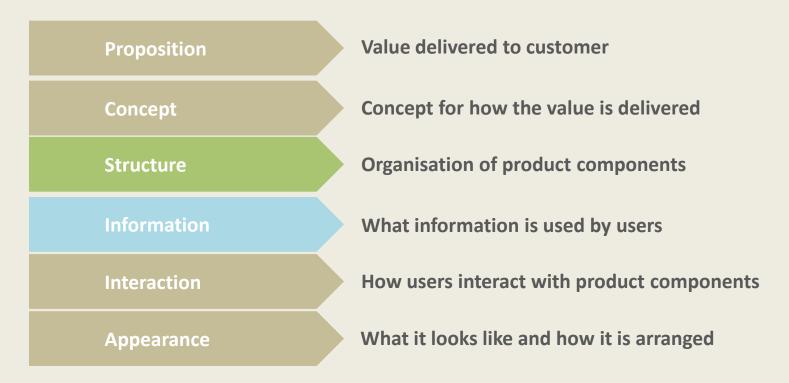
Organising Information

The elements of user experience



...one view of it. Here's another one

Organising information

Organizing complex information on a web site presents huge challenges:

- **Findability:** Users need to be able to find what they want among a potentially huge numbers of items
- Ambiguity: Language is ambiguous, e.g. multiple definitions, cultural differences (the words "pitch", "catch")
- **Heterogeneity**: "Objects composed of unrelated or unlike parts" Most Web sites are very heterogeneous because they have multiple formats, usually all mixed up together
- **Differences in user perspectives**: Ignoring different user perspectives can make parts of your site unusable; make sure that you know your user!

Labelling systems

- Can't present all information at once, so need to use informative short cuts, i.e. labels
- These need to communicate information effectively

Why labels are important:

- Users have short attention spans (avoid high "cognitive load" for your users)
- Bad labels make bad impressions; they frustrate users
- Self-centred labelling makes a bad impression (avoid business-speak & terminology)
- Labelling systems need serious planning.

An unplanned labelling system...

- **Technology Interface Unit**
- **Project QA**
- **Business & Media Interaction**
- **Internal Services Office**
- New Media Center

These assume that the user knows what you are talking about!

A planned labelling system...

- **Arts & Humanities**
- **Business & Economy**
- **Computers & Internet**
- **Education**
- **Entertainment**
- Health

These might also make us wonder... e.g. what resources are contained within these categories? We do know what subject areas are covered, though. It's also a common system. Users have seen it before so they only need to learn the system, not individual labels (familiarity breeds contentment!)

Organising information

Information can be organized in the following ways:

- Alphabetical, e.g. Cambridge Uni
- Chronological, e.g. The food timeline
- Geographical, e.g. Flickr Map
- Topical, e.g. DMOZ
- Task-oriented, e.g. Three mobile
- Audience-specific, e.g Birkbeck
- Metaphor-driven, e.g. JK Rowling, Hothorse's old site.

Organising information: Classification and hierarchies

- Taxonomy is the classification of things. e.g. <u>Dewey</u>
 <u>Decimal System</u>, <u>Linnaean classification</u>
- Not all taxonomies are hierarchical e.g. days of week
- Classification schemes provide important metadata for a Web site. They provide the basis for (i) efficient search and information retrieval and (ii) sharing of data between Web sites.

The hierarchy: a top-down approach

- A more rigid approach with usually **mutually exclusive** categories
- You can choose a narrow and deep approach; fewer sections, more levels of sub pages beneath
- Or a broad and shallow approach: lots of section with fewer sub pages.
- If you expect your site to grow, it's easier to incorporate change into a broad and shallow design
- Don't feel trapped by hierarchies, and don't force topics in a hierarchy, hyperlinked or database driven approaches are useful too

Relational databases: a bottom-up approach

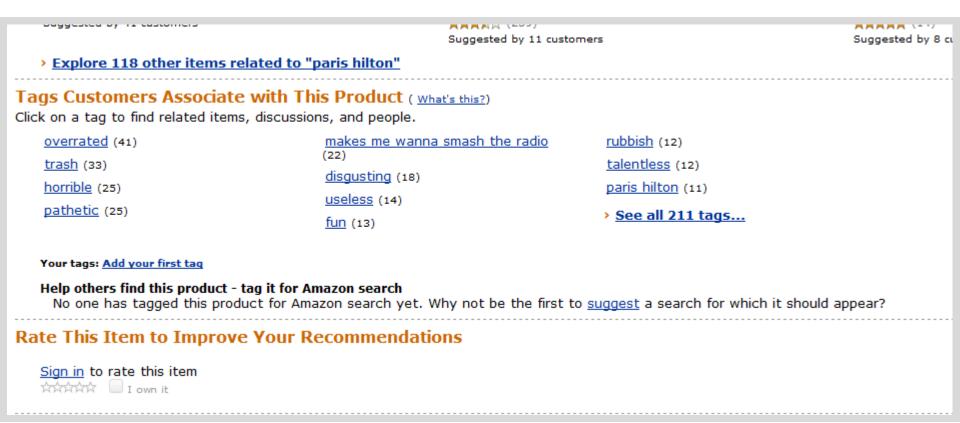
- Better where users want to retrieve information in different ways, having different starting knowledge.
- Content created "on-the-fly" depending on requirements
- Examples of a bottom-up approach are **search based** sites, or **faceted navigation** e.g. <u>Amazon</u> or <u>Ebay</u>

Folksonomies

As the web becomes more social and interactive, it becomes harder to maintain formal taxonomies and structures.

- Informal structures are becoming much more common and there's a move towards getting users to start tagging their own content e.g. Flickr or del.icio.us
- Tags are often visualised as a tag cloud
- See also: the Wikipedia entry for Folksonomy
- The implications of user-generated tags & content <u>are huge!</u>

Folksonomies



Sometimes the <u>results of allowing users to tag content</u> can be interesting...

Common labels within navigation systems

- Home / home page / main / main page /
- Search / find / browse / sitemap / index / table of contents
- Contact / feedback
- Help / FAQ / frequently asked questions
- News / what's new

Some of these have clear user expectations attached to them; use these in your favour!

Using metaphors

- Sometimes the use of metaphors helps users understand things
- Use them wisely to support your navigation
- Steer away from metaphors that are obscure or ambiguous, or have different meanings in different cultures
- Common metaphors include: Checkout, Shopping basket, Home









Card sorting

- Card sorting is a simple, quick method for understanding how site users classify content (by shuffling cards around, hence the name).
- The method is used to generate an overall structure for your information, as well as suggestions for navigation, menus, and possible taxonomies.
- See also: <u>Card sorting: a definitive guide</u> on Boxes & Arrows and Information design using card sorting

Steps in a card sort

- **Select the content to be tested** (pages of existing site? new content?)
- Find the participants (should be representative of site users)
- **Prepare the cards** (write names of pages on cards)
- Conduct the tests
 - Open sort participants create and label groups for the cards as they see fit
 - Closed sort how do the cards fit into an existing classification? (validation of an existing classification)
- **Analyse the results** (common groupings? cluster analysis?)

Task: Conduct a card sort

Go to optimalsort.com

Working in groups of 3, conduct the open card sort on the site. Try to group the cards in a meaningful way (what is 'meaningful'?) and try to produce appropriate labels for the groups.