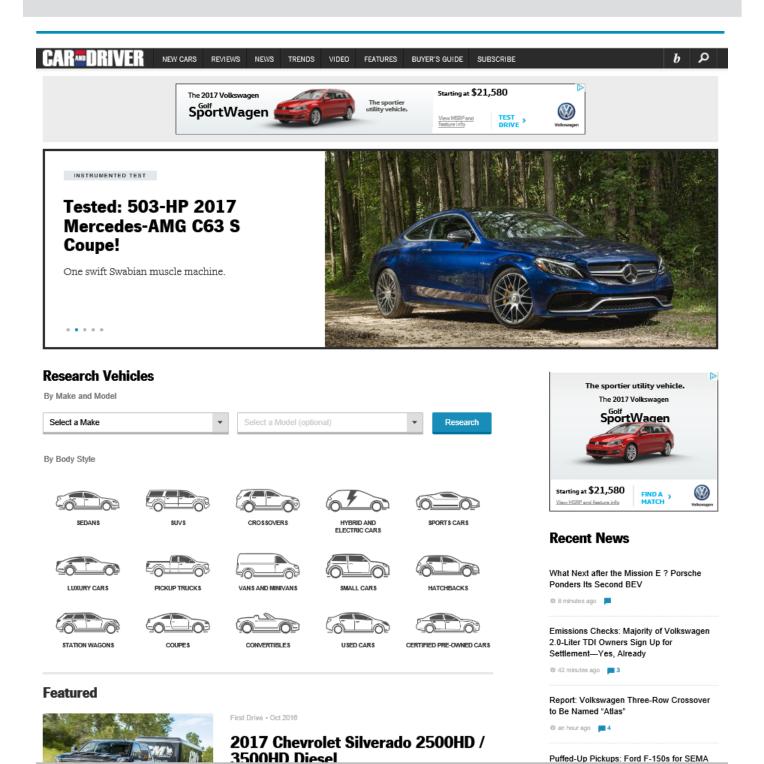
Chunking

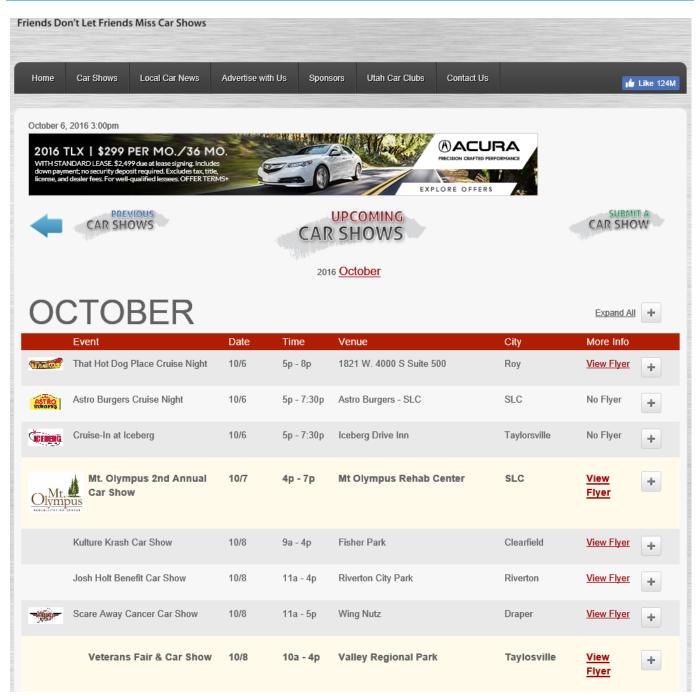
Grouping units of information to make them easier to process and remember.



One site I found that uses chunking extensively is for the magazine "Car and Driver". As you can see the landing page is very well organized and groups various features in different places so as to increase usability. At the top theres a dynamic display of most recent headlines and car reviews, underneath there is a search and filter system for finding specific cars, as well as a "Recent News" column and a "Featured" list. Because they used the same size and font for each header, it's easy to tell where the chunks begin and end. The user can quickly and easily locate the chunk they want and proceed to the desired page. Once we click into a specific model, the chunking becomes even more obvious, with a bar of quick facts like mpg, 0-60 times, horsepower, and top speed. There's also a ranking in a list of competitors, and a side bar featuring pros and cons, as well as specifications. Because they also use consistency, you always know which chunk to look at for the information you want, and it's easy to understand and remember the numbers they display. Chunking plays a big part at caradndriver.com, and makes remembering specific numbers easy.

Depth of Processing

Thinking hard about a thing improves the likelihood that it can be recalled.

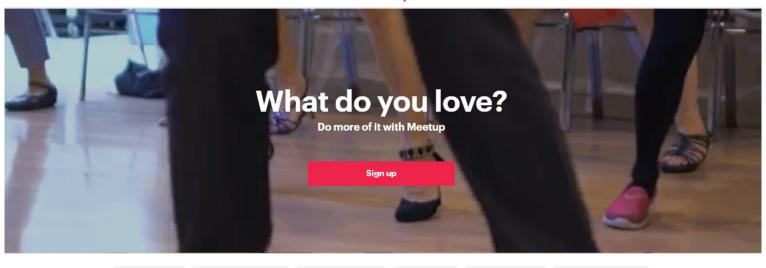


utahcarczar.com is an interesting example of Depth of Processing because it's not a very well designed website and they didn't use this principle on purpose, but it still works. At first glance you choose a specific car show and read across the table. Then you realize that you retained no information whatsoever. They could have made the date and times bolded or used a different format to display content, but instead its just a bland string of information. This makes it so you have to go back and really concentrate on the info you want. It's easiest to look at the date and time first and see if you can make it, then go back and look at the city to see if it's worth the drive, then if you decide to go you check the address and maybe the flyer for more information. It's in this way that an example of horrible design actually works because you have to read through the info a couple times and go back to pick specific pieces out. This principle can almost be an oxymoron cause if you don't use it the user will remember the information they had to work to process. Although it's not very efficient and would be much easier to use if they had purposely used Depth of Processing.

Readability

The ease with which text can be understood, based on the complexity of words and

meetup



Learn to cook Train for a marathon

Build a mobile app

Write a play

Hike a mountain

Practice a language

Upcoming Meetups nearby



Using Docker, Kubernetes, Ans and CoreOS at Ancestry.com Today · 5:30 PM



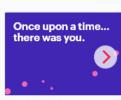
Utah Conscious Business Network- After Hours Networking & Social Today • 5:30 PM



Stretchy Yoga Class for Active or Tired Bodies- 1st Class FREE Today · 5:30 PM



Casual All Levels on the BST from the Natural History Museum Today · 5:30 PM



Storytelling 101 Today · 5:30 PM

Explore









Meetup is a site for finding events and groups of people near you who have the same interests and hobbies. Their website uses Readability very well. As you can see it's a very clean and modern design, and you can process the content very quickly because they provide only the information you need with no extra fillers. The bar beneath the main display for sign up is a great example. "Learn to cook" "Train for a marathon" "Build a mobile app" etc. It tells you exactly what the app is used for, which is pretty much anything. Any sort of hobby or skill you want to learn can be accessed through Meetup. The readability principle makes it so easy it even gives the impression that learning these things is easy too, which I can imagine is what convinces most people to sign up and do that thing they've always wanted to do. Readability really works with how they designed their site.

Signal-to-Noise Ratio

The ratio of relevant to irrelevant information. Good designs have high signal-to-noise ratios.



Signal-to-noise ratio is all about reducing clutter in a design, so I immediately thought of minimalistic sites. A great example of designed minimalism is squarespace, a website for making websites. As you can see they use small fonts and lots of whitespace to showcase the simplicity of their design. They also use color very sparingly and only to emphasize a focal point. The options and icons are simple and tell you exactly where youre going and what to do. It's really a beautiful design and it makes the user want to explore more of the site. It also utilizes lots of scrolling through dynamic images and charts, as well as simple tables with large, bold information and minimal dividing lines. The overall design gives the impression that every piece of information they give you is important, so it's best to read through each short paragraph. Overall this website places it's content exceptionally well, providing a high signal-to-noise ratio and enhanced usability for anyone exploring their site.