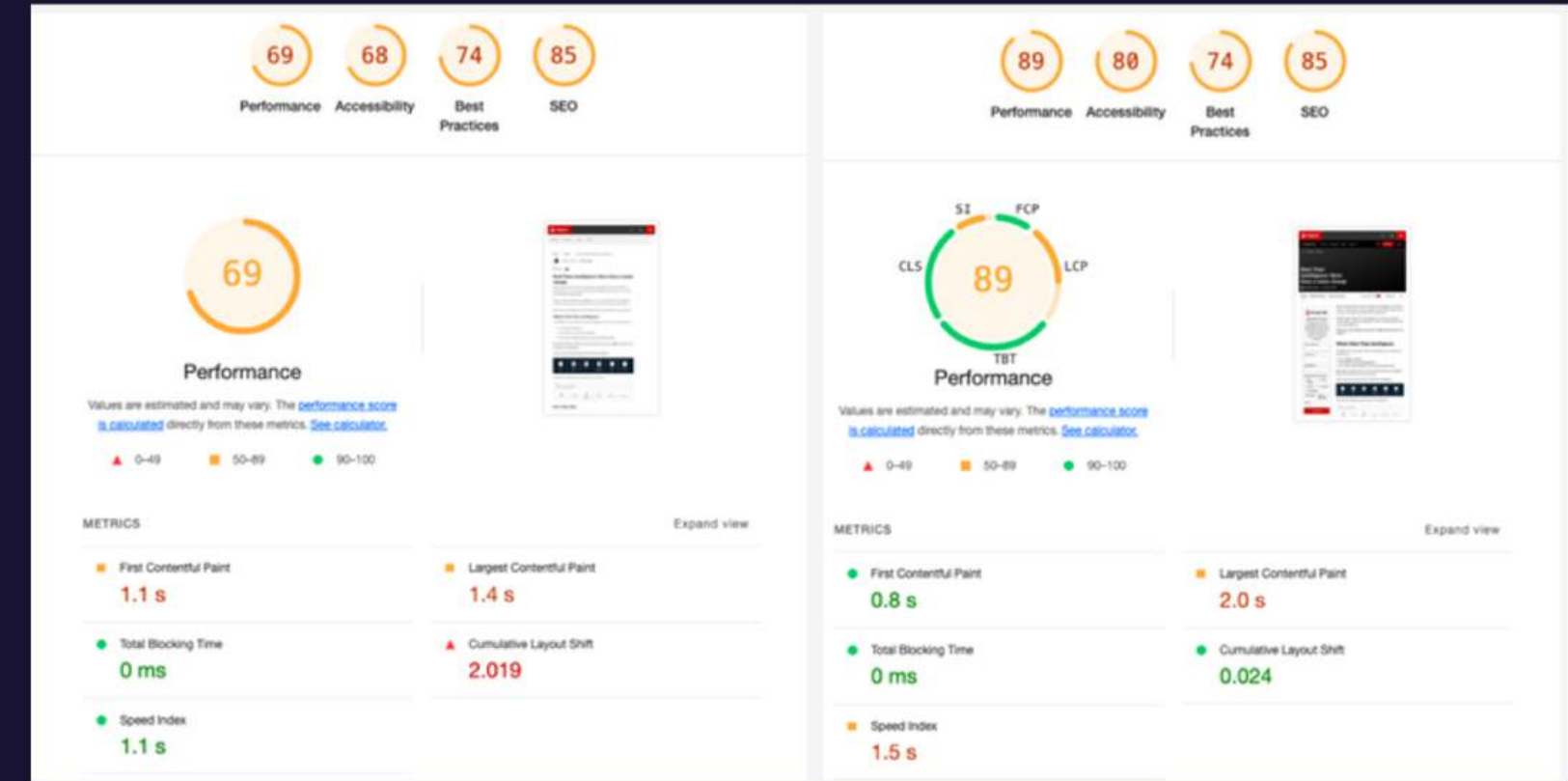


Shows users spending more time engaging with new Simple Talk designs than old.

45% YoY readers decline

Consistent growth of 1-5% over 6 months

## Lighthouse report



Lighthouse report demonstrating better performance and accessibility with the new design system.

# What could've been better?

## 1) Too soon?

Company goals dictated this project needed to come before the UX Framework overhaul (Honeycomb).

As a result, to homologate things with the framework, various components needed a rethink in post launch. Had the developer dedicated to the project been working on the Design System first instead, both projects could've been finished sooner.

This also limited how much depth I was able to go in to, design wise.

Simple Talk, Redgate Software

## 2) Login loops

There are separate log-in areas for Redgate, Simple Talk, and the commenting system. It was decided that improving this was outside of the project scope, and remained a constant thorn in the side.

It's pretty nasty UX - you may be logged in, but not on every level, limiting functionality and adding confusion (E.g. two levels-- though sometimes three--of log-in needed to commend on articles).

It also limits how and where Redgate can cross-promote to viewers.

## 3) Project fatigue

This project took place over an 18 month period, alongside other major projects and with changing team members.

# Honeycomb Design System

Redgate Software, Contract

# Summary

## Goal

- Unify the Redgate UX framework with a new design system.
- Integrate with developer tools to create and maintain 1:1 likeness between Figma and the live site.

## Problems

- Redgate design system has become increasingly fragmented and duplicated over the years.
- This leads to an unnecessarily lengthy design process at times - with a better workflow we can spend more time thinking ahead.
- As a result, there's also no developer repository, and documentation is fragmented.

## Considerations

- The website, and other sites owned by Redgate, totals a vast online presence. This is a very longterm project.
- This will also be a team project; consult regularly with developers, let them fully decide their end of the project before we move too far in design. Figma work will need to be organised between designers, too.
- Fully design UX foundations, so web overhauls can be properly managed in future.

# Discovery

## Research

The design team researched UX frameworks, Figma kits, and any tools that could help us along the way.

At the same time, there were check-in with the Developer teams, who were on the hunt for tools that would speed up their workflow and documentation processes.

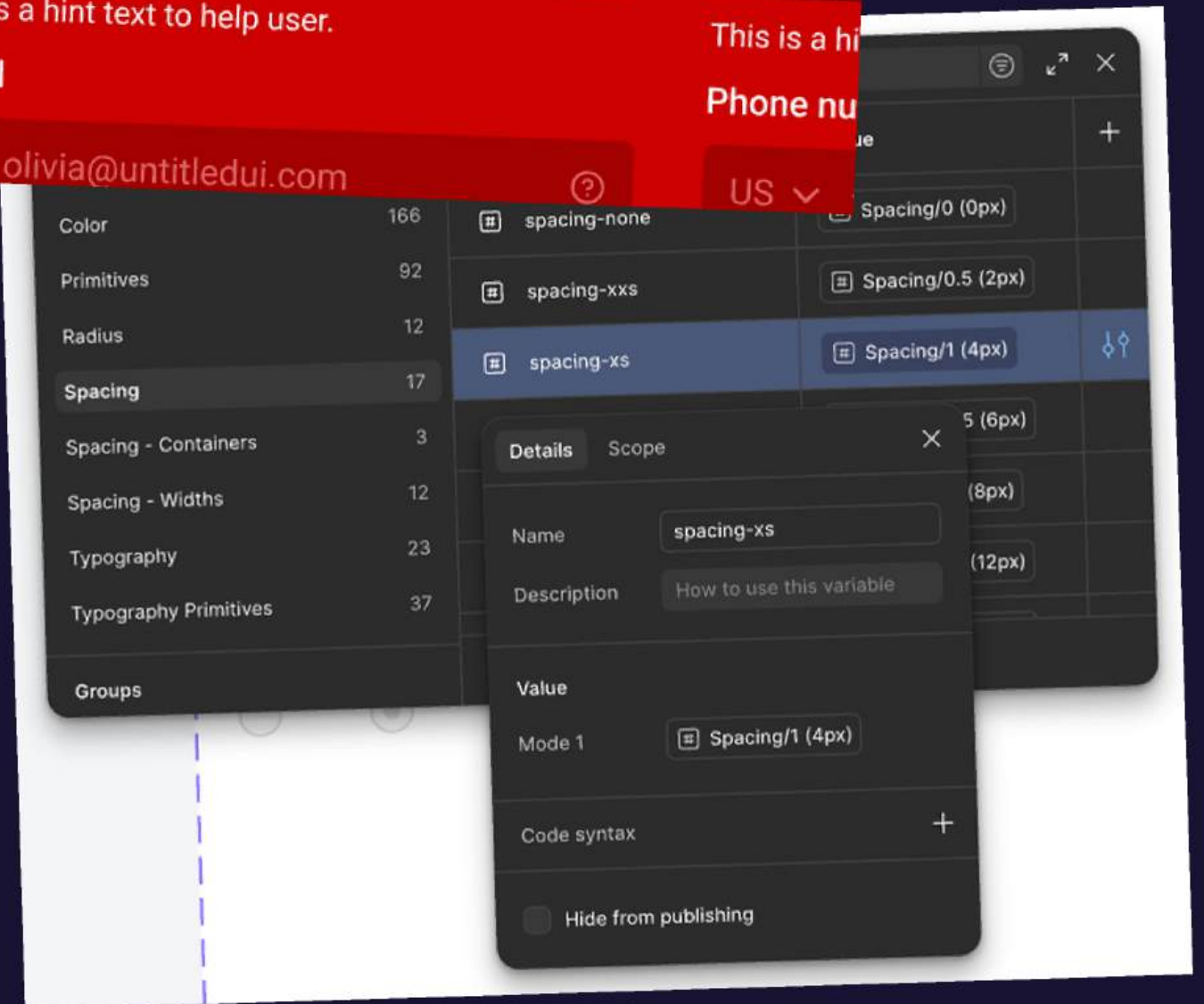
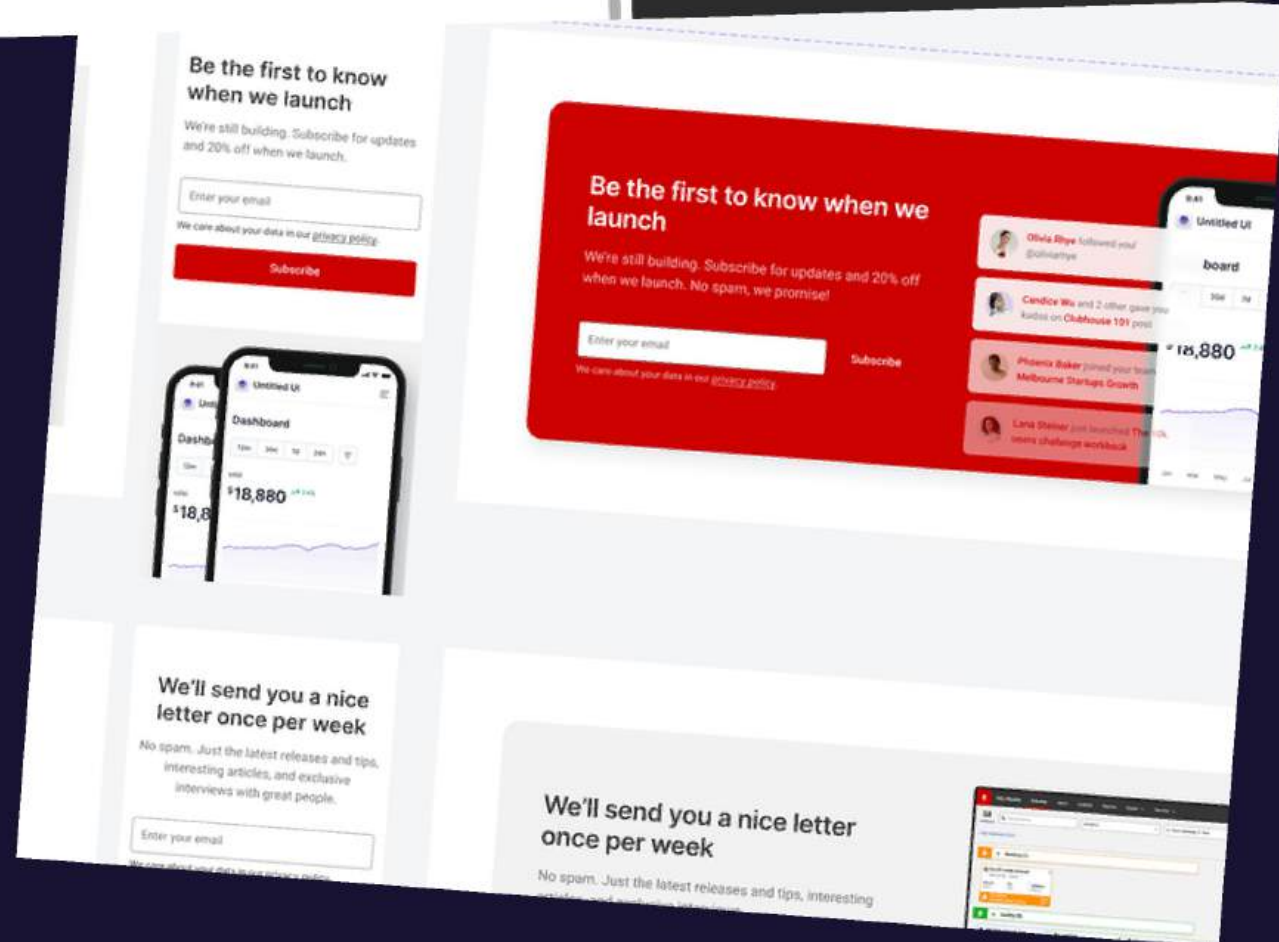
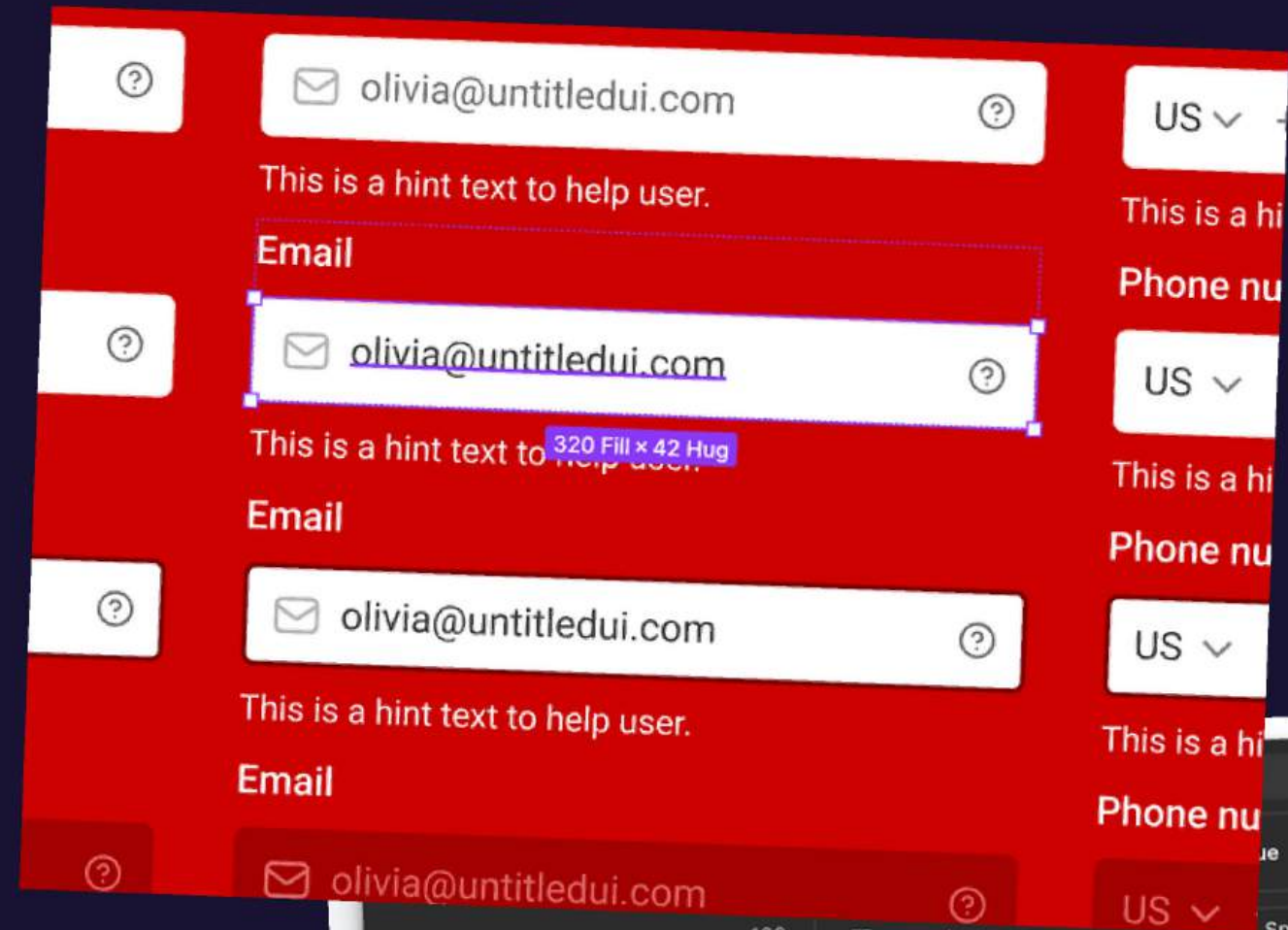
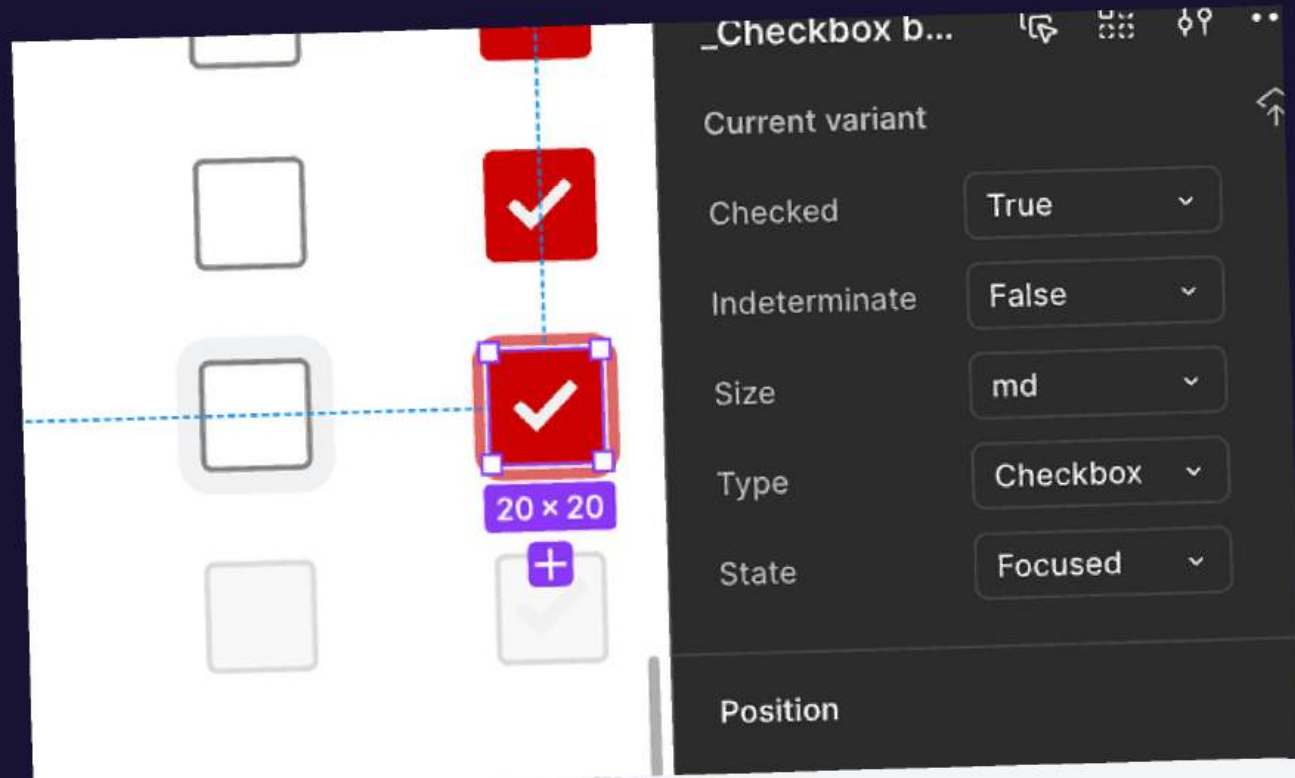
## Translation

- One team member focussed heavily on an audit of the Redgate website, and branded content.
- Untitled UI was decided on as a base Figma kit for designers build on.
- Dev team highlighted Storybook as a tool they can build out Figma components, provide easily usable examples, and documentation.

## Design

[Honeycomb >](#)

# Designs



What could've been better?

### **1) Teamwork?**

The scale of the project meant some parallel workstreams created duplication. Better upfront alignment on Figma conventions would have saved time later.

### **2) Process alignment**

Individual research approaches led to some inconsistencies early on. Establishing shared methods from the start would have ironed these out sooner.

### **3) Never a priority**

This project took a very long time (it's still ongoing). From a business perspective is understandable as it doesn't offer an immediate ROI. However, it would improve efficiency of every project once completed.