

## Information Architecture

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Information architecture (IA) is the art of expressing a model or concept of information used in activities that require explicit details of complex systems. Among these activities are library systems, Content Management Systems, web development, user interactions, database development, programming, technical writing, enterprise architecture, and critical system software design. Information architecture has somewhat different meanings in these different branches of IS or IT architecture. Most definitions have common qualities: a structural design of shared environments, methods of organizing and labeling websites, intranets, and online communities, and ways of bringing the principles of design and architecture to the digital landscape.

Historically the term “information architect” is attributed to Richard Saul Wurman. Wurman sees architecture as “used in the words architect of foreign policy. I mean architect as in the creating of systemic, structural, and orderly principles to make something work - the thoughtful making of either artifact, or idea, or policy that informs because it is clear.”

[Wikipedia](#)

There are five ways to organize and structure information.

They can be remembered by the acronym LATCH:

**L** by location

**A** by alphabet

**T** by time

**C** by category

**H** by hierarchy

Taken from: Richard Saul Wurman, Information Architects, p.17