503108

UI/UX DESIGN

CHAPTER 5: SITEMAP AND TASKFLOW

LESSON 06 – SITEMAP AND TASKFLOW

OUTLINE

1. Introduction

2. Tools of the Trade

3. Basic Elements of Site Maps and Task Flows

4. Common Mistakes

5. Advanced Site Maps

6. Task Flows

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1. Introduction

- Site maps help to identify the structure of websites and applications.

- Task flows take site maps a step further by identifying the various courses of action that a user may traverse within a section of the site.

- When used together, site maps and task flows can provide your audience with a clear picture of content structures and how users may navigate through them.
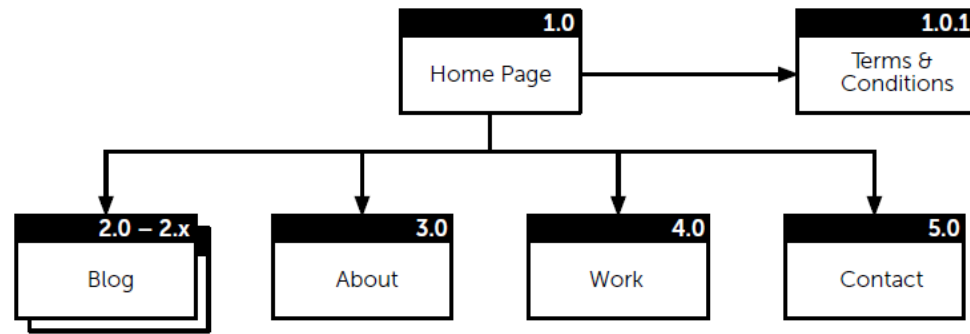
1. Introduction

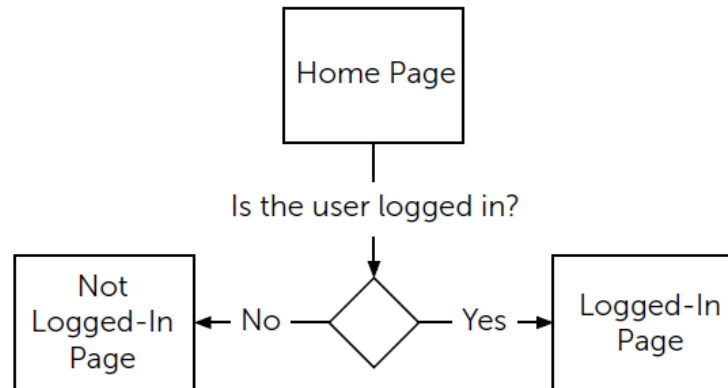**Figure 11.1** *A site map for a basic website with blog functionality*

Figure 11.2 *A basic task flow showing the path for a user depending on login status*

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1. Tools of the Trade

- Microsoft Visio (http://office.microsoft.com/visio)

- Axure RP Pro (www.axure.com)

- OmniGraffle (www.omnigroup.com/products/omniGraffle)

- Adobe indesign (www.adobe.com/products/indesign)

- Adobe illustrator (www.adobe.com/products/illustrator)

- Microsoft PowerPoint (http://office.microsoft.com/powerpoint)

- OpenOffice draw (www.openoffice.org)

- Blueprint CSS (www.blueprintcss.org)

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3. Basic Elements of Site Maps and Task Flows

- **Page**

  - The basic unit of user experience on the Web.

  - The simplest, most commonly used format is a plain rectangle

Figure 11.3 Page element from
Jesse James Garrett's Visual Vocabulary

3. Basic Elements of Site Maps and Task Flows

- **Pagestack**

  - A pagestack represents multiple pages of similar content.

Figure 11.4 Pagestack element from
Jesse James Garrett's Visual Vocabulary

3. Basic Elements of Site Maps and Task Flows

- **Decision Point**

  - A decision point is used to show the path that a user can take depending on the answer to a question
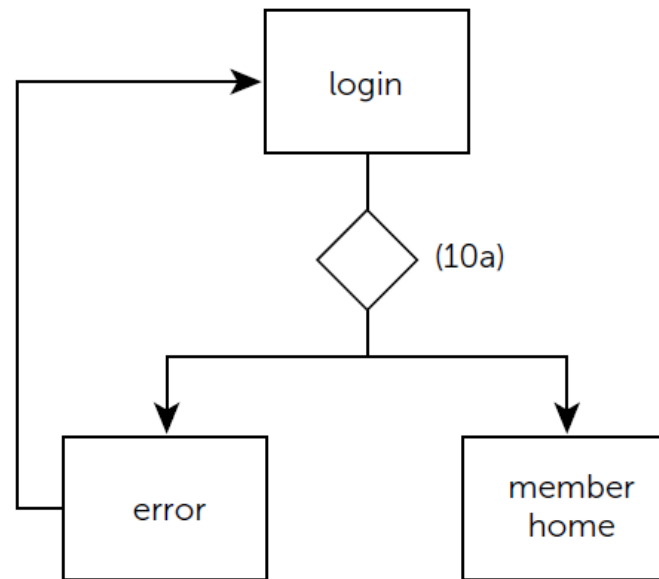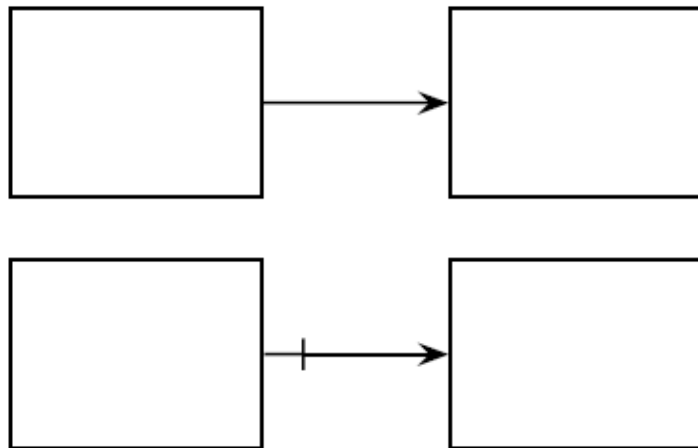

Figure 11.5 Decision point element from Jesse James Garrett's Visual Vocabulary

3. Basic Elements of Site Maps and Task Flows

- **Connectors and Arrows**
    - Connectors and arrows are used to show movement or progress between pages, pagestacks, decision points, and so on
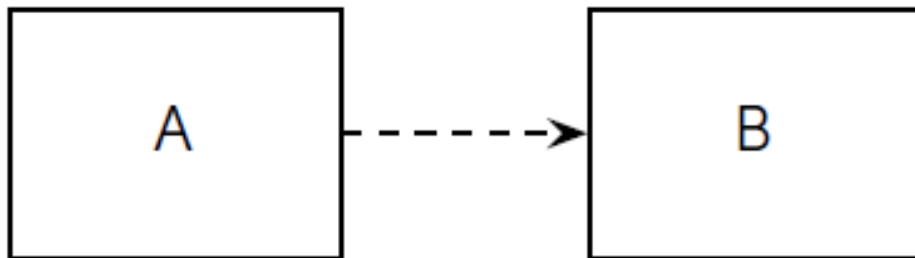

Figure 11.6 *Connector and arrow elements from Jesse James Garrett's Visual Vocabulary*

3. Basic Elements of Site Maps and Task Flows

- **Conditions**
  - A dashed line is a fairly common way to display a condition. it can appear in site maps, task flows, and other work product you may create or invent.

Figure 11.7 *Condition element from Jesse James Garrett's Visual Vocabulary*

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- **Sloppy Connections**
    - They look very amateurish, and they give you—the author—the appearance of not paying a lot of attention to detail in your work.
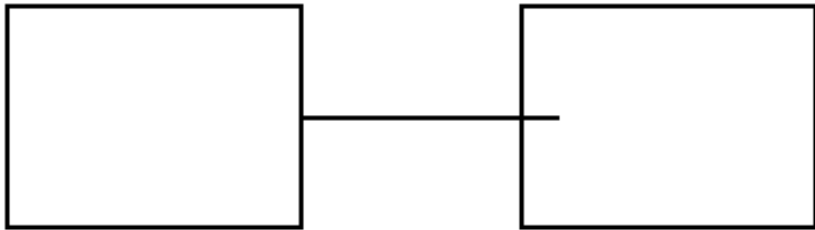   - Do not get lazy, regardless of the time constraints and pressure that you might be under

Figure 11.8 *A missed connection between two pages*

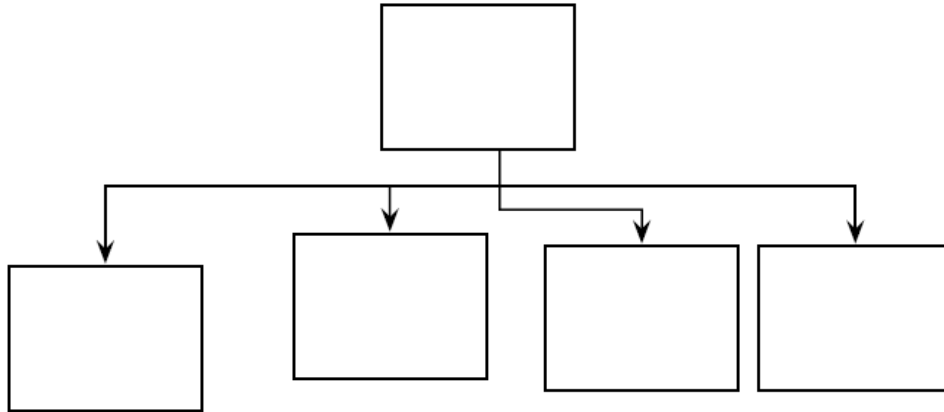# 4. Common Mistakes

- **Misaligned and Unevenly Spaced Objects**

Figure 11.9 Pages that are not aligned and are unevenly spaced
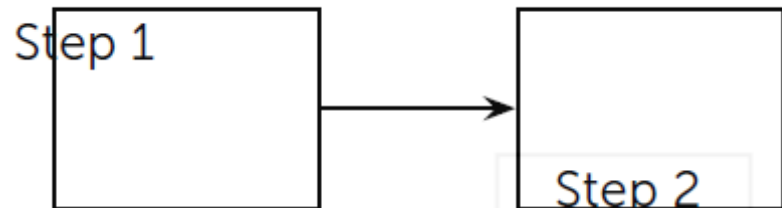
4. Common Mistakes

- **Poorly Placed Text**

Figure 11.10 *Inconsistently placed text*

Figure 11.11 *Well-placed text*

4. Common Mistakes
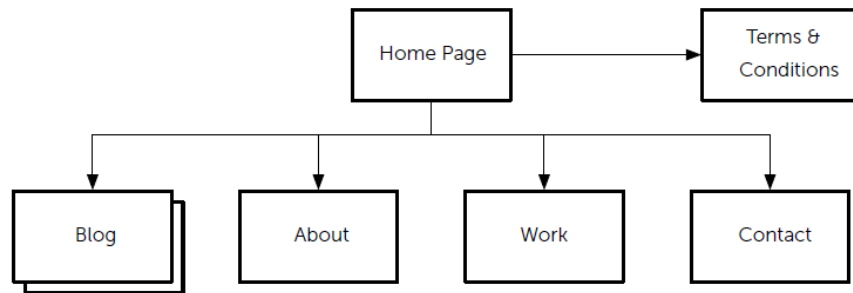
- **Lack of Page Numbering**

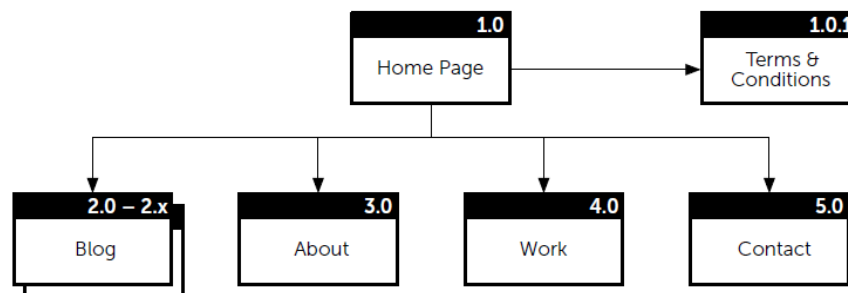**Figure 11.12** Site map without a numbering structure

Figure 11.13 Site map that correctly connects pages, with elements that are aligned, evenly spaced, and appropriately numbered

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5. Advanced Sitemaps

- Use your first page to identify any of the steps required to reach the site's home page.

- Identify all your top-level pages, global navigation elements, and footer elements.

- Pages that you create after your first page should essentially map back to it.
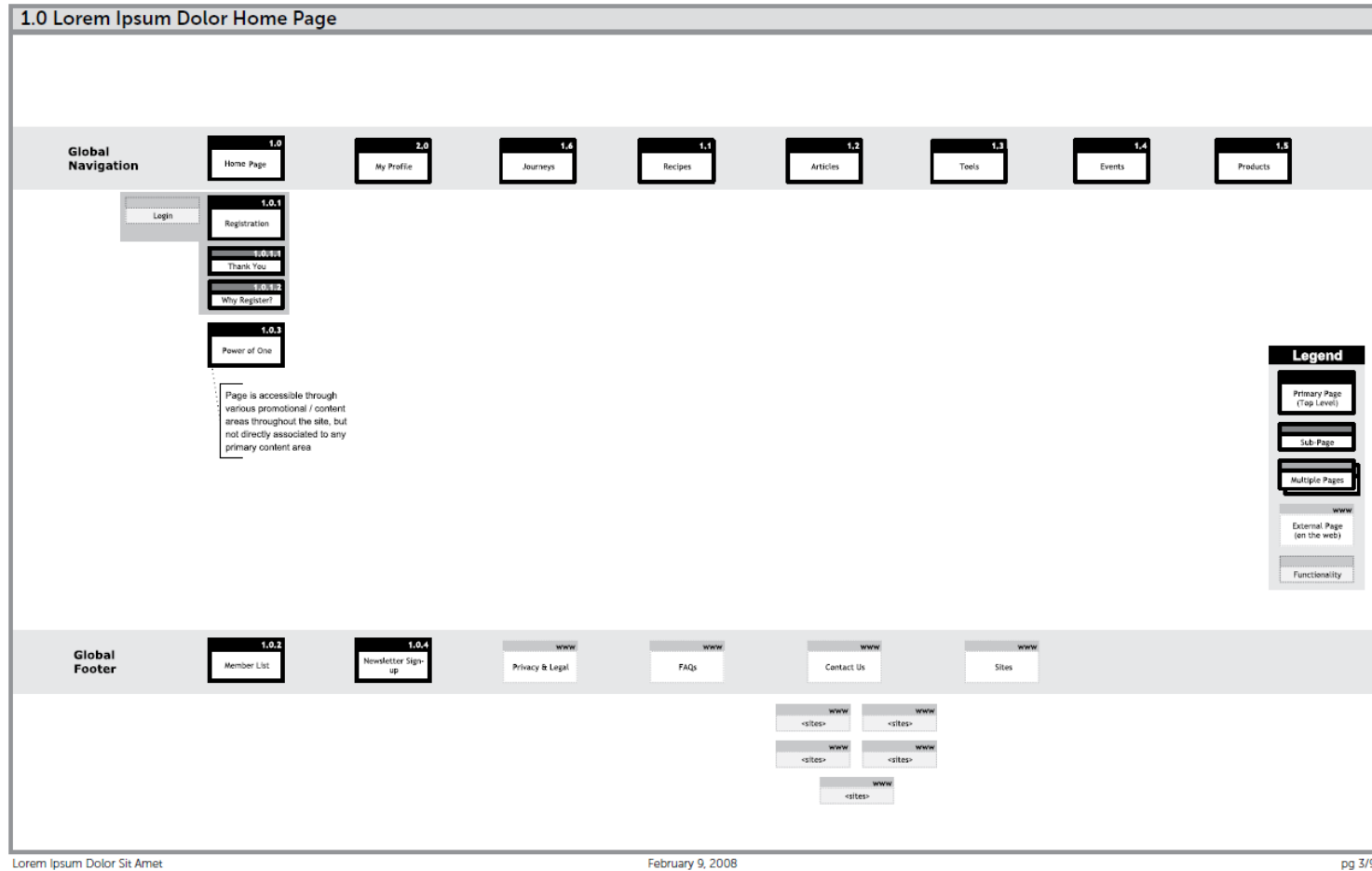
5. Advanced Sitemaps

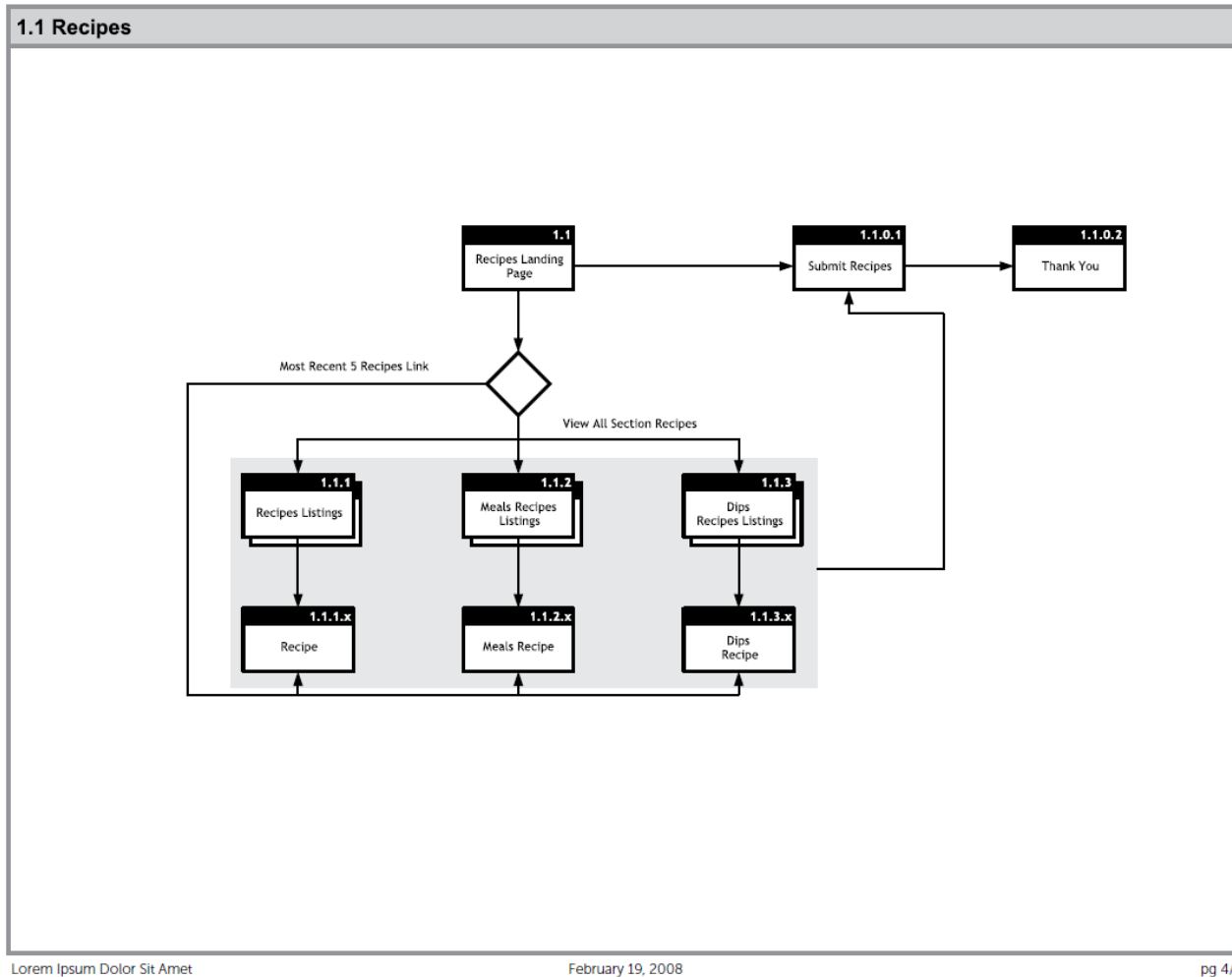Figure 11.14 Advanced site map home page view

5. Advanced Sitemaps

Figure 11.15 *Advanced site map section view*
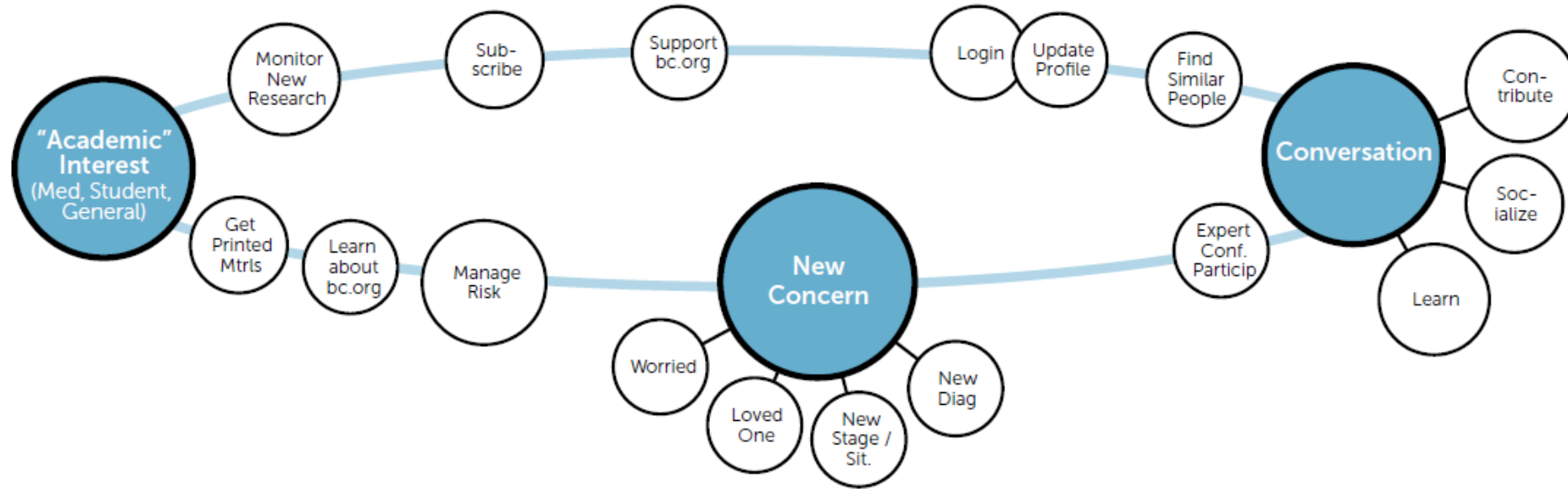
5. Advanced Sitemaps

Figure 11.16 *Advanced site map. Courtesy of Andrew Hinton.*

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6. Task Flows

- Using many of the same basic elements as site maps, task flows are diagrams that identify a path or a process that users will take as they progress through your website or application.

- Identify complex processes that need to be clearly understood before the project is sent to the development team
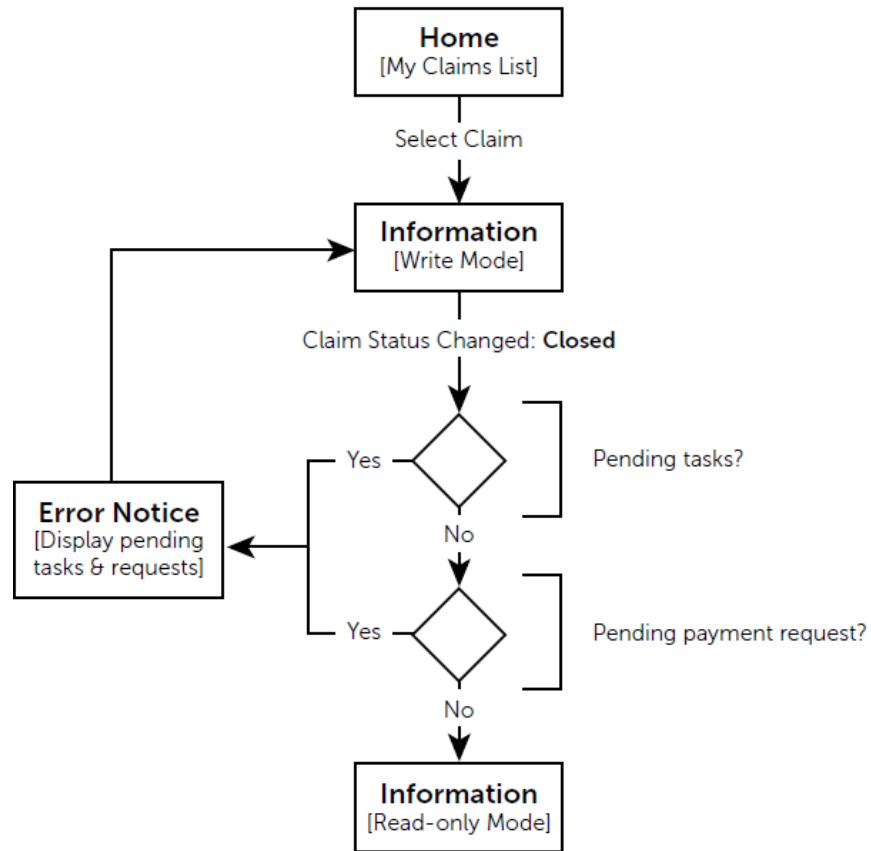
6. Task Flows

Figure 11.17 *This task flow identifies how a system displays information to a user based on the responses to multiple conditions*
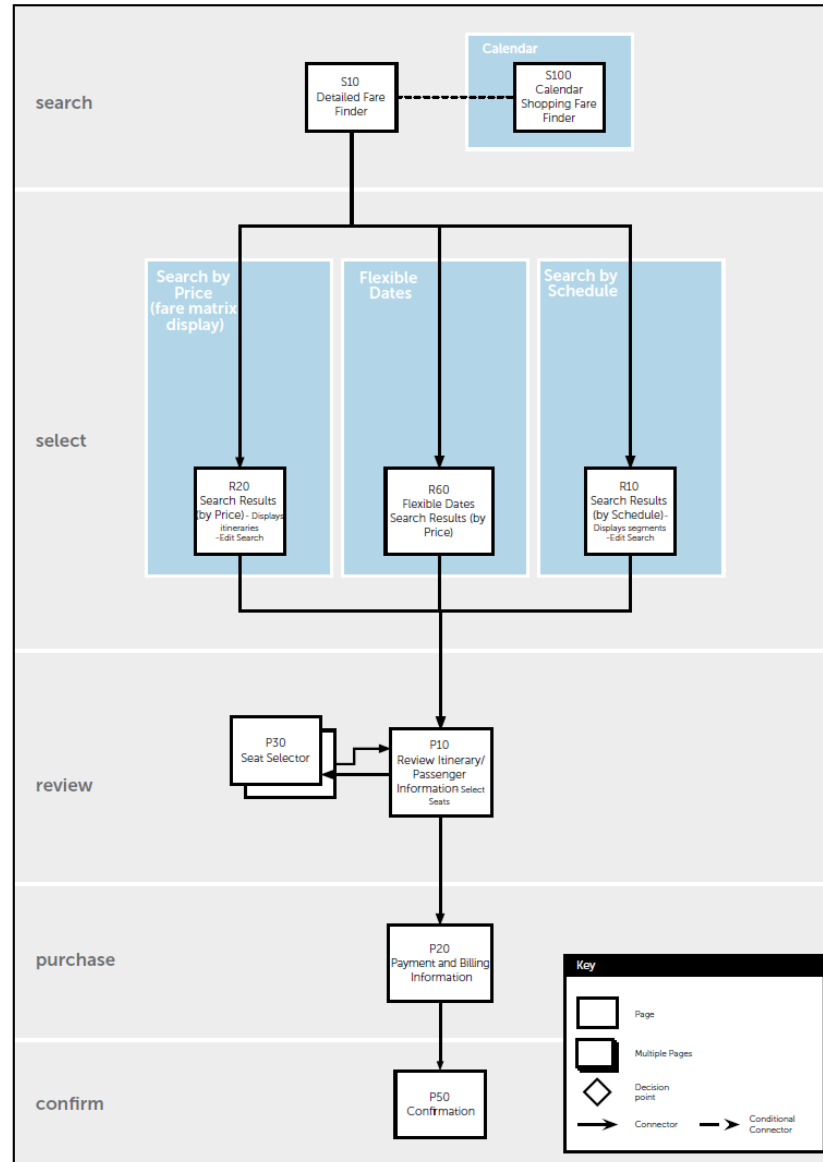
6. Task Flows

Figure 11.18 *Task flow used to demonstrate the path of a user through the phases of a purchase process*