DESIGN Reading and Navigating

Scott Klemmer

 $\underbrace{UC\,San\,Die\,go}_{\text{The Design Lab}}$



Informavores!

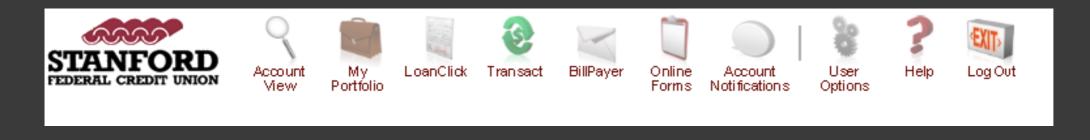
Information Scent

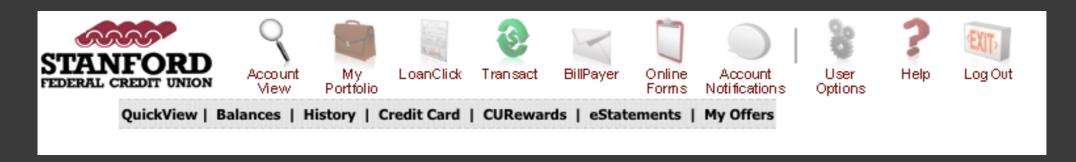
- Can people figure out how to get to the information they want?
- Do they realize what options are available?

How can you detect poor scent?

- Flailing
- Low confidence
- Back button

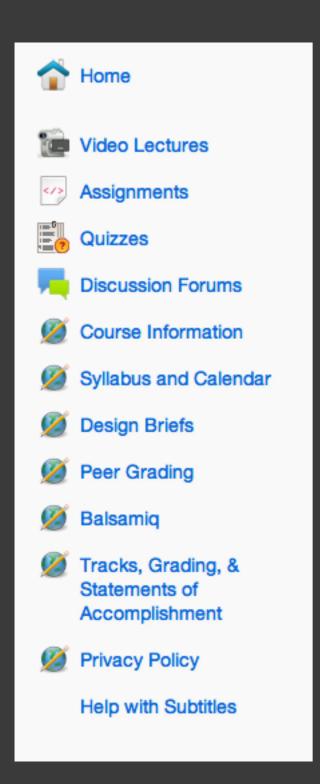
Low-Scent Navigation





- Surprising categories
- Short links
- Hidden navigation
- Icons provide little additional information

Generic Icons Rarely Help



Icons help when...

- they facilitate repeat recognition
- when you know what something looks like but not what it's called
- Good redundant coding can help

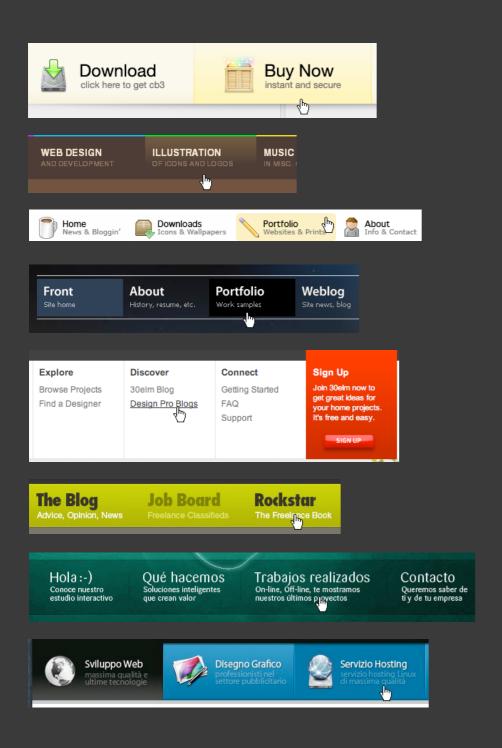
Improving scent: multi-word links

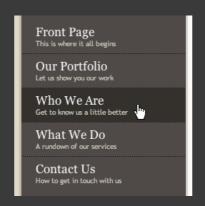
- With specific, recognizable terms
- Trigger words, not "clever" terms
- This also helps accessibility
 - Course Information
 - Syllabus and Calendar
 - Design Briefs
 - Peer Grading
 - Balsamiq
 - Tracks, Grading, & Statements of Accomplishment

es, abilities, values, and situation. In thing ne. You can find the video here. Go through al, and brainstorm ideas for how you we least 20 different ideas. Ask a couple of

es, abilities, values, and situation. In this as ne. Here is the video of waiting in line. Go nd material, and brainstorm ideas for how y with at least 20 different ideas. Ask a coup

Improving scent: Speaking Block Navigation

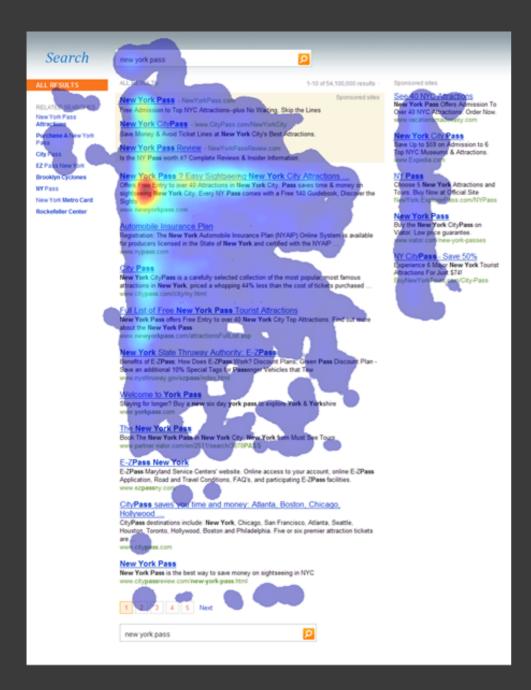




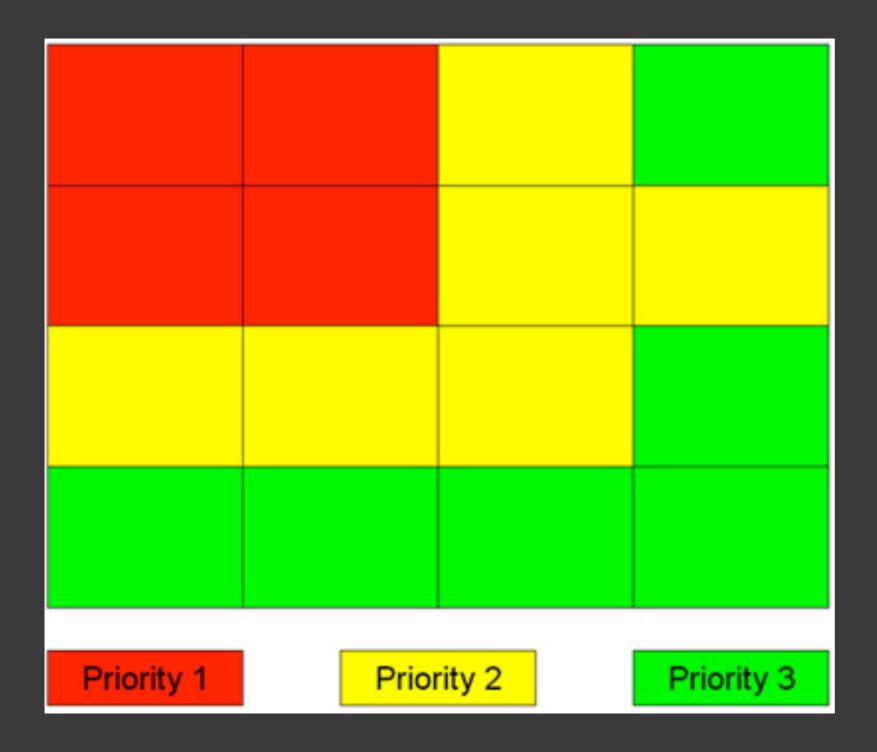


Does location matter?

Eyetracking



Design for glanceability



Prime Real Estate

- Above the fold
- Where people expect
 - Where other pages put similar content
 - Not where ads usually

People are more than happy to scroll if they think they'll be rewarded

How People Read Online

"They Don't"

Interlaced Browsing

Measuring the Effect of Writing Strategy

Improvement

Site version	Sample i ai agi apii	improvemer
writing (control condition) using the "marketese" found	Nebraska is filled with internationally recognized attractions that draw large crowds of people every year, without fail. In 1996, some of the most popular places were Fort Robinson State Park (355,000 visitors), Scotts Bluff National Monument (132,166), Arbor Lodge State Historical Park & Museum (100,000), Carhenge (86,598), Stuhr Museum of the Prairie Pioneer (60,002), and Buffalo Bill Ranch State Historical Park (28,446).	0% (by definition)
Concise text with about half the word count as the control condition	In 1996, six of the best-attended attractions in Nebraska were Fort Robinson State Park, Scotts Bluff National Monument, Arbor Lodge State Historical Park & Museum, Carhenge, Stuhr Museum of the Prairie Pioneer, and Buffalo Bill Ranch State Historical Park.	58%
	 Fort Robinson State Park (355,000 visitors) Scotts Bluff National Monument (132,166) Arbor Lodge State Historical Park & Museum (100,000) 	47%
Objective language using neutral rather than subjective, boastful, or exaggerated language (otherwise the same as the control condition)	Nebraska has several attractions. In 1996, some of the most-visited places were Fort Robinson State Park (355,000 visitors), Scotts Bluff National Monument (132,166), Arbor Lodge State Historical Park & Museum (100,000), Carhenge (86,598), Stuhr Museum of the Prairie Pioneer (60,002), and Buffalo Bill Ranch State Historical Park (28,446).	27%
Combined version using all three improvements in writing style together: concise, scannable, and objective	In 1996, six of the most-visited places in Nebraska were: • Fort Robinson State Park • Scotts Bluff National Monument • Arbor Lodge State Historical Park & Museum • Carhenge • Stuhr Museum of the Prairie Pioneer • Buffalo Bill Ranch State Historical Park	124%

Sample Paragraph

Site Version

To learn more...

- User Interface Engineering, Designing for the Scent of Information
- Peter Pirolli, Information Foraging Theory
- Jakob Nielsen, Alertbox, www.useit.com/alertbox