

O'REILLY'

Peter Morville & Louis Rosenfeld

Designing Information Architecture

Lecture 6
Dr Kristina Lapin
Human Computer Interaction
Vilnius University

The value of information organisation

Gould's Book Arcade



Exploring libraries



Why information architecture matters?

- The cost of finding information
- The cost of not finding information
- The value of educating customers about new services
- The cost of construction
 - When redesign is needed because of poor findability
- The cost of maintenance
- The cost of training
- The value of brand

Information spaces in airports

- Screens show departure times and registration desk numbers
- Information signs
 - Gates numbers
 - Direction labels
 - Informative symbols
- Information centers
- Voice messages







Characteristics of information spaces

- Frequency of changes
 - Train schedule or stake prices

Maršrutai Papildoma kainu informacija Vilnius - Kaunas Maršruto žemėlapis Išvykimo Atvykimo Atstumas, Kelionės Pastabos Kaina. Lt numeris laikas laikas Km trukmė EJ817 10:25 11:34 01:09 Traukinvie visos vietos 2 18.00 klasės. EJ819 11:25 12:36 104 01:11 Traukinyje visos vietos 2 18.00 D393 11:40 13:01 104 01:21 Traukinyje yra 2 ir 3 klasės 16.30 vietos. EJ821 13:50 15:01 104 01:11 Traukinyje visos vietos 2 18.00 klasės. E875 14:43 16:25 104 01:42 Traukinyje visos vietos 3 16.30 klasės. EJ823 16:30 17:30 01:00 Traukinyje visos vietos 2 18.00 E877 16:35 01:41 Traukinyje visos vietos 3 18:16 104



Information architects

- Information architecture is concerned with the design of information spaces.
 - Just as real world architects have to understand client needs and design appropriate structures to enable those needs to be realized, so information architects have to design the structures that will enable information needs to be met.
- These structures are realized in the digital space as apps and websites and in the physical space as objects such as maps, signs or physical structures.
- These structures also include people who both consume information content and generate content that becomes part of the information space.
- At various points in the overall design process, the UX designer has to be an information architect.

Information content

- Information architecture concerns understanding and designing the information,
 - the content, that is going to be useful for people undertaking some activity or that will otherwise contribute to the user experience.
- For example, what information should be shown in a historical site to provide user with a good experience?
 - The dates of events that happened there?
 - Information about famous people who visited there?
 - Information about the geography and geology?
 - Video of past events, links to websites for further information or an audio guide to provide a tour around the site?
 - Information boards at key locations, maps of the site and guide books, or should they provide all this sort of information on a smartphone app?
 - Should visitors be allowed to take photos or leave audio messages and tag them with a geo-location so that other visitors can see them?
 - This is often called user generated content, UGC.

Goals of information architecture

Structuring

 Determining the appropriate levels of granularity for the information "atoms" and deciding how to relate them to one another.

Organizing

grouping components into meaningful and distinctive categories

Labelling

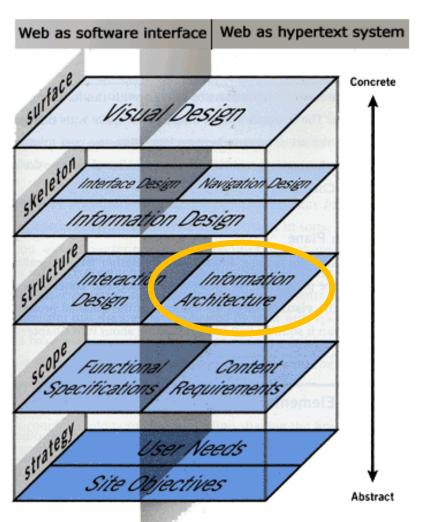
- Naming those categories and the series of navigation links that lead to them.
- Decision about how content should be grouped can have dramatic consequences site's structure works (or doesn't work) for users, but these nuances are difficult to understand at first glance.

•

What Isn't Information Architecture?

- Graphic design is NOT information architecture.
- Software development is NOT information architecture.
- Usability testing is NOT information architecture.

Information architecture in user experience design



 IA is a structural design of the information space to facilitate intuitive access to content (Garrett, 2010)

Information architecture (IA)

- IA is the structural design of shared information environments.
- Consists of
 - Organization system
 - A way to present information, e.g. content categories
 - Navigation system
 - Help user move through the content
 - Search system
 - Allow user search the content
 - Labelling system
 - Describe categories, options, and links in language that (hopefully) is meaningful to users

Information architecture: Ontology

- The information architect is going to provide the structure within which the user experience will unfold.
 - This structure is described in a conceptual model, a representation of the concepts that are used to describe the domain of interest.
 - This process is called developing an ontology, 'a designed conceptualization of some activity.
- An information architect
 - goes through the understanding process and analyses some domain (a sphere of activity) and, after much discussion, iteration and evaluation,
 - decides on the objects of interest (the ontology) and the relationships between those objects (the taxonomy).
- Finding an appropriate ontology is critical and will affect all the other characteristics of the information space and subsequent UX.

Coarse- or fine-grained ontology

A coarse-grained ontology

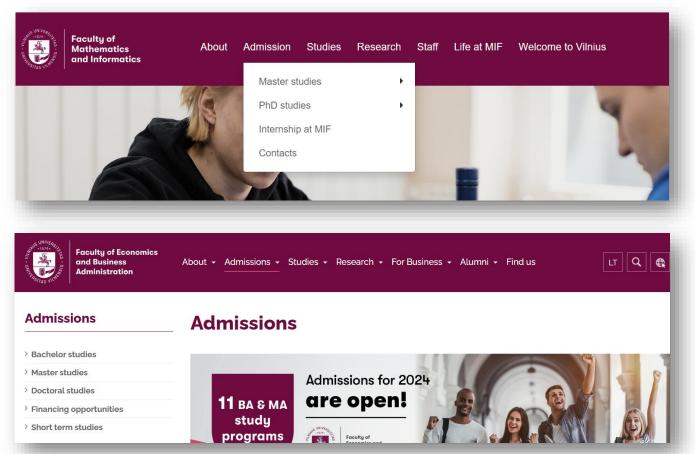
Stambiagrūdė ontologija

- Has only a few types of objects
 - Each of which is 'weakly typed' has a fairly vague description and hence the objects are quite complex and there are a lot of instances of these types.
- The object types differ in large ways
- A fine-grained ontology

Smulkiagrūdė ontologija

- Results in a structure which has many strongly typed simple objects with a relatively few instances of each.
- The object types differ from each other only in some small way.

Coarse-grained ontology implementation examples



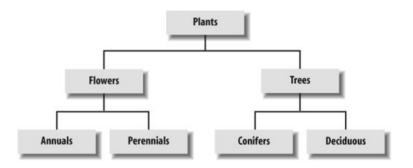
Involves different type information. All categories are mutually exclusive: there is one way to reach the specific information.

Fine-grained ontology implementation examples



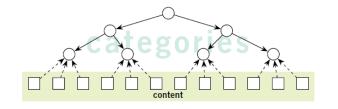
This information space consists of recipes (many one type instances). Specific recipe belongs to various groups according to dish type, ingredients, world cuisine, etc. There are various ways to reach the specific recipe.

Top-Down Design Approach



- Applied for coarse-grained ontologies
- Divides the information space into mutually exclusive subdivisions and parent-child relationships of hierarchies.
- Ambiguous organization schemes in particular make it challenging to divide content into mutually exclusive categories.
 - Do tomatoes belong in the fruit, vegetable, or berry category?

Top-down design of IA



Anticipates users' major information needs in a system and implements deeper coarse-grained ontology:

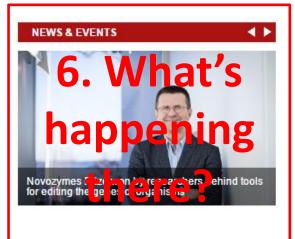
- Where am I?
- 2. I know what I'm looking for; how do I search for it?
- 3. How do I get around this site?
- 4. What's important and unique about this organization?
- 5. What's available on this site?
- 6. What's happening there?
- 7. Do they want my opinion about their site?
- 8. How can I contact a human?
- 9. What's their address?

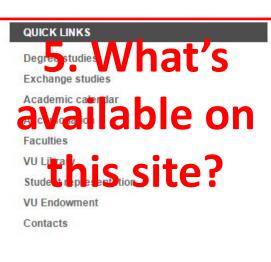
2. How to search?

8. Contact a human

ABOUTUS STRIDIES RESEARCH INTERNATIONAL COOPERATION NEWS SEVENTS: 127









Challenges of coarse-grained decomposition

Ambiguity

- Words can be understood more than one way
 - E.g. The word Pitch has 15 definitions
- Which concepts place in which categories

Heterogeneity

 Web sites provide access to document in multiple formats: news, product descriptions, employee home pages, texts and videos, audios, etc.

Differences in perspectives

 The ways people organize and name files and directories on their computers can be maddeningly illogical.

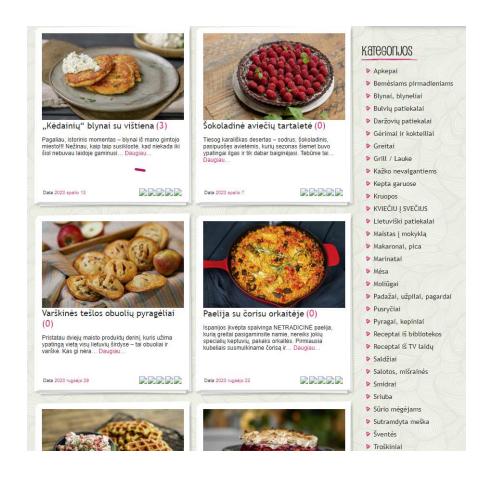
Internal Politics

 The choice of organization and labeling systems can have a big impact on how users of the site perceive the company, its departments, and its products.

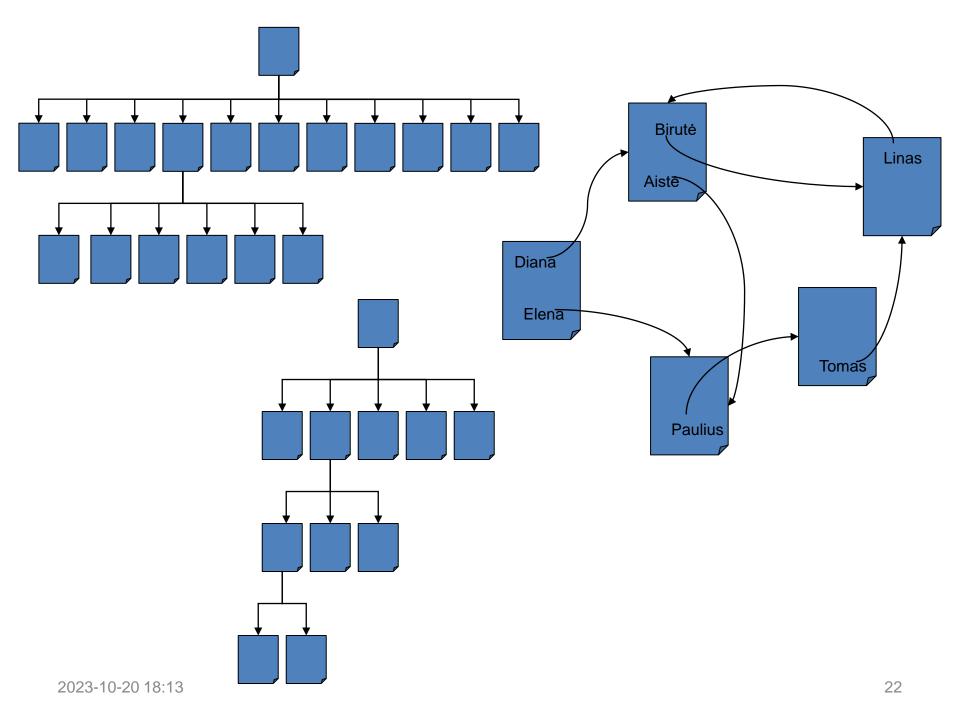
IA Structures

- Organizing menus in a meaningful structure results in faster selection time and higher user satisfaction
- Approaches:
 - Linear sequence (e.g. in a wizard or survey)
 - Hierarchical structure that is natural and comprehensible (e.g. a store split into departments)
 - Network structure when choices may be reachable by more than one path (e.g. websites)

Example of linear structure

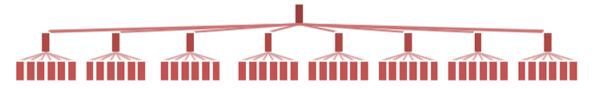


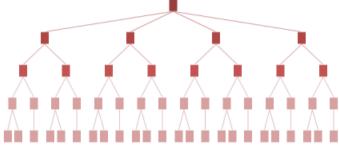
Beatos virtuvė: Long category list is ordered alphabetically.



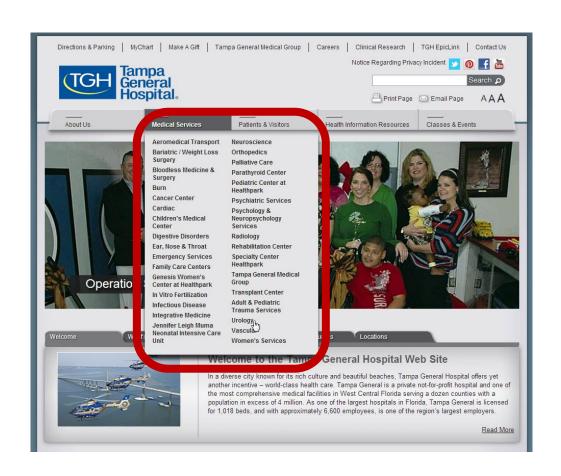
Flat vs. deep website hierarchies

- Each of 2 structures below represent the same amount of information, and shows a perfectly logical way of organizing the content for a website.
 - Yet the end-user's experience of browsing will be different
 - Deep hierarchies are more difficult to use.
 - Categories that are specific and do not overlap are the easiest to understand.





Example of a flat structure



Medical Services category lists 32 separate disease areas and treatment centers

- Easy to discover
- But users may be overwhelmed by so many links, fail to read the whole list closely, and miss the best option

Moderately deep structure: Baptist Health hospital webpage



- Service menu is shorter, much easier to scan
 - But discoveralbility for specific content is worse
- What to click to get information about prostate cancer?
 - There is no ,Urology'.
 - The answer: Cancer Care should be clocked. Is it inuitive?

Deep structure: UF Health hospital webpage



- Shows specific disease information only at lower levels
- The disease-specific information 3 levels down from the homepage: Home > Patient Care > Medical Care > Specialty Care.

Deep hierarchy shortcuts

To avoid the user distraction provide the alternative navigation: shortcuts to lower levels:

- users can browse alphabetically for information about a specific disease, or
- choose one of the Most Viewed Conditions & Services.

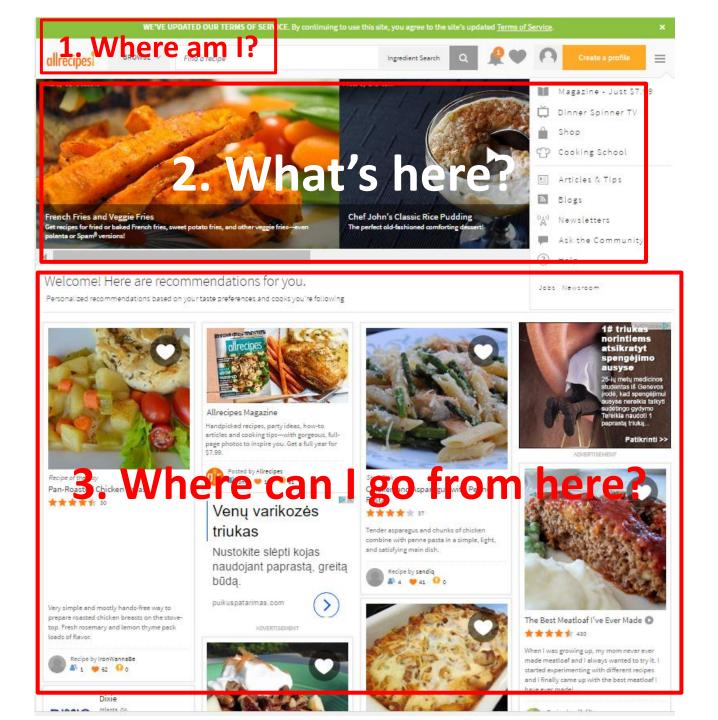


Flat or deep?

- No single right answer
- Flat hierarchies works well for distinct, recognizable categories, because people don't have to click through as many levels.
- But there are exceptions:
 - 1. In situations, there are simply too many categories to show them all at one level.
 - 2. In other cases, showing specific topics too soon will just confuse the audience,
 - and users will understand your offerings much better if you include some intermediate category pages to establish context.

Bottom-up Design Approach

- Relevant for fine-grained ontologies
 - domains containing a lot of small one type elements, such as recipes, music, movies, etc.
 - Elements of these ontologies mostly overlap
 - Example: the same recipe can belong to various groups: local cousine, dinner dishes, vegetarian dish, etc.
- Users want to jump quickly to relevant content in different routes.
 - Where am I?
 - What's here?
 - Where can I go from here?



Example of bottom-up implementation

25⁹⁰€

26²⁹ €

***** 5/5

Stalo jrankių rinkinys Villeroy &

↑ ATSIIMKITE RYTOJ ★ 4.9/5

Bambukinis stalo įrankių

16⁹⁹ € RMK 19 99€

1 3.7/5

Banquet stalo jrankių rinkinys

82584

Kaina. €

Tipas (i)

★★★★★ ir daugiau (238)

Boch 4 vnt. déklas, Paule 24 daliu Q leškoti Tipas: Stalo irankiu rinkiniai Tipas: Stalo irankiu dėklai Tipas: Stalo irankiu rinkiniai Įrankių skaičius: 4 vnt. Įrankių skaičius: 1 vnt. Įrankių skaičius: 24 vnt. Stalo jrankių rinkiniai (683) Šaukšteliai (224) Stalo jrankių dėklai (71) Šakutės (176) Vaikiški stalo irankiai (58) Mentelės tortui (42) Salotų įrankių rinkinys (59) Desertinės šakutės (79) Rodyti daugiau v 8²⁵€/mén. 62⁹⁹ € 433€ 0⁶⁹€ formed Prekės ženklas (1) RMK **89** 99€ Jrankių skaičius, vnt. 🛈 ATSIIMKITE RYTOJ **1/5** ↑ ATSIIMKITE RYTOJ ★ 4.3/5 T ATSIIMKITE RYTOJ BerlingerHaus stalo jrankių Ledų šaukštas, 22,5 cm Axentia šaukšteliai, 12 vnt. 113 rinkinys Royal Black Coll... Tipas: Šaukštai ledams Tipas: Šaukšteliai Tipas: Stalo įrankių rinkiniai Irankių skaičius: 1 vnt. Irankių skaičius: 12 vnt. Irankių skaičius: 24 vnt. Ivertinimas ★★★★ ir daugiau (211) ★★★★☆ ir daugiau (229)

The structure of search facets is

Content Structuring Guidelines

Rules for forming menu trees:

- Use task semantics to organize menus
- Limit the number of levels (i.e. prefer broad—shallow to narrow—deep)
- Create groups of logically similar items:
 - e.g. Level 1: countries, Level 2: states, Level 3: cities
- Form groups that cover all possibilities:
 - e.g. Age ranges: [0–9] [10–19] [20–29] and [>= 30]
- Make sure that items are non-overlapping:
 - e.g. use "Concerts" and "Sports." over "Entertainment" and "Events"
- Arrange items in each branch
 - by natural sequence (not alphabetically) or group related items
- Keep ordering of items fixed (or possibly duplicate frequent items in dedicated section of the menu)

Visual hierarchy

- Visual hierarchy is a technique to indicate visually a position in the menu structure
- The set of headers below from the Library of Congress collections webpages gives a clear indication of progress down the tree
 - When users want to do a traversal back up the tree or to an adjoining menu at the same level, they will feel confident about what action to take

BROWSE BY TOPIC Sports, Recreation & Leisure Baseball

Baseball Cards 1887-1914

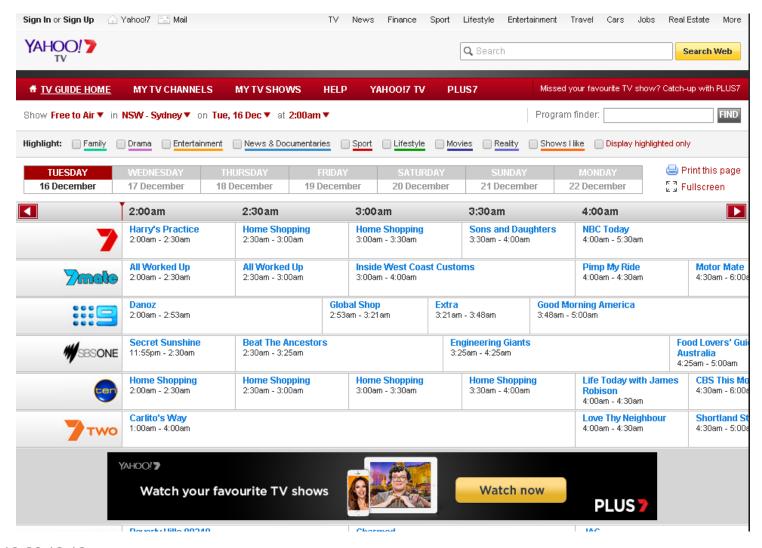
First level heading
Second level heading
Third level heading

Exact Content Organisation Schemes

Exact organization schemes divide information into well-defined and mutually exclusive sections.

- **1. Alphabetical**: in phone books, book stores and directories of all kinds.
 - Problem: formal names sometime differs from informal
- 2. Chronological: for historical archives, diaries and calendars, and event or TV guides
- Geographical suits travel subjects, social and political issues and regional organizations
 - such as wine sites, local foods

Chronological classification



Geographical classification



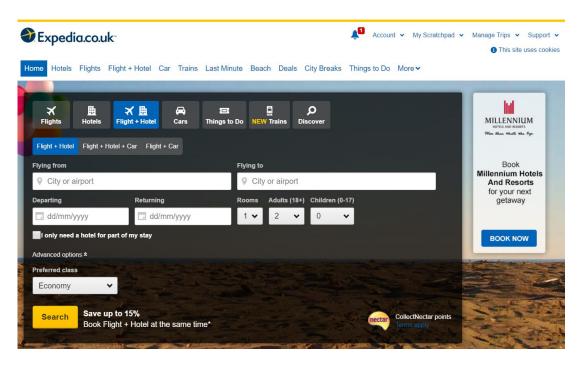
Ambiguous content organisation schemes

Ambiguous organization supports the information seeking by grouping items in intellectually meaningful ways.

Faceted classification

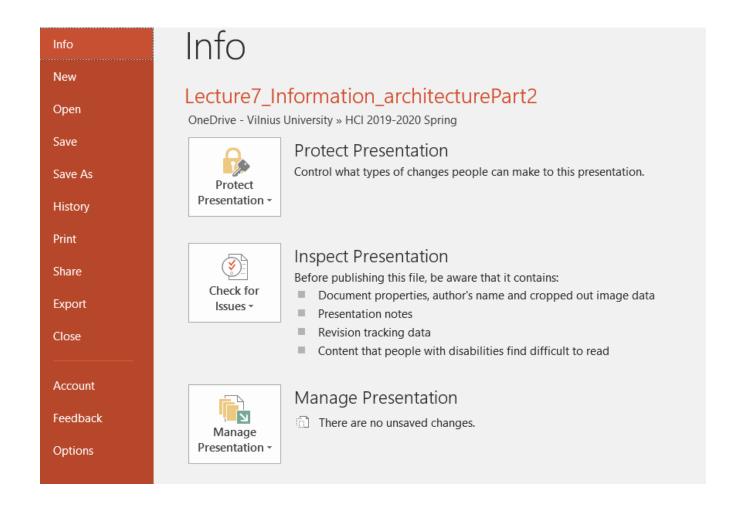
- Dalykinė klasifikacija
- Major concepts of the site, their facets (attributes) and their values
- By topics: Yellow pages, travel agencies, recipe sites, ...
- By tasks: In text editors: edit, insert, format, ...;
- By audience:
 - bank sites: private and business clients;
 - Universities prospective students, students, staff
- Metaphors: desktop, folder, file.
- Hybrid: combination of various schemes.

Faceted classification: travel agency



- Major concepts: flights, hotels, cars...
- Common facet for all concepts: price
- Unique facets: flights go from one city to another, hotels are located in a single city but may be part of a chain, etc.

Task classification



Classification by audience





Frontpage / Private

Metaphor-based organisation: Aqua Park Vichy



Social classification

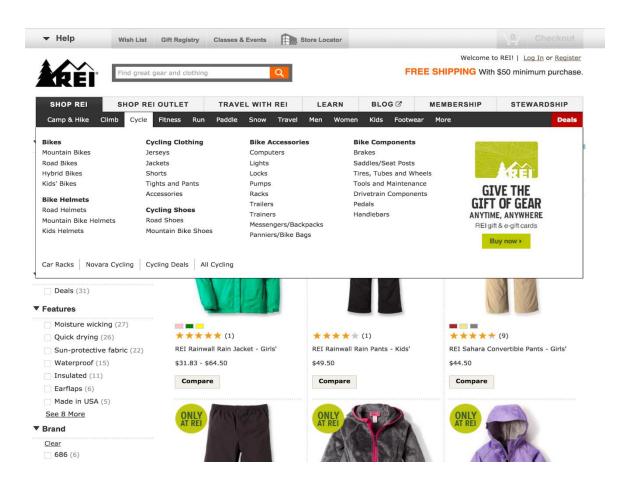
- User tagging in social networks
 - a tag is a keyword or term assigned to a piece of information
- Tag clouds





n comics community computer cooking cool CSS culture of economics education electronics entertainment fashion fic fun funny game games google graphics hardware he images imported inspiration internet iphone java inux mac magazine management marketing math media mopensource osx photo photography photos photomming python radio rails recipe recipes reference resecurity see sga shopping slash social socialnetworking security.

Example of hybrid classification



E-commerce site REI Bicycle category is initially opened: 34 elements are grouped into the bid 2-dimensional menu

Labelling system

- Labels represent larger chunks of information
 - Should match the user's language
- Formats: textual and iconic
- Labels include:
 - Contextual links
 - Hyperlinks to information on other page
 - Heading
 - Describe the content that follows them
 - Navigation system choices
 - Index terms: keywords, tags for searching

Problems with labelling

- Contextual link directs to home page, instead of specific page
 - User has repeatedly search for information in drivers page
- The category of the active page is not highlighted
- Cycled links
 - Visitors can not notice that the page has been already visited

Designing labels

- Creation is based on content analysis
- Label should be created by content authors
 - For example, by users in card sorting
- Narrow scope whenever possible
- Design consistent labelling systems
 - Consistency is affected by style, presentation,
 syntax, granularity, comprehensiveness, audience

Guidelines for labelling

- 1. Use familiar and consistent terminology.
 - Carefully select terminology that is familiar to the designated user community and keep a list of these terms to facilitate consistent use
- 2. Ensure that items are distinct from one another

Each item should be distinguished clearly from other items. For example, "Slow tours of the countryside," "Journeys with visits to parks," and "Leisurely voyages" are less distinctive than are "Bike tours," "Train tours to national parks," and "Cruise-ship tours"

Guidelines for labelling (2)

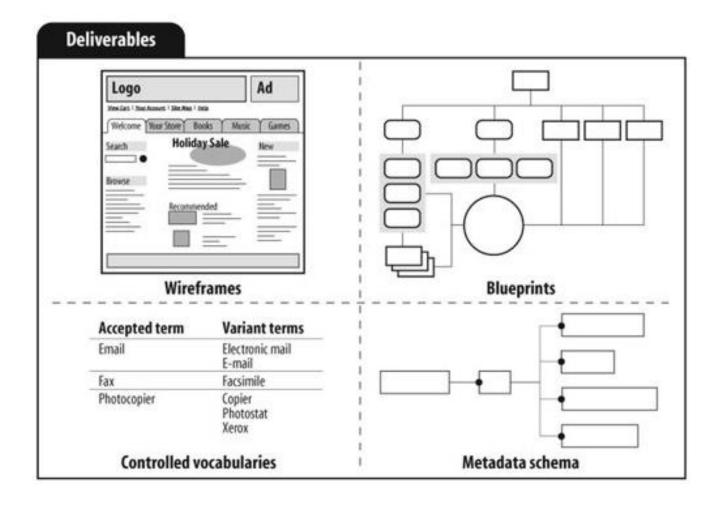
3. Use consistent and concise phrasing

- Review the collection of items to ensure consistency and conciseness.
- Users are likely to feel more comfortable and be more successful with
 - "Animal," "Vegetable," and "Mineral" than with
 - "Information about animals," "Vegetable choices you can make," and "Viewing mineral categories"

4. Bring the keyword to the fore

- Try to write menu items such that the first word aids the user in recognizing and discriminating between items
 - "Size of type" instead of "Set the type size."
- Then, if the first word indicates that this item is not relevant,
 users can begin scanning the next item

Information architecture deliverables



Refers to a number of techniques concerned with understanding how people classify and categorize things.

Exercise with users groups

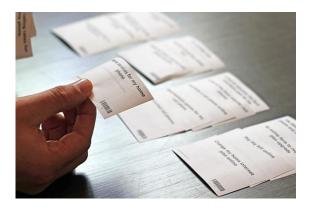
CARD SORTING

Card sorting

- Open card sorting
 - starts with blank cards, participants are asked to write down the objects or actions they think are important in some domain.
 - These are then gathered together into categories
- Closed card sorting
 - starts with predefined categories and asks
 participants to place objects into the categories

Card sorting

Moderated

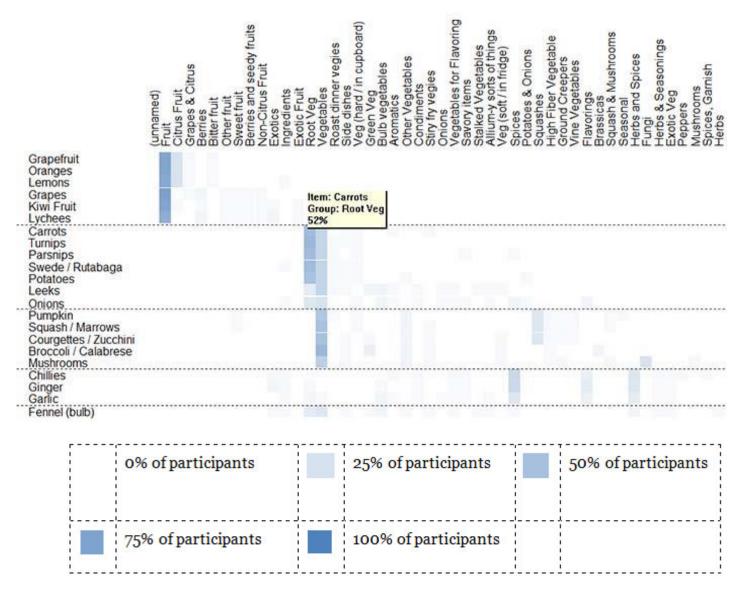


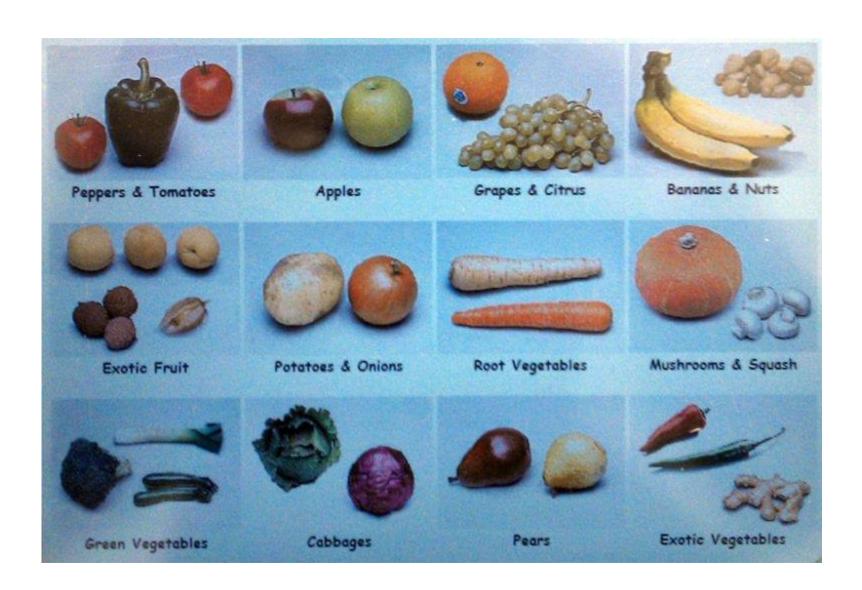


Using tools



Example of card sorting





Building effective information architecture

- 1. Understand the business requirements and the content for the system.
- 2. Conduct cards sorting exercises with a number of representative users.
- 3. Evaluate the output of exercises. Look for trends in grouping and labelling.
- 4. Develop a draft information architecture (i.e. information groupings and hierarchy).
- 5. Evaluate the draft IA using the card-based classification evaluation technique.
- 6. Iterate 2-5 steps until stable pattern will be developed.
- 7. Document the information architecture in a site map
- 8. Define a number of common user tasks (in storyboards or scenarios)
- 9. Walk other members of the project team through the storyboards and leave them in shared workspaces for comments.
- 10. If possible within the constraints of the project, it is good to conduct task-based usability tests on wireframes and mockups as it provides valuable feedback without going to the expense of creating higher quality designs.
- 11. Create detailed page layouts to support key user tasks. Page layouts should be annotated with guidance for visual designers and developers.

Structure and navigation must support each other and integrate with search and across subsites. Complexity, inconsistency, hidden options, and clumsy UI mechanics prevent users from finding what they need

IA DESIGN MISTAKES

https://www.nngroup.com/articles/top-10-ia-mistakes/

Structure mistakes

1. No structure

Common on news sites and catalog-based ecommerce sites

2. Search and structure not integrated

- users often need to navigate the neighborhood around their search destination.
- Do not indicated user location

3. Missing category landing pages

Provide category overview

Structure mistakes

- 4. Extreme polyhierarchy
 - Items can be located in multiple locations
 - Provide faceted filtering for large item space
- Subsites/Microsites Poorly Integrated with Main Site
 - While updating content integrate these subsite within the overall structure

Navigation mistakes

- 6. Invisible Navigation Options
 - Make it visible on all pages
 - Avoid banner blindness
- 7. Uncontrollable Navigation Elements
- 8. Inconsistent Navigation
- 9. Too Many Navigation Techniques
- 10. Made-Up Menu Options

Summary

- Information architecture is concerned with
 - understanding the structure and
 - organization of the content of the site.
- Navigation concerns
 - how people move around the site and
 - how they get to know
 - what is on the site and where it is.

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