

1/9/17 Information architecture & Wireframing 101

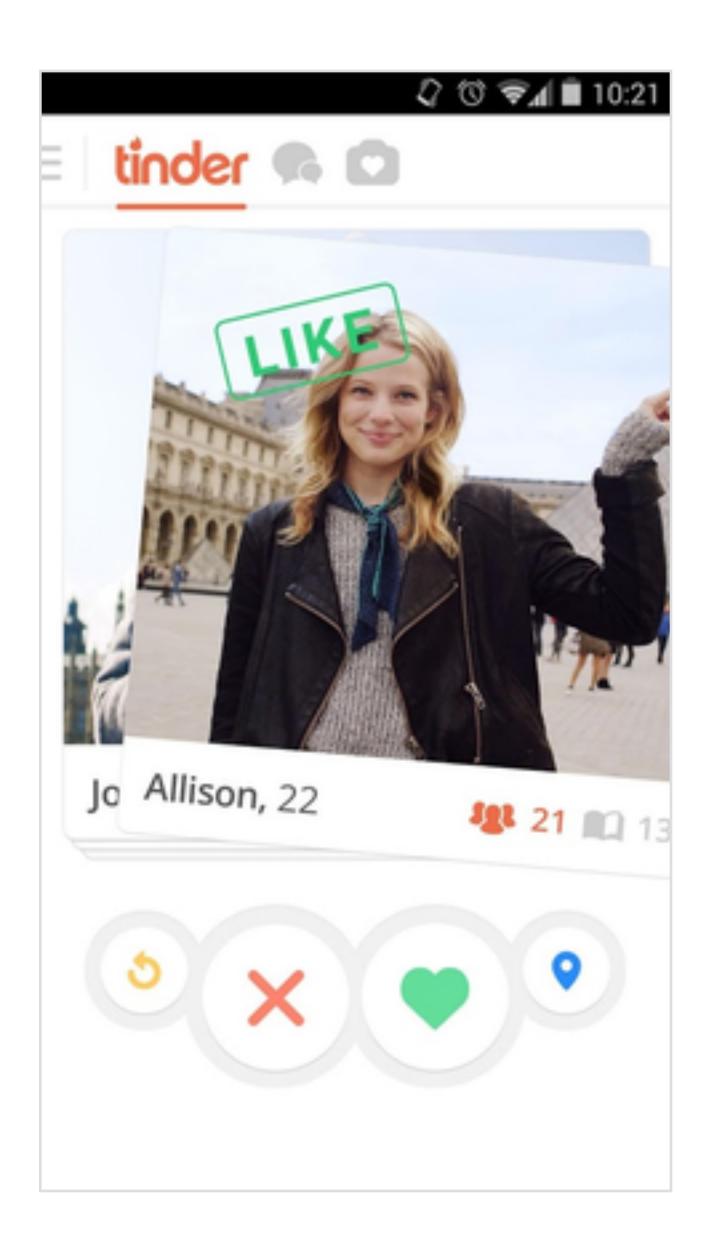
1/16/17 Using Sketch for wireframes

1/23/17 Prototyping tools & techniques

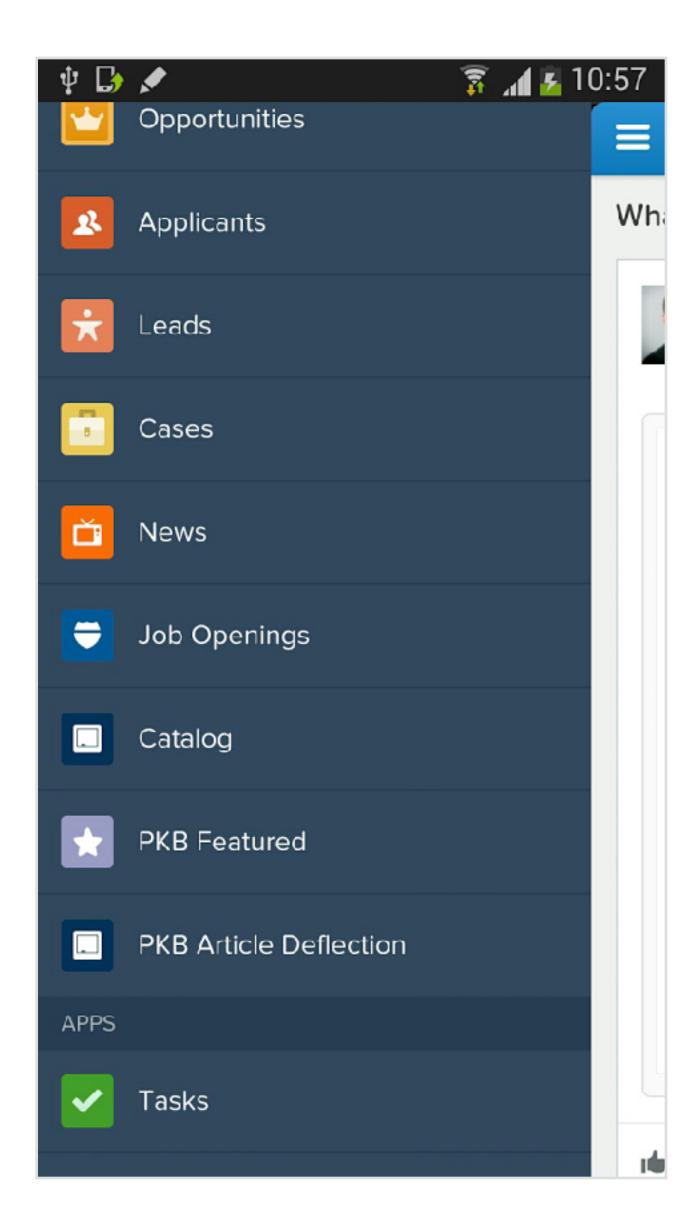
# Information Architecture & Wireframing 101

Our goal as UX/UI/Interaction designers is to create experiences that enable a set of actions or activities.

They can be super simple...



## Or very nuanced and complex.



But the process is always the same. We need to map out and atomize behavior, then create interfaces that support and encourage the result we're trying to achieve.

Information architecture is about how to arrange information in a way that makes it easy to use and understand. There are several tools interaction designers use to describe a system and the information within it.

Task flow diagrams describe a user's actions and decisions within a given system. Typically, this is done with UML (unified modeling language).

#### GOOD FOR...

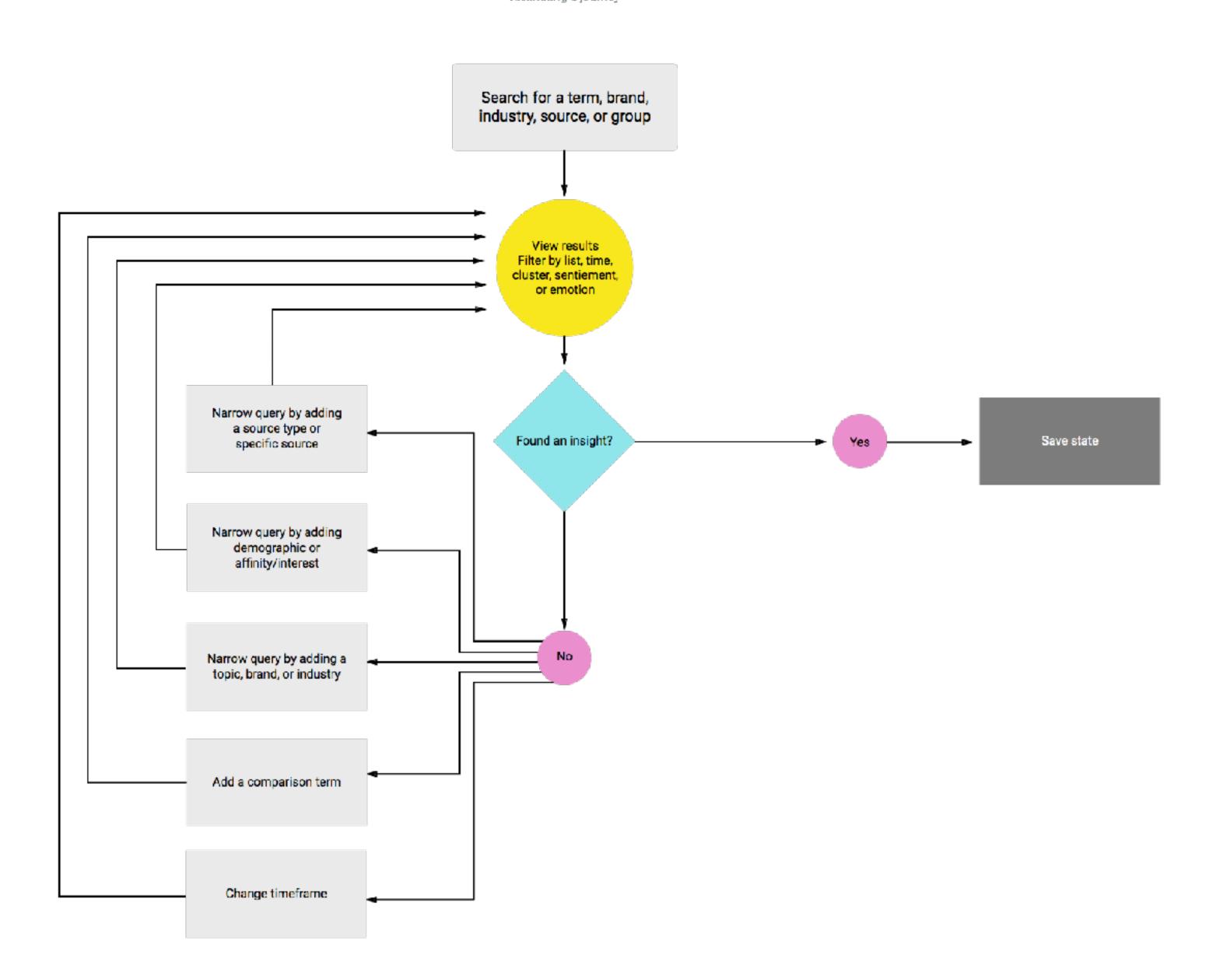
- · Identifying and breaking down steps required to complete an action
- Understanding key decision points
- Surfacing process sticking points
- Surfacing unnecessary complexity
- Understanding processes for different user types

#### NOT GOOD FOR...

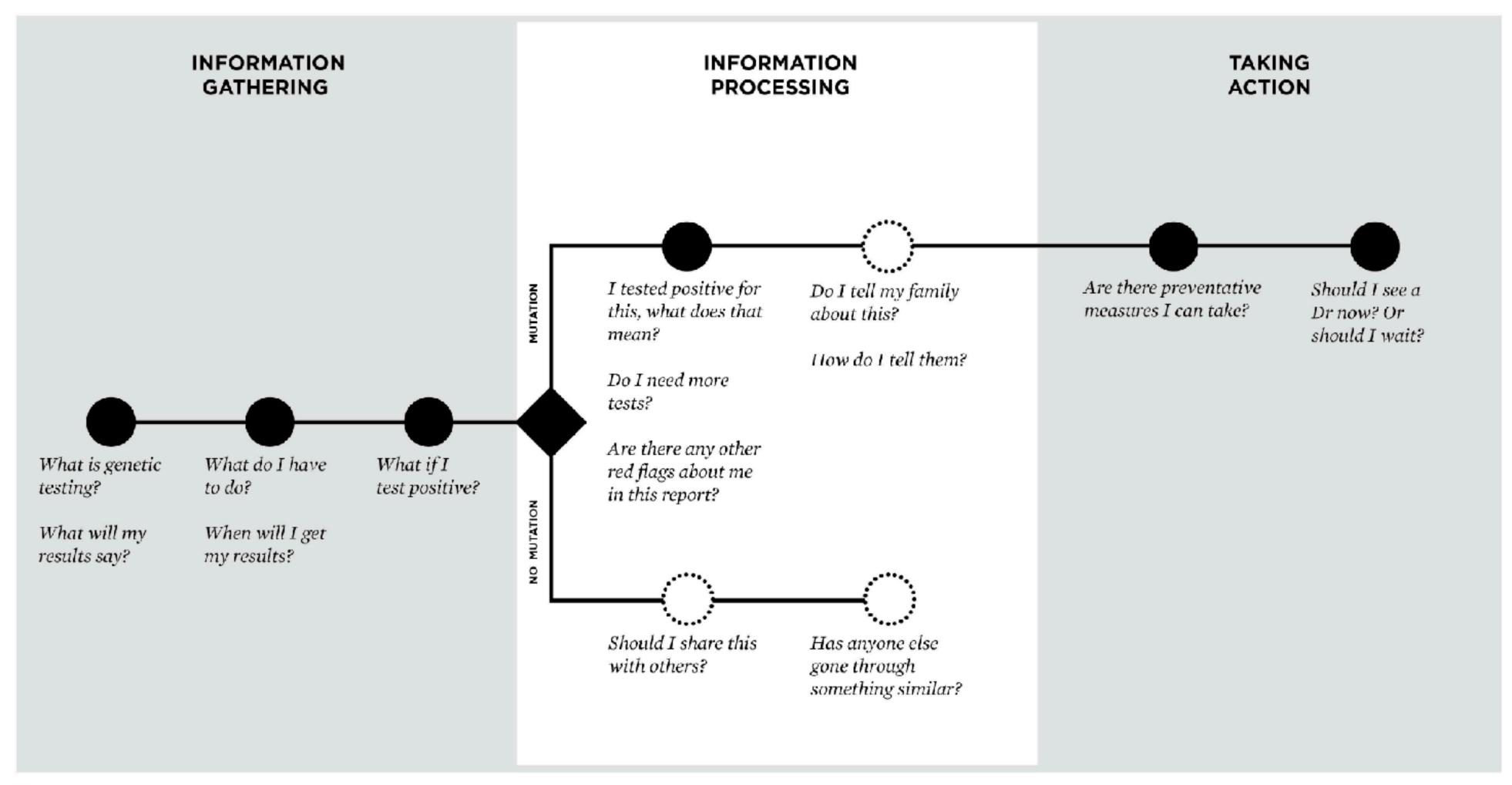
- Understanding how views and pages fit together
- Showing which actions or decisions lead to pages or parts of a website or app

### Finding an insight

A process for exploration and facilitating a journey



## An immediate family member was diagnosed with genetic cancer



#### Key

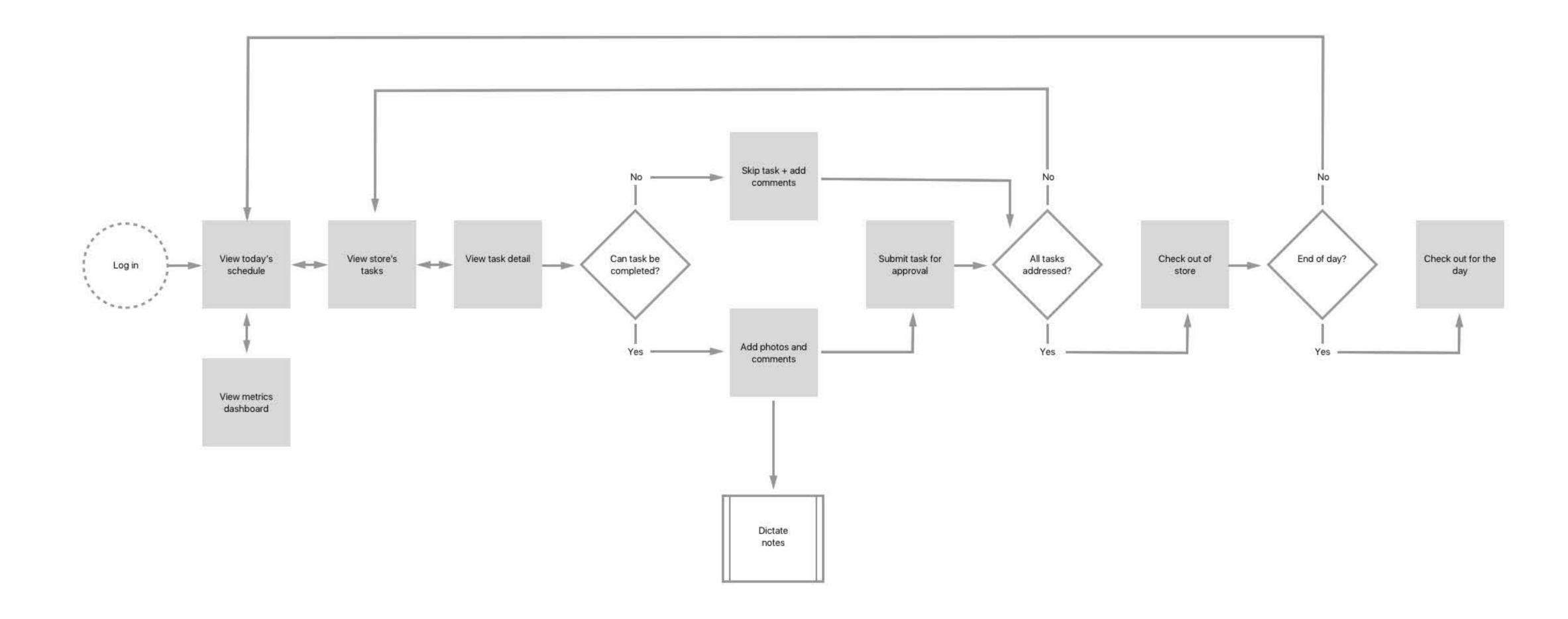


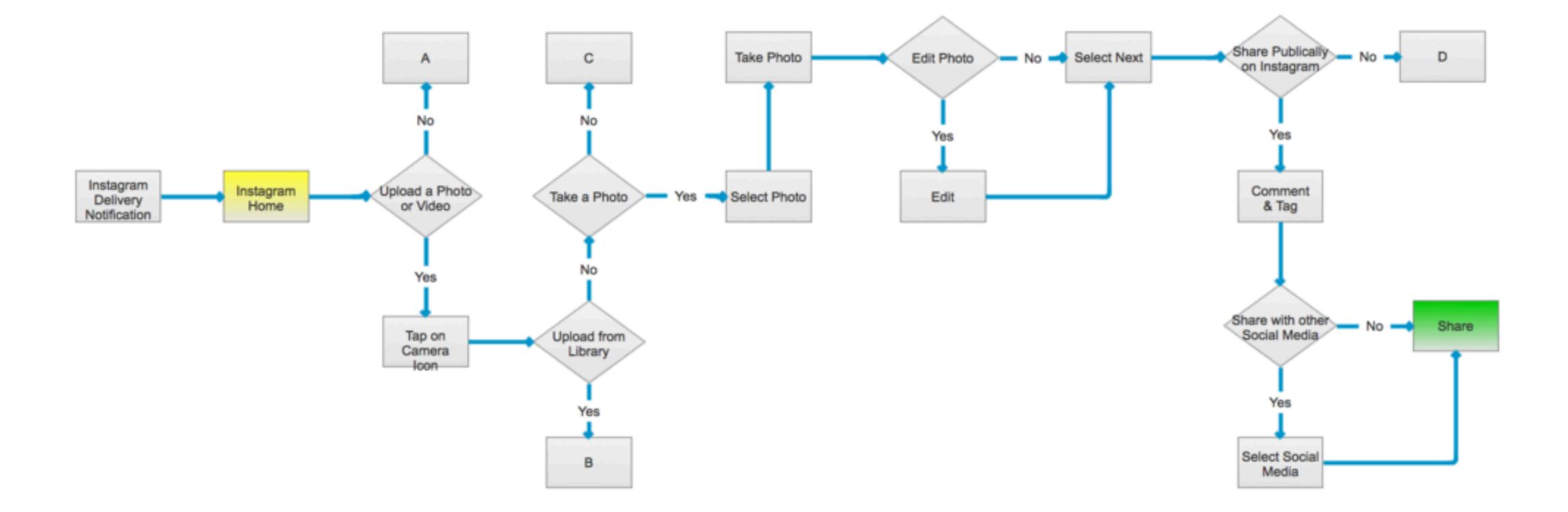


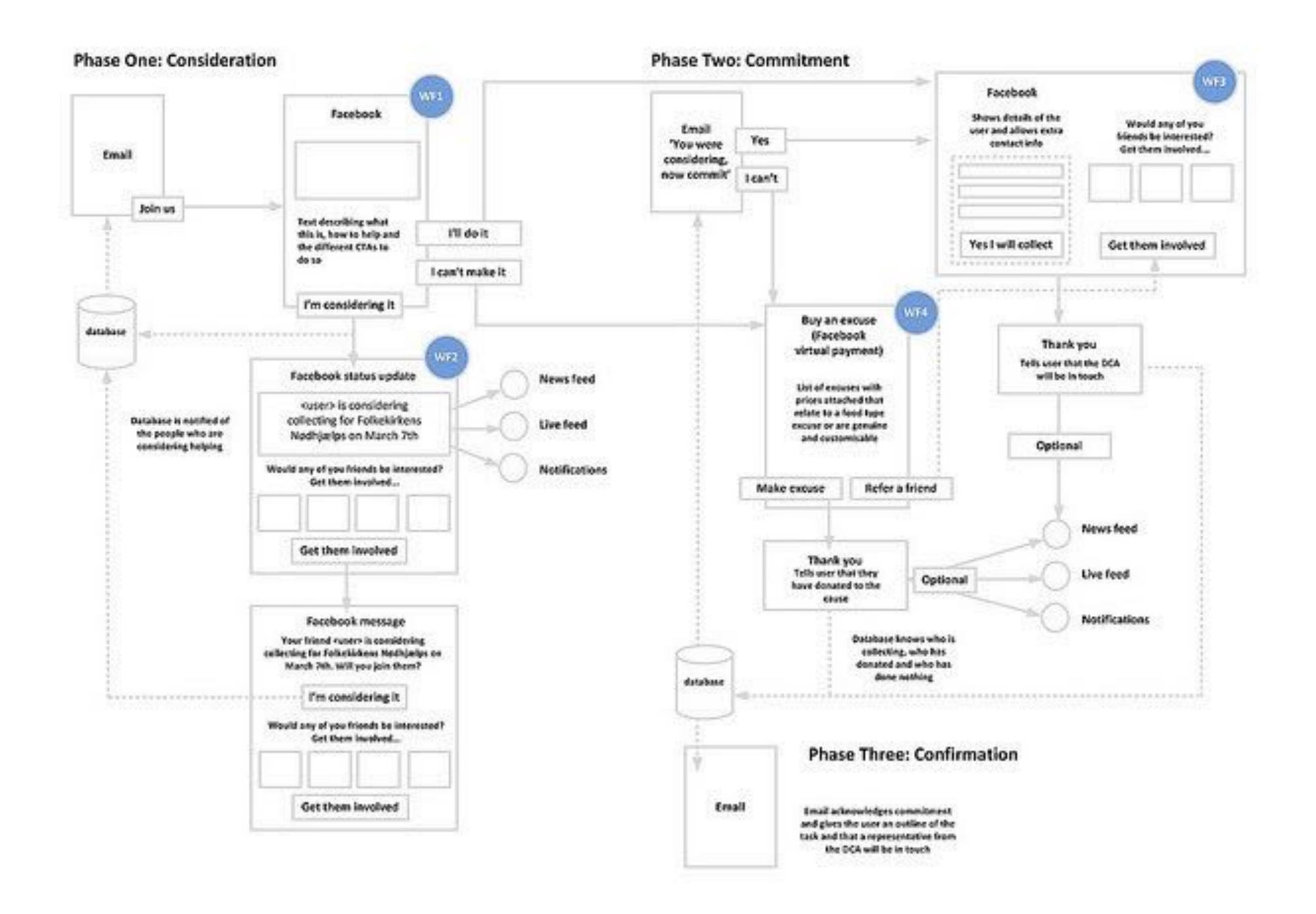


Decision Optional Step

#### CSS user task flow







Architecture diagrams show the system in terms of the relationship of pages or views.

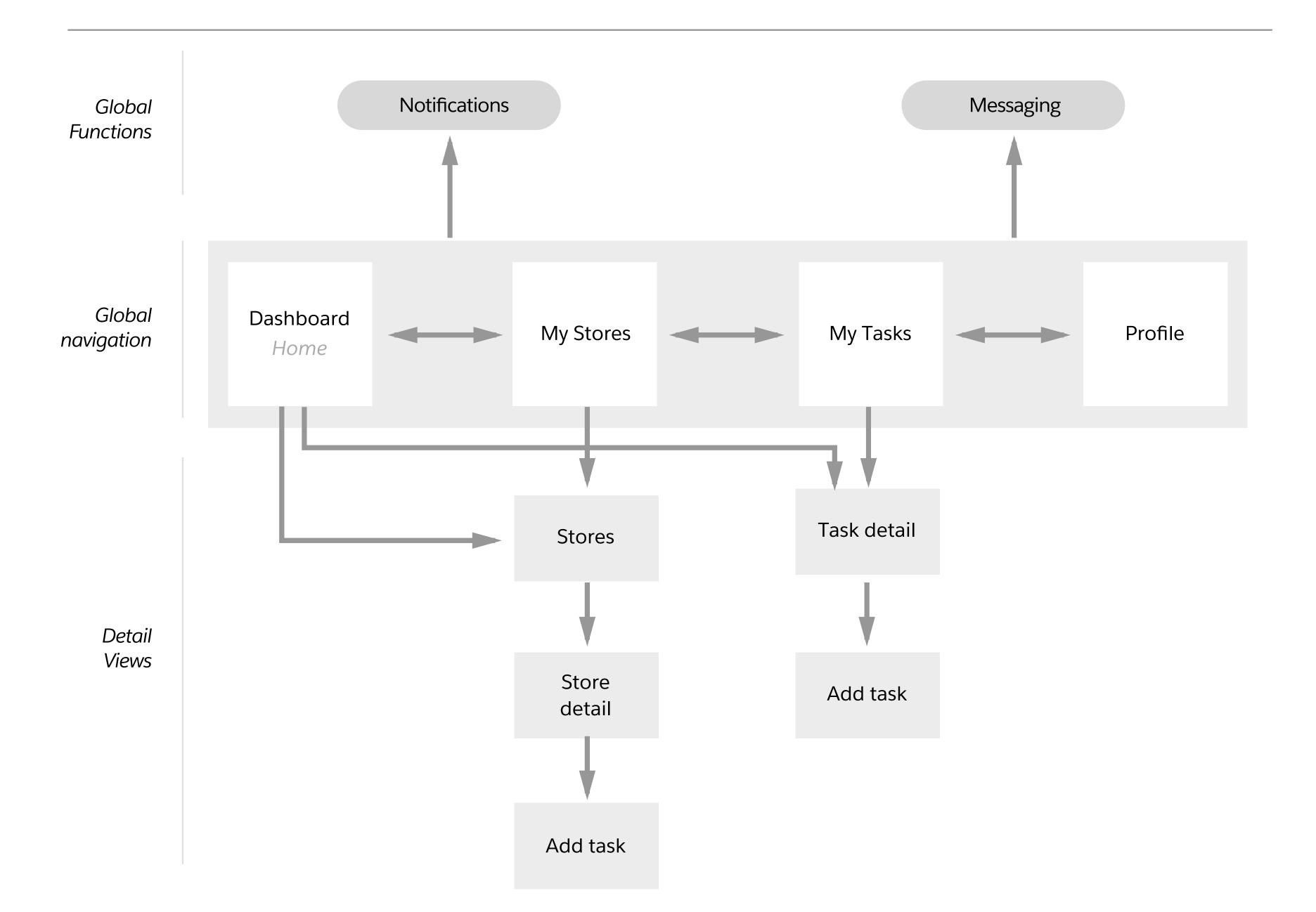
#### GOOD FOR...

- Describing the types of pages or views
- Showing hierarchy of those views
- Understanding steps required to reach a specific page
- Making decisions about how to group and organize content

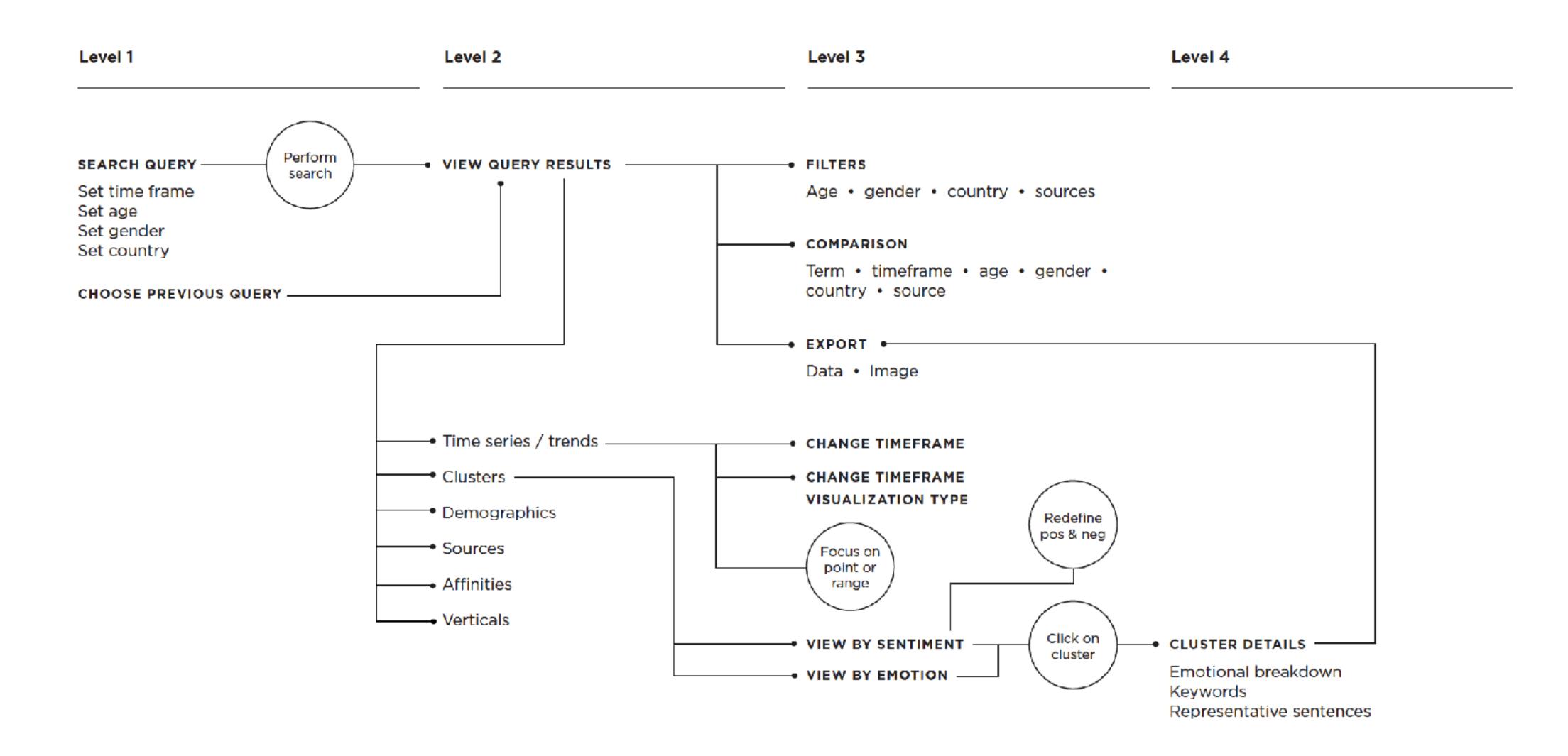
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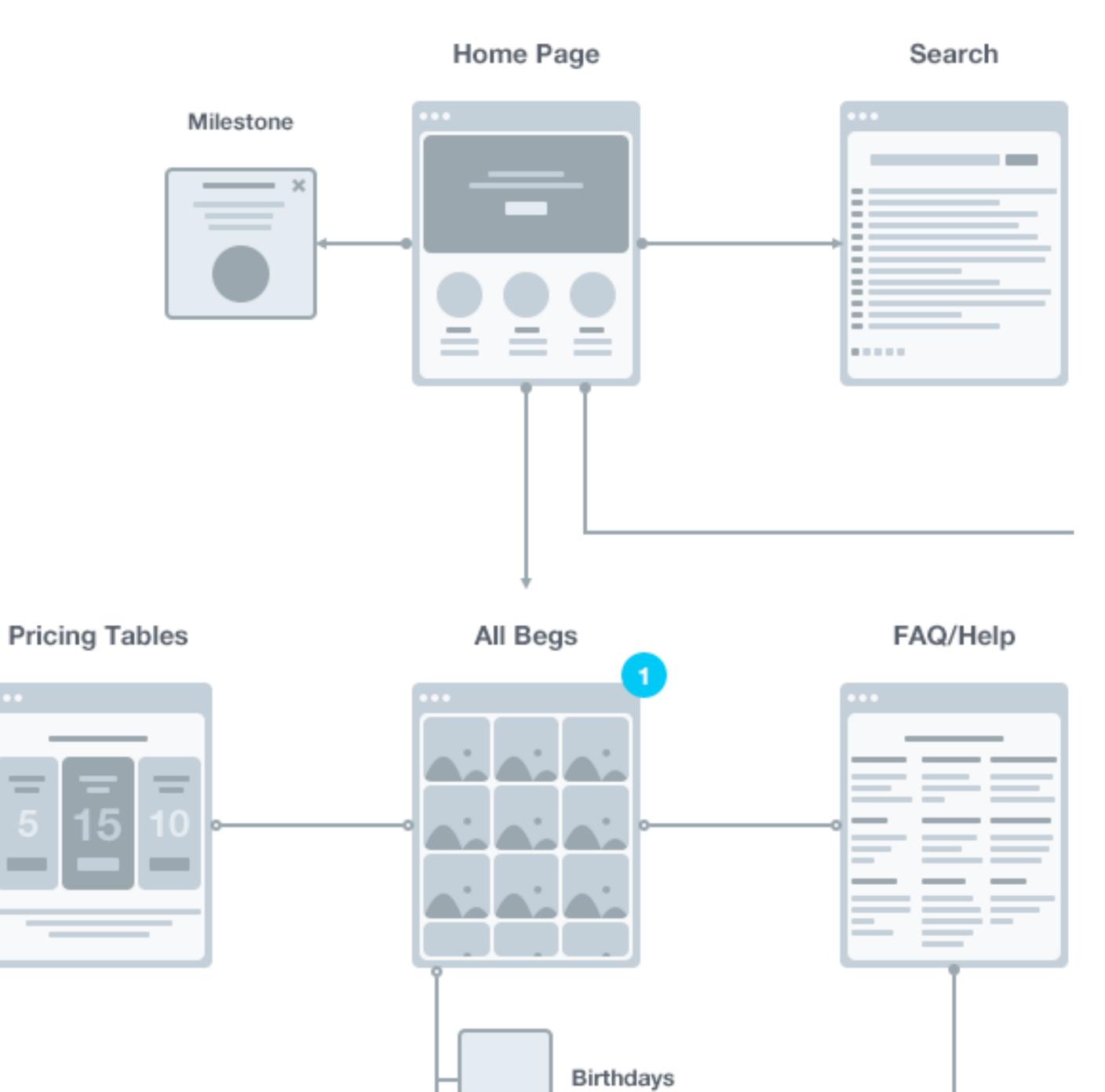
- · Understanding or describing a user's mental model
- · Showing specific actions or content on a given page
- Showing which actions lead to which pages

## CDM App Architecture

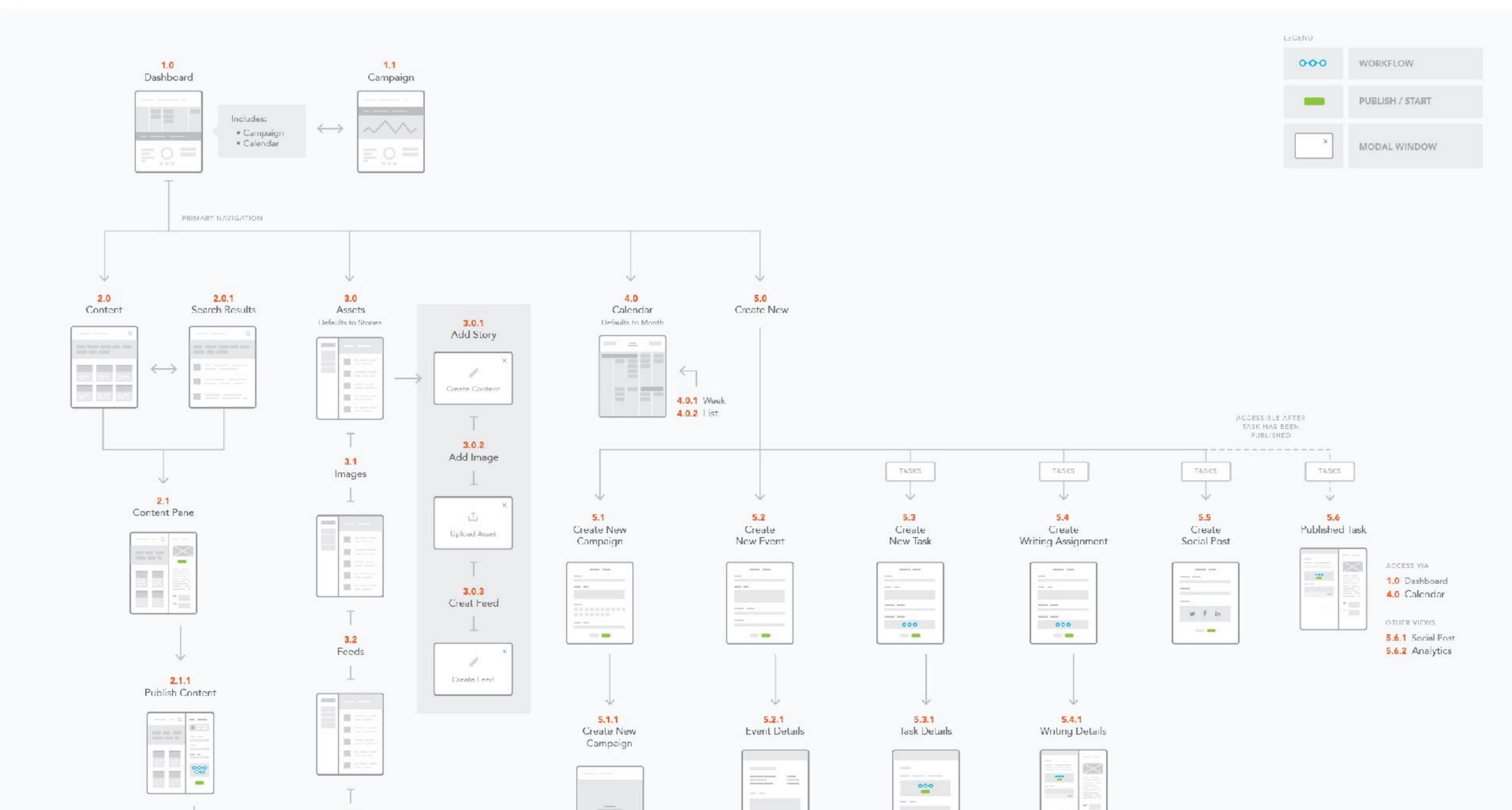


### System activities // user flow





Blog



Wireframes define specific pages or views to describe general hierarchy and key actions.

#### GOOD FOR...

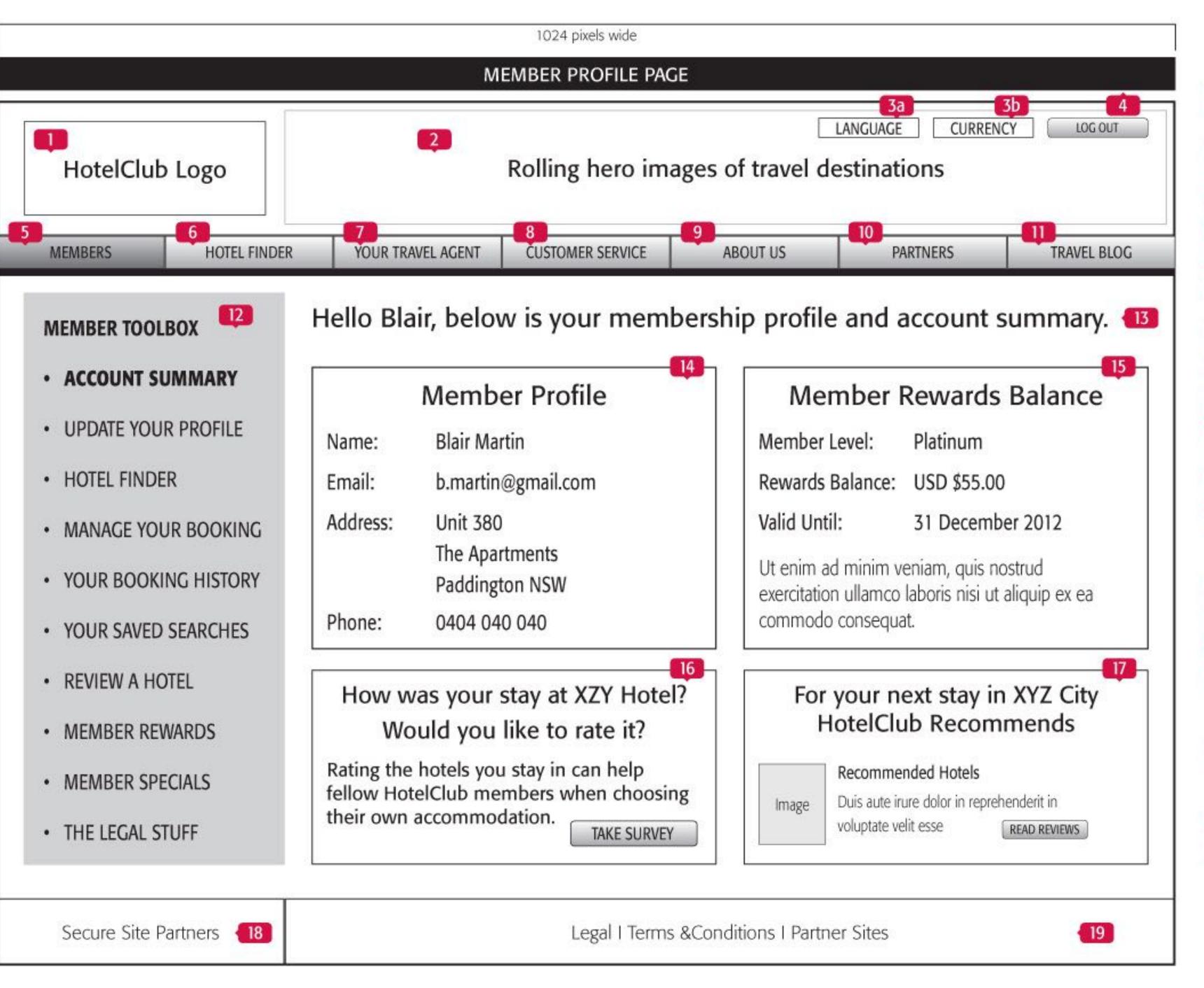
- Making decisions about what goes where on a page
- Explaining key actions and where they lead
- Describing actions and events through callouts
- Suggesting interactivity like hiding/showing elements
- Defining interaction patterns and components

#### NOT GOOD FOR...

- Describing how a page should look (that's why these are generally done with grey boxes)
- Making decisions about high-level process
- Making decisions about navigation
- Showing which actions lead to which pages

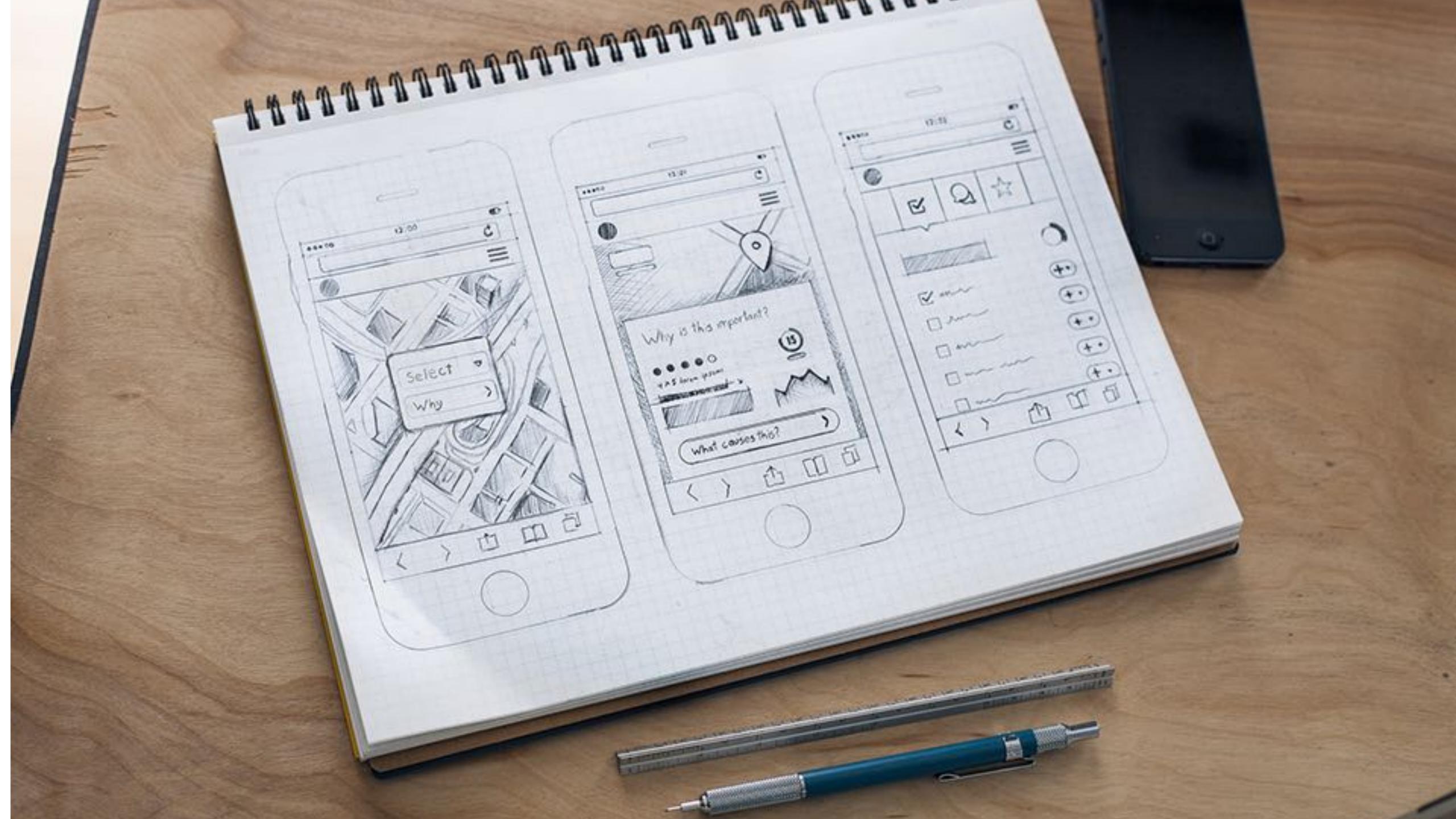
## Simplified screen anatomy

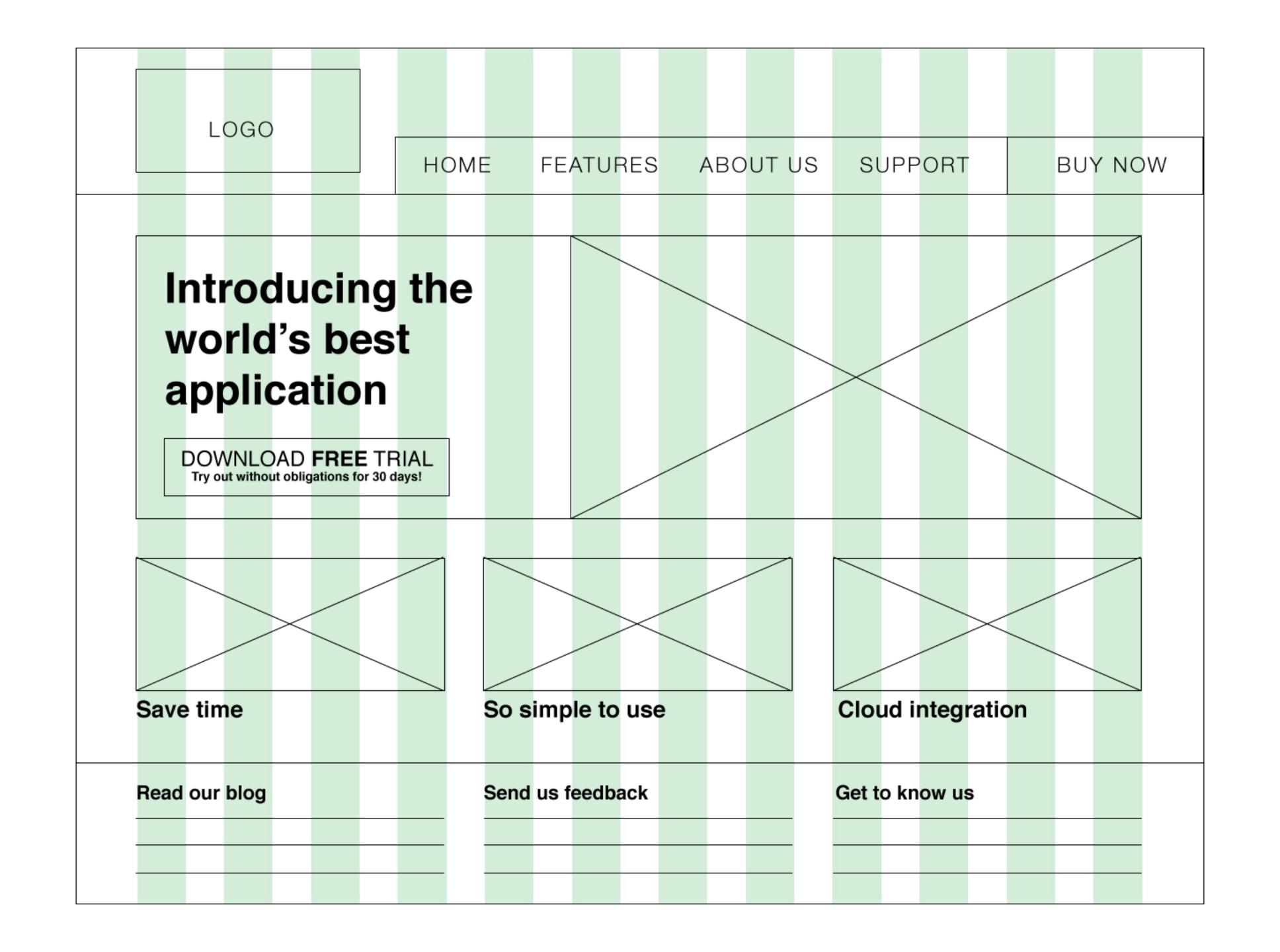


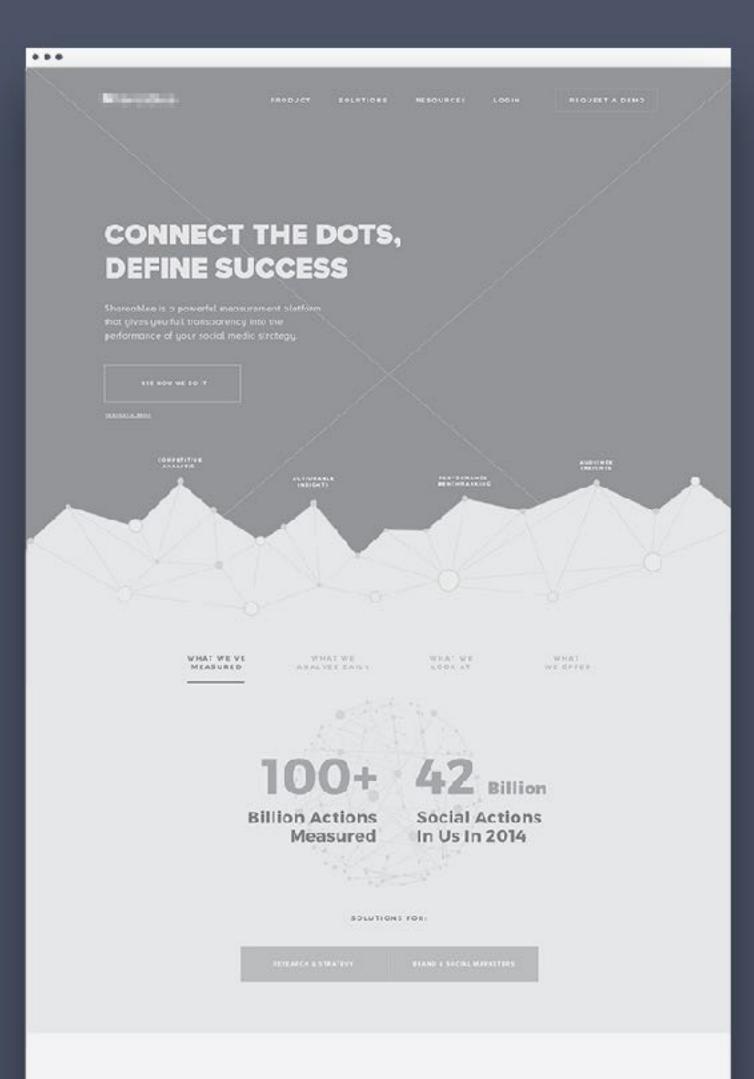


#### Annotated Notes

- HotelClub logo and Home Page link
- Rolling holiday images in banner
- 3a Language selector
- 3b Currency selector
- Log out button
- Member Profile Link (Highlighted)
- 6 Hotel Finder link
- Your Travel Agent link
- 8 Customer Service link
- 9 About Us Link
- 10 HotelClub Partners link
- HotelClub Travel Bog Link
- 12 Member Toolbox Secondary Navigation for the member area.
- 13 Personal greeting to user
- Member Profile details
- 15 Member Rewards balance
- Optional task for the member to rate the last hotel they stayed in
- HotelClub recommendation of hotels in the same city as the member's last trip
- 18 Secure Site partner logos
- Legal, T&Cs and Partner site links



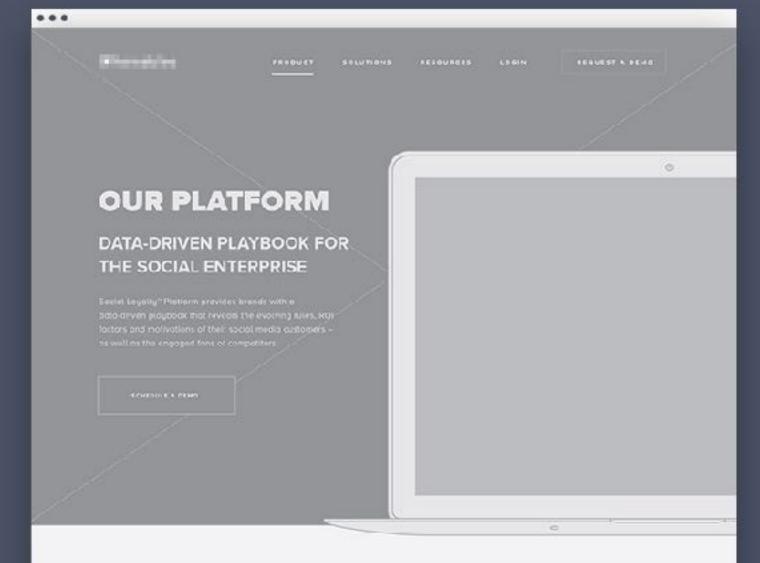




#### LATEST RANKINGS

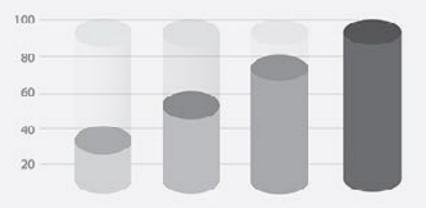
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#### BENCHMARKING

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#### INDUTRY SEGMENTATION

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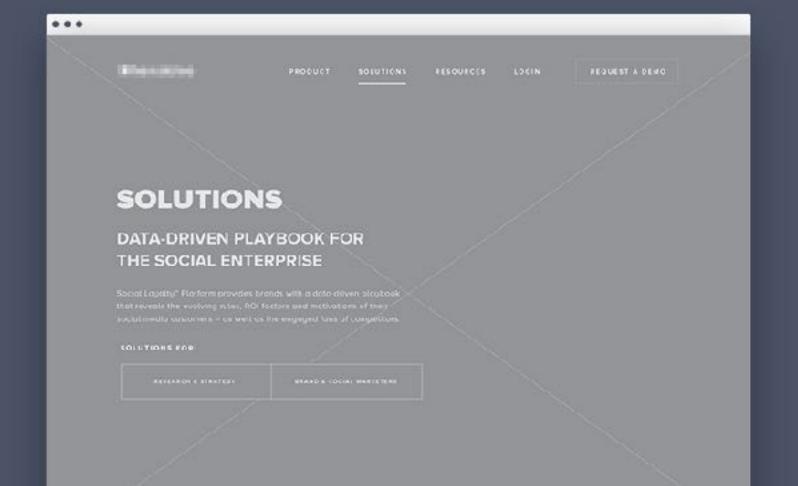
#### HESTORICAL PERFORMANCE

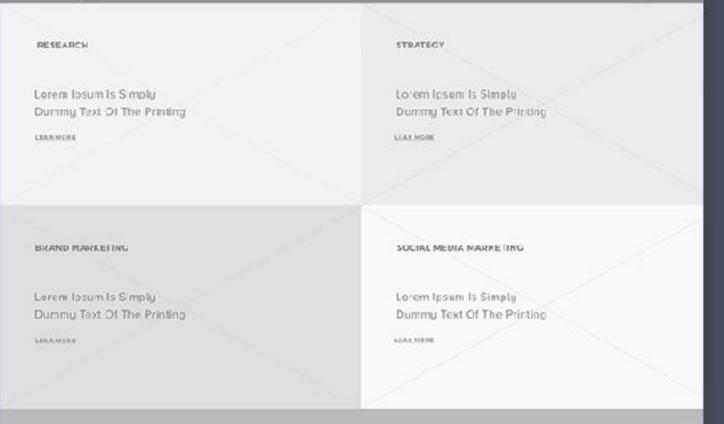
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#### CONTENT STRATEGY

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#### THE TRIBE HAS SPOKEN

"Lorem losum is simply dummy text of the printing and typesetting industry. Lorem Ipsum has been the industry's standard dummy text ever since the 1500s"

Wireflows marry the specificity of wireframes to higher-level processes of a task flow.

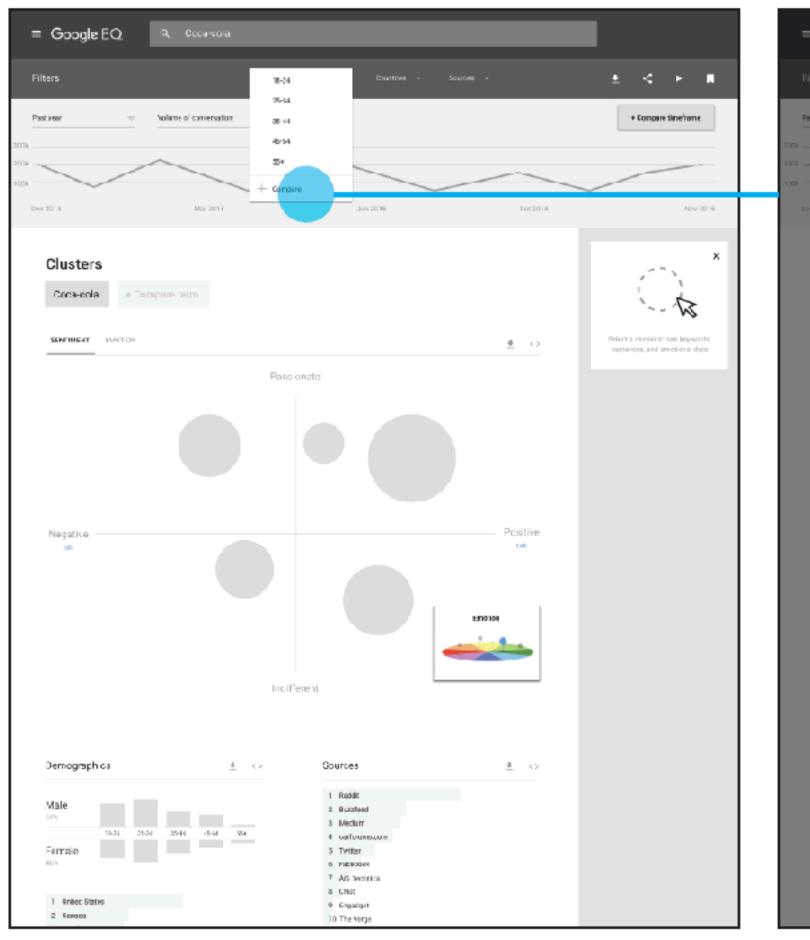
#### GOOD FOR...

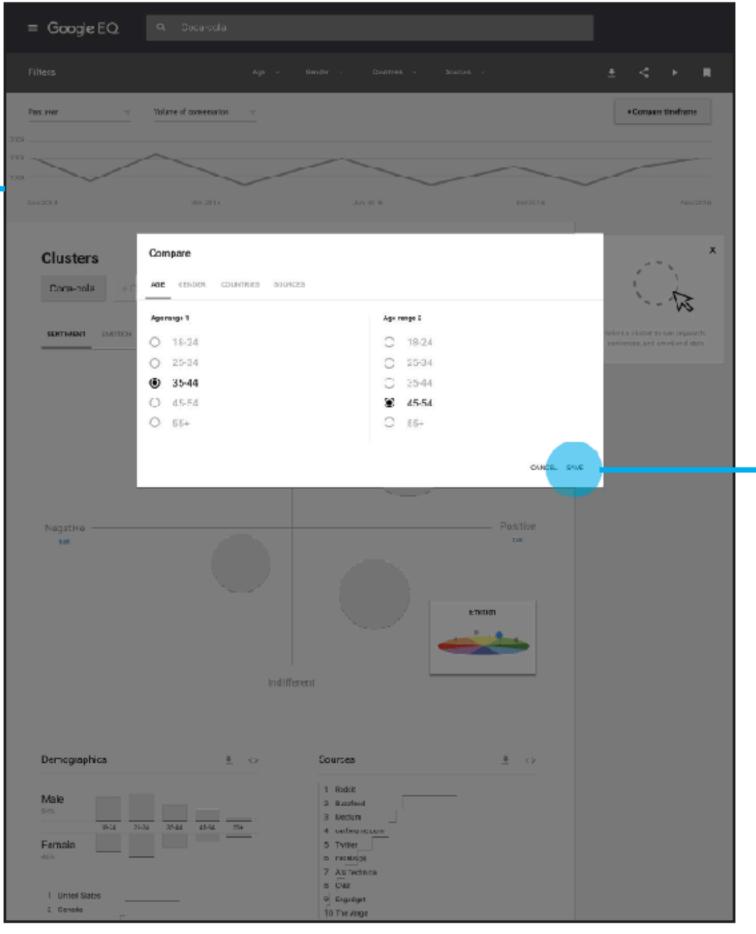
- Showing how experiences unfold through interactions
- Showing multiple related wireframes to describe "application state"
- Depicting paths through applications states
- Using wireframes to walk through use cases

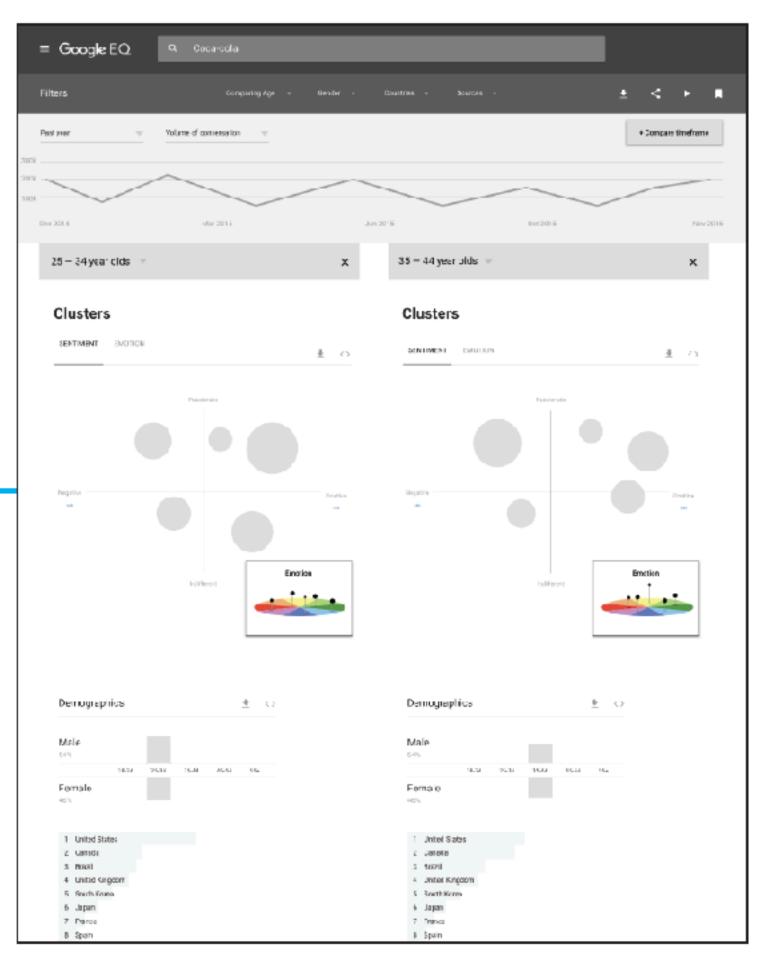
#### NOT GOOD FOR...

- Showing all actions and content on a pages or view
- Describing how pages should look and feel

## Filters and comparing filters



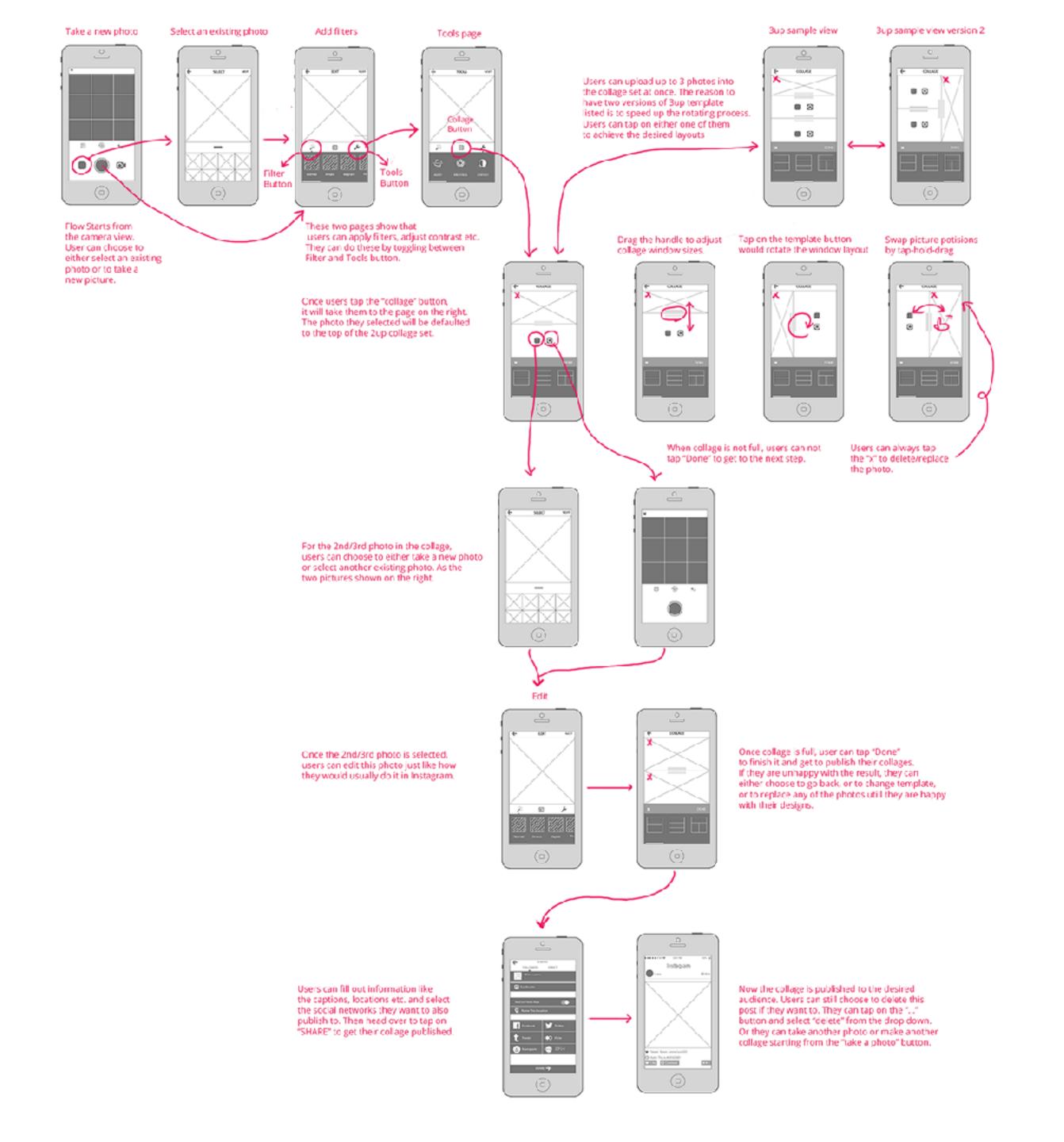


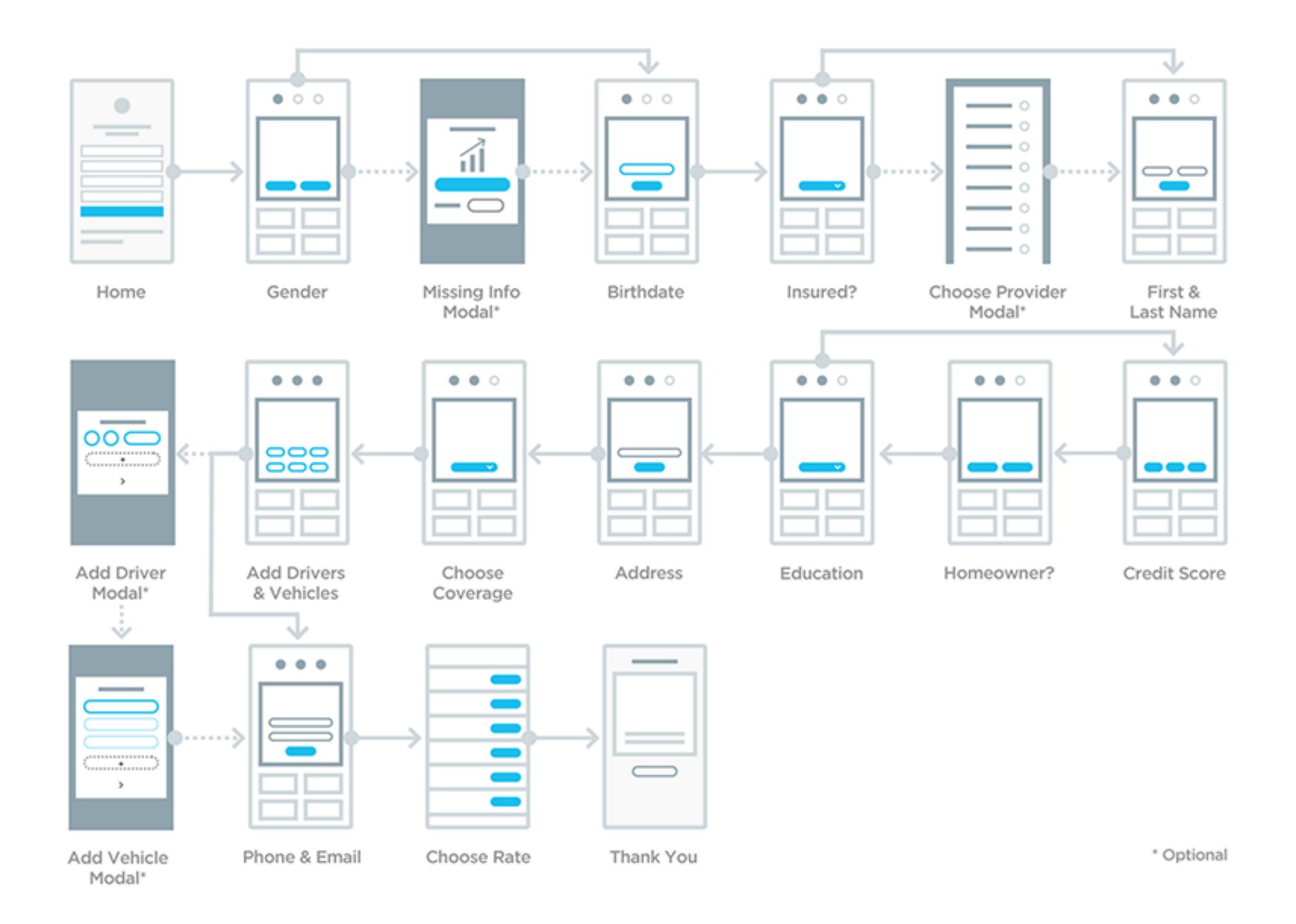


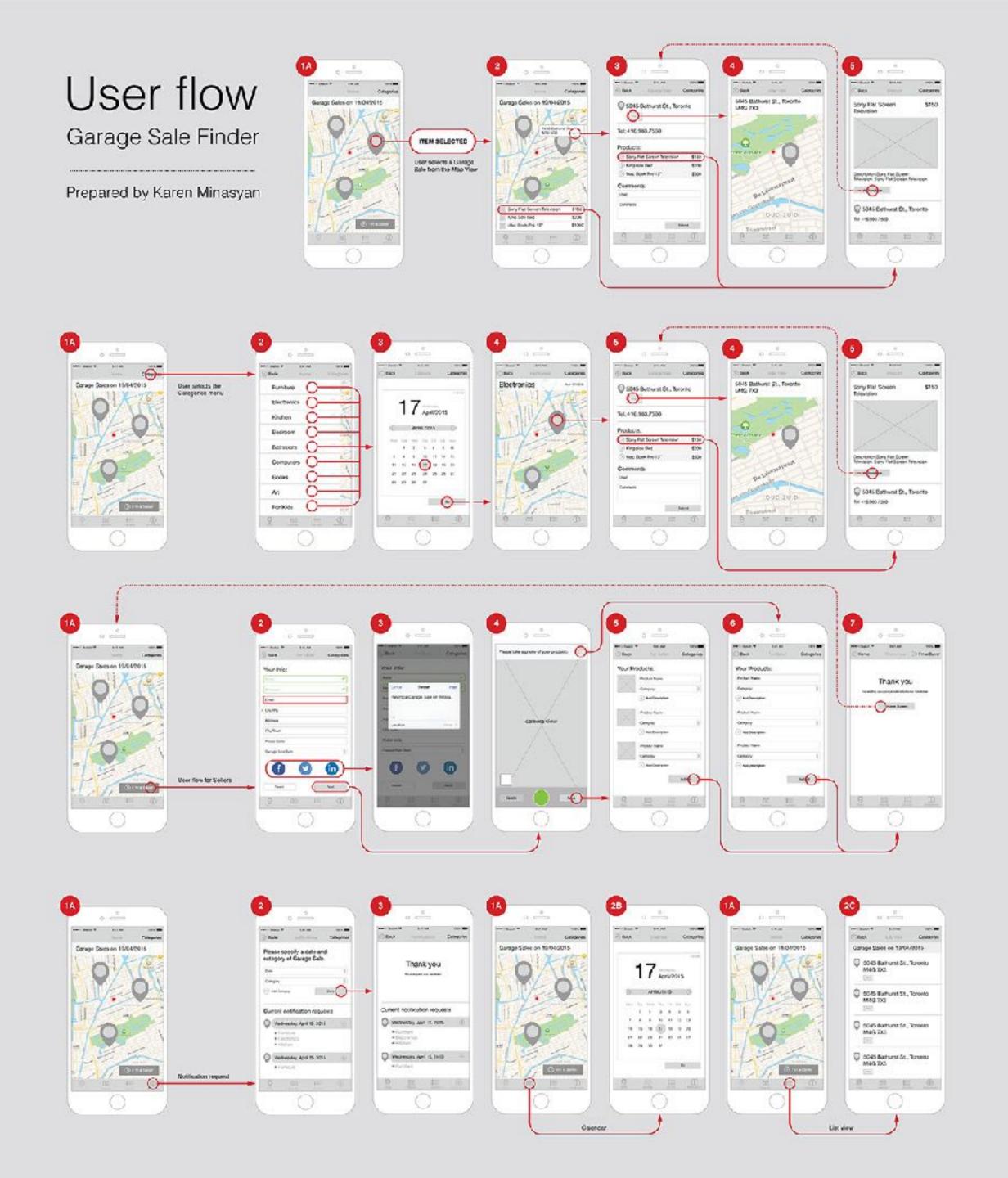
Moneyball allows the user to filter a query by age, gender, country, and sources (URLs). Clicking the age link reveals a menu of age ranges. Select an age range to update visualizations, or compare by age.

The compare filters dialgoue is tabbed, giving comparison options for each filter. On the age tab, radio buttons allow for comparison between to age ranges.

Upon saving, the interface will update to include a sideby-side comparison of clusters, demographics, affinities, verticals, and sources. The timeframe will remain fixed.

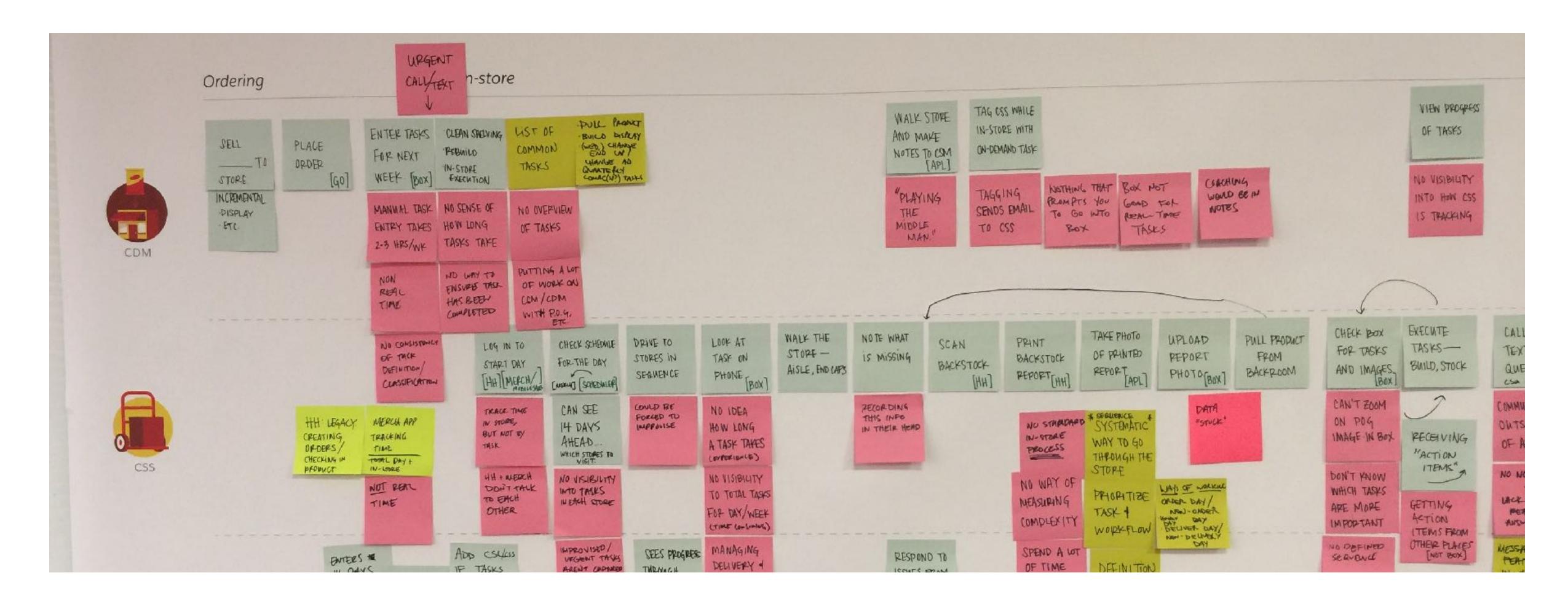




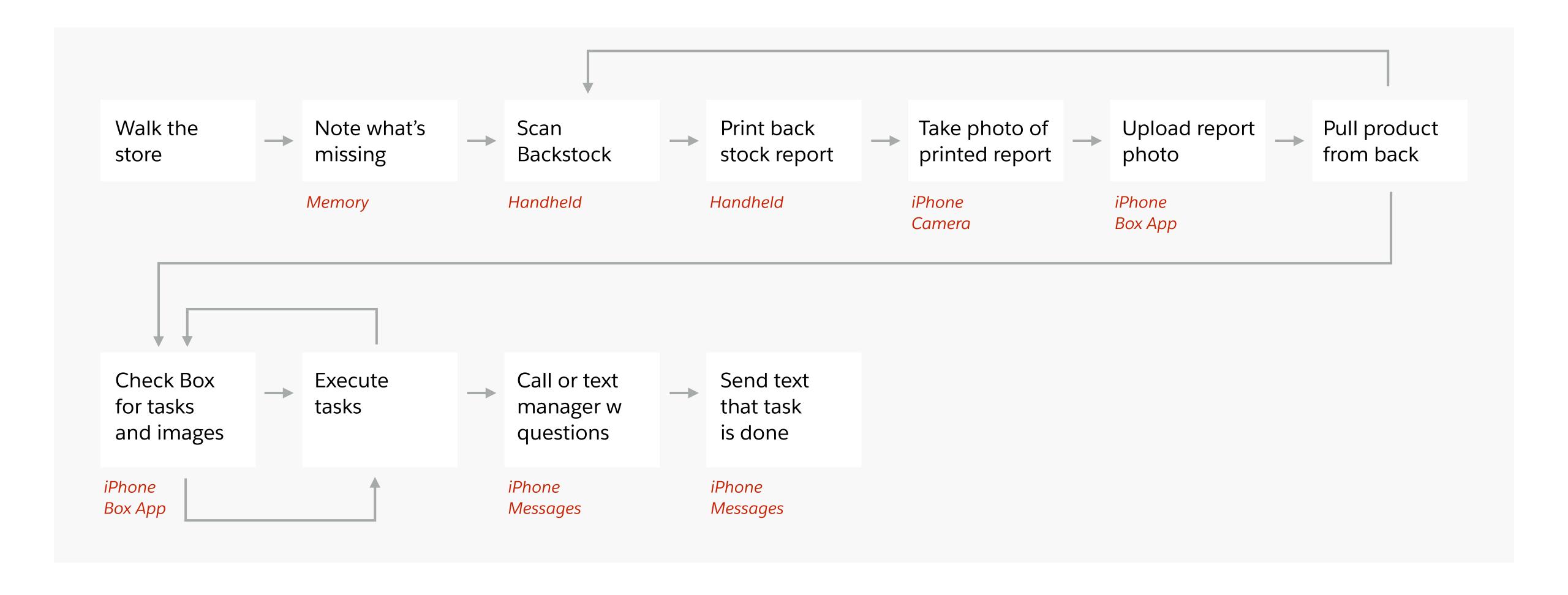


## Activity

Here's a journey map we recently made for Frito-Lay. Let's walk through it.



## In-store execution for CSS (person in-store stocking shelves)



## Activity

```
10 MINS Create a task flow diagram
10 MINS Create an architecture diagram
10 MINS Using paper and sharpies, create wireframes for 2 pages
10 MINS Quick pitch out
```

For next time, finish creating your wireframes. We'll use them to learn how to use Sketch!