High-Level Site Planning

Learning Expectations:

- Gain understanding of design issues for specific target audience types
- Planning your website organisation/architecture
 - Understand alternative site structures
 - Improving the overall organisational efficiency
- Understand the pros and cons of using a site metaphor
- Compare website navigation method alternatives

Getting Started

- Although you can just jump in and start writing web pages for your site right away, it's a good idea to first think about and design your site. That way, you'll give yourself direction and save reorganising latter.
 - Spend time thinking about your target audience & purpose of the site.
 - How many pages will you need & what sort of structure should it have?
 - Do you want your visitors to explore your site in a particular direction, or do you want to make it easy for them to explore in any direction?
- Sketch out your site on paper.
 - A site map is a diagram of the organisation of the site.
- Devise a simple, consistent naming system for your pages, images and other external files.

Key Initial Considerations

- Target Audience
 - Who is the primary audience?
 - How can you tailor your content to appeal to this audience?
 - For example, should you add lots of graphics or is it more important that your page download quickly?

- What do you want to convey?
 - Statement of Purpose & Objectives
 - Information Provision vs Service Provision
 - How will success be measured and evaluated?

Presentation Planning

- What Content?
 - Choosing text, graphics, video and audio to suit your purpose and audience.
- Presentation Style
 - Colour schemes, orientation/navigation and & site metaphor.
- Extra Site Functionality
 - Scripting, Server Side Processing, Animation ...

User Types

Surfers

- High impact splash screens.
- Bold content statements.
- Try to draw users into your site.
 - Inward pointing links and clear navigation features.

Novice & Occasional

- Clear structure and easy access - overviews and site maps.
- Intuitive site metaphors.

Expert & Frequent Users

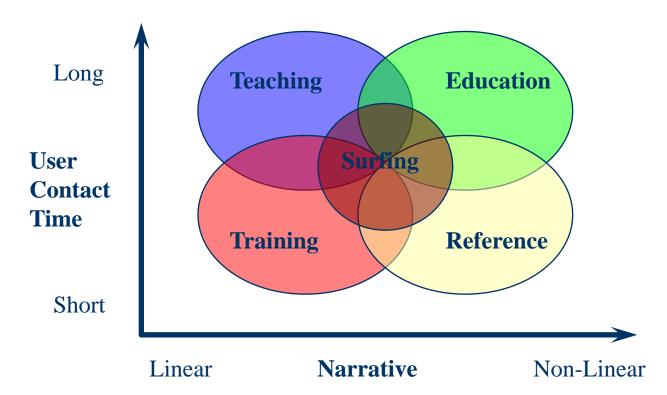
- Rapid and direct information access.
- Detailed, extensive text menus preferred.
- Comprehensive site maps.

International Users

- WORLD WIDE Web!
- Localisation Issues.
- Consider international users their cultures, traditions, etc.

Internet Information Delivery Themes

- Information Linearity vs User Contact Time
 - Different types tasks correspond to different contact times, and whether or not the structure should be linear or non-linear.



Internet Information Delivery Themes

Training

- Linear information presentation with few opportunities to digress from the central presentation flow.
- Most training applications are restricted to "back" and "next" navigation links to ensure short, controlled contact times.

Teaching

 Like training, offers a strong central narrative but with opportunities for students to digress and roam.

Internet Information Delivery Themes

Education

- Self-learning encouraged by flexible, non-linear presentations.
- Fast access with dense collections of relevant links.

Reference

- Direct access permitted by highly non-linear site structures.
- Limited or no narrative.
- Short contact times.
- Rapid access critical.

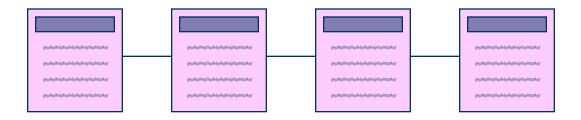
Site Structure

- How are you going to structure and link to all this content?
- Common Sites Structures
 - Sequences
 - Grids
 - Hierarchies
 - Webs

Sequences

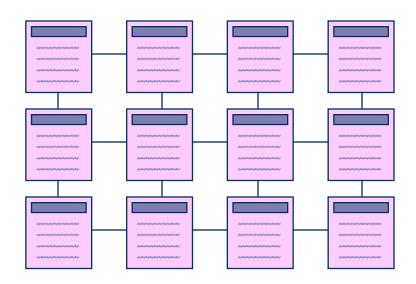
Linear Narrative

- Chronological, topical, etc...
- Poor model for all but the simplest of hypertext structures.
- E.g., Many teaching sites have a linear structure.
 - They tend to start at the start of the lesson, and process through the material in a linear fashion, up to the end of the lesson.



Grids

- Multi-Dimensional Categorical Information
 - Organising and correlating documents according to different characteristics.
 - Individual grid units should be highly uniform with little or no hierarchical relationships between units.
 - Grids can be difficult to understand unless the user recognises the interrelationships between pages.



Webs or Random

Few Organisational Restrictions

Difficult to understand because of lack of consistency and

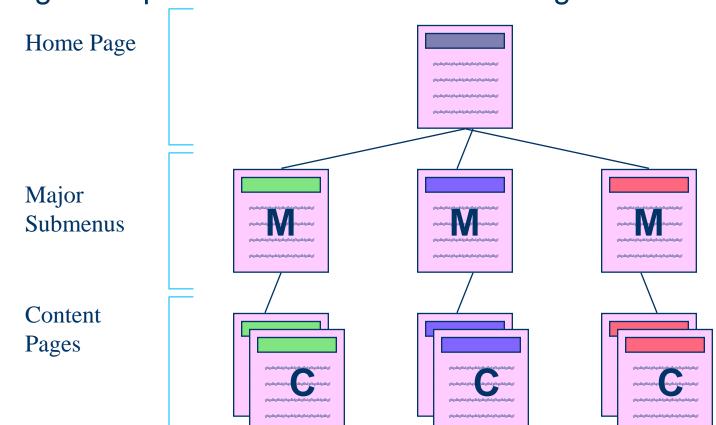
predictability.

public production of produc

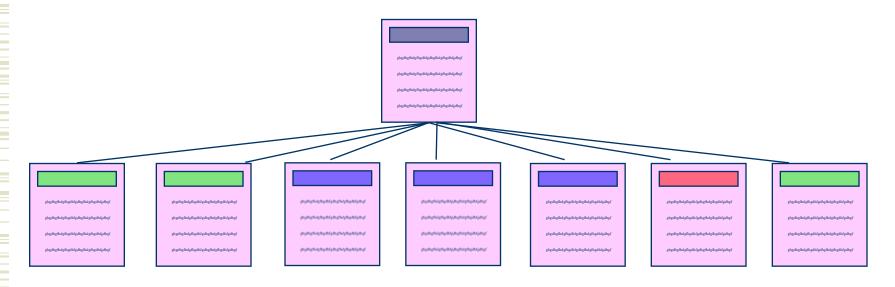
Confusing Organisation

Hierarchies

Logical importance hierarchies aid navigation.



Balance Structure and Relationships



Too Shallow --

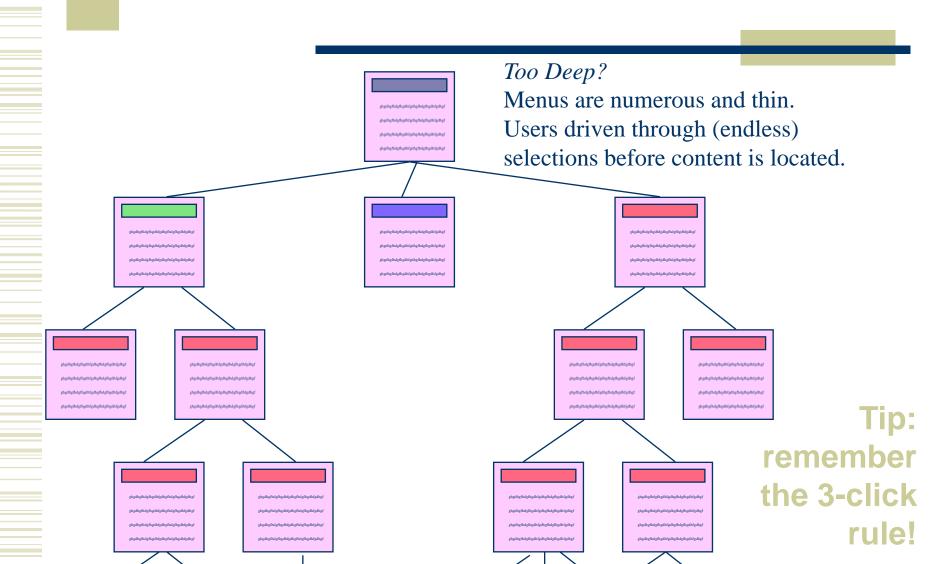
main menus becomes a massive "laundry list" of links to unrelated topics.

Content Chunking

- The process of easily managing topics or units of information
- In the case of web page design, each unit of information is a page.
- Nelson Cowan, a research psychologist at the University of Missouri found that adults are typically able to keep about four items or chunks of items (such as the three parts of a phone number 086 777 8888 in their short term memory).
- Following this principle, be aware of the number of navigation links and try to group them into visually separate sections on the page, with each group having no more than about four links.

The Three-Click Rule

- The three-click rule or three click rule is an unofficial rule concerning the design of website navigation.
- It suggests that a user of a website should be able to find any information with no more than three mouse clicks.
- It is based on the belief that users of a site will become frustrated and often leave if they cannot find the information within the three clicks.



- Golden Rule of Web Site Design
 - Regardless of how great a Web page is in terms of its information content, visual appeal, or usability, if people are put off by its download time then the Web designer has failed.
- Usual Tips for Improving Download Times...
- Best of Both Worlds
 - Need to respect low & high bandwidth, content equivalent sites.
 - One solution is to have two alternatives:
 - High content / low content sites.
 - Fast version / slow version.

Site Metaphor

- What Makes a Good Metaphor?
 - Objective: Site metaphor adds meaning
 - A good metaphor should trigger a user's intuitive assumptions in a way that helps the to use your Web site.
 - A metaphor helps to present an unfamiliar environment in a familiar form. E.g., MS Windows replicates the desktop metaphor.

Be Careful!

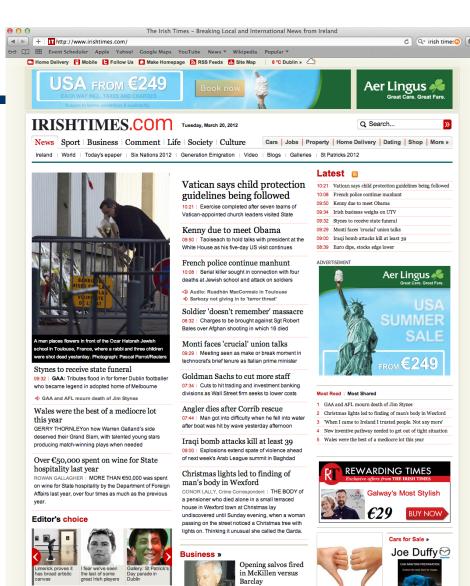
- Universal metaphors are rare.
- A metaphor that might work well for one group of users may be disastrous for another.
- Choose metaphors that cross cultural and technical boundaries.
- It may not be possible or appropriate to use a site metaphor.

Site Metaphor

- Business
 - Office Block, Briefcase, Reception Area
- Informational
 - Magazine, Newspaper, Television, Library or Bookshelf
- Commercial
 - Department Store, Vending Machine, Shopping Mall

Site Metaphor Case Studies

- The Irish Times
 - Newspaper metaphor
- Metaphor Cues
 - Conventional Newspaper Format
 - Multiple column layout
 - Pictures to draw attention to certain stories
 - Content chunking
 - ...



Have Your Say

Site Metaphor Case Studies



Site Objective

The game of baseball and beyond...!

Target Audience

 Novice and expert users interested in the game of baseball.

Metaphor Cues...

- Baseball Stadium Dugout, Announcer's Booth, Batting Cage,...
- Great for baseball fans
 (which is the important thing)
 not so great for baseball
 illiterates (who cares!).

Note also the rating system used by the site also supports the chosen site metaphor.



Site Metaphor Case Studies



 Previous version of the Cascade Brewery Co website offered an engaging metaphor for their navigation menu!

Other Recommendations for Metaphoric Representations

- Use intuitive symbols to represent your metaphor's graphical elements.
- Choose unambiguous, universally recognisable symbols.





- Use consistent graphical styles, colours, and sizes.
 - That is, your graphics should all have a consistent look and feel.
 - e.g., a Zodiac site ...









Inconsistent!



Orientation & Navigation

- How will people move about your site?
 - It is easy for users to get lost in some sites after only a few clicks.
 - Mark pages clearly with location details.
- Key Factors
 - User Orientation
 - Content Cross-Referencing
 - Efficient Content Delivery
- Navigation Elements
 - Menus, Navigation Bars, Buttons, Hypertext, Image Maps

Hypertext Links

Basic Navigational Element

- Don't rely on graphical navigation links.
- Do supplement graphical controls with hypertext links.

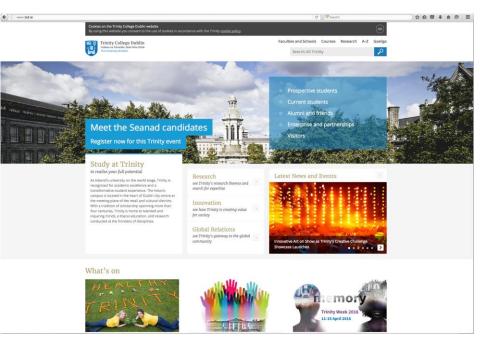
Advantages

- No extra download time.
- Supported by all browsers.
- Universally accepted.

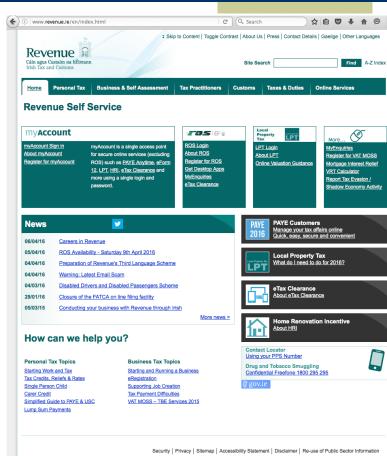




Hypertext Links



Note: Previous discussions on the use of "Image Thumbnails", "Content Chunking & "The Three-Click Rule" also are relevant here.







News and Opinion



GAA World Games to be played in UCD



University Observer named Newspaper of the Year at Smedias



Foodbook24 tool to record Ireland's dietary intake



Cell structure analysis reveals colour of 10-million-year-old snake

Discover UCD



UCD Festival Sat. 18 June 2016

Check out the UCD Festival website for the latest programme which includes campus tours, thought provoking talks from leading thinkers, performances and family fun for all. Register your interest and book alumni reunion picnics here

UCD CONTENARIES

UCD Decade of Centenaries Programme

Thur 5 - Fri 6 May 2016: Centenary Readings of James Joyce's A Portrait of the Artist as a Young Man conference. Keynote speakers Professor Gregory Castle, Arizona State University and Frank Callanan, SC, ... more



Robert Fisk Public Lecture - Life after ISIS

Mon. 18 April: An opportunity to hear this celebrated international journalist on a topic that is of global importance. Book your place here.

Using Graphics for Navigation

Graphical Button Links

- Acceptable to most as navigational controls -- most user interfaces employ buttons.
- Don't design images that look like buttons, but which, in reality, are not.
- Make it clear which images are buttons and there for are clickable -- remember unlike hypertext there are no real cues as to which graphics are clickable and which are not.
- Use text with buttons to clarify meaning and to provide secondary access controls.
- Design aesthetically pleasing, iconic, and consistent buttons.











Image Maps & Splash Pages

- What is an Image Map?
 - Graphical image with hotspots linking to other pages.
- Pros & Cons
 - Full and precise layout control of link elements.
 - No automatic highlighting of hotspots or click feedback -- image maps must be carefully designed so that hot spots are obvious and intuitive.
 - Of course image maps are also resource hungry.

Image Maps & Splash Pages

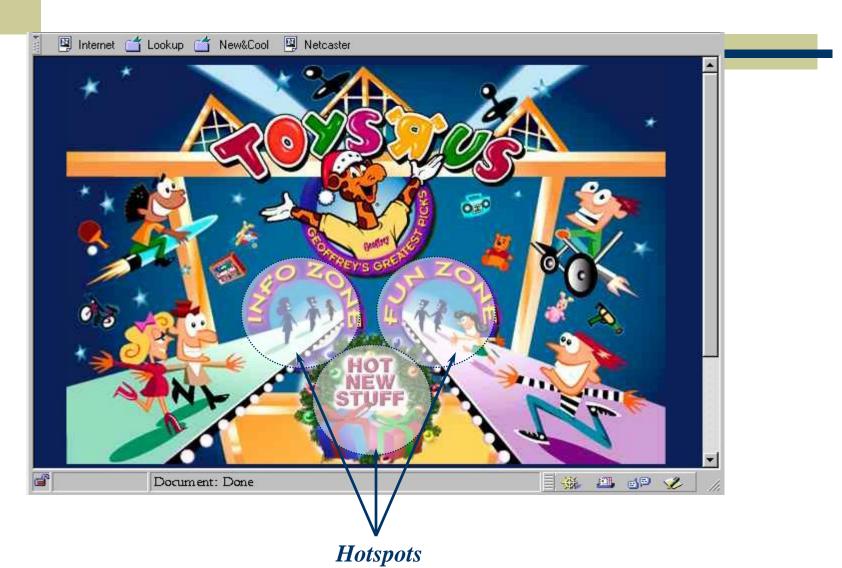
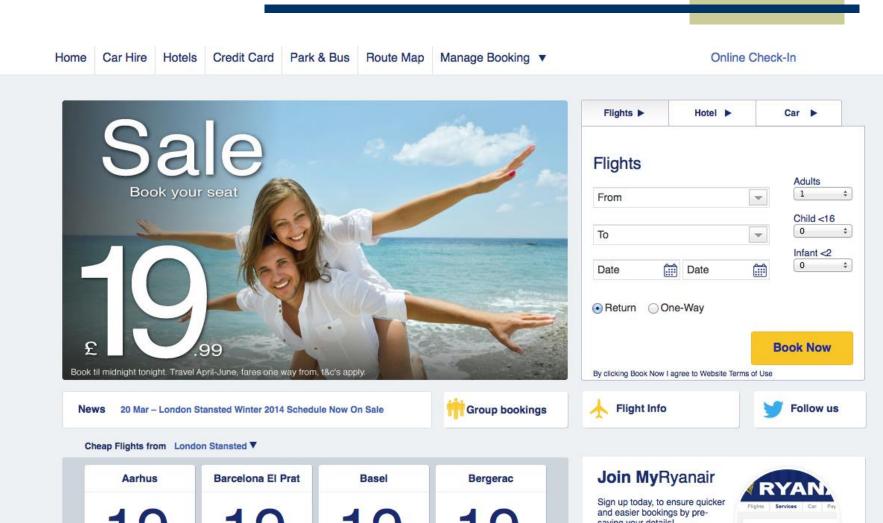


Image Maps & Splash Pages



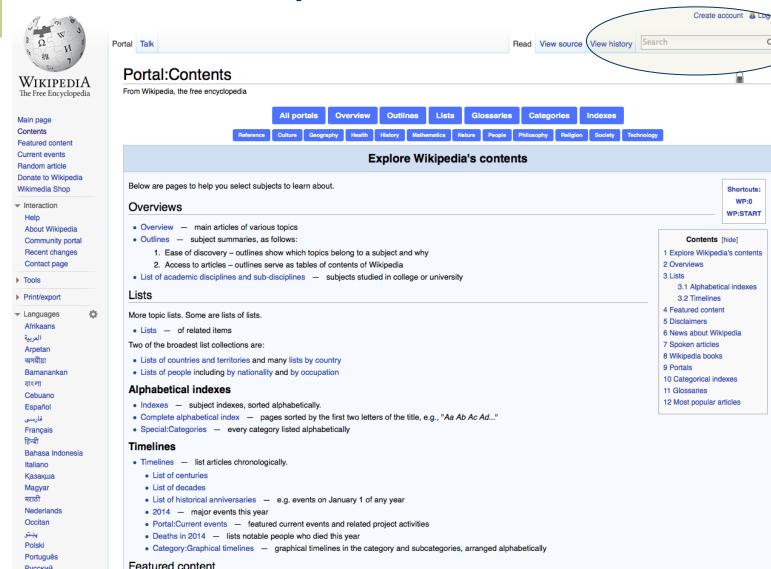
Navigation Bars



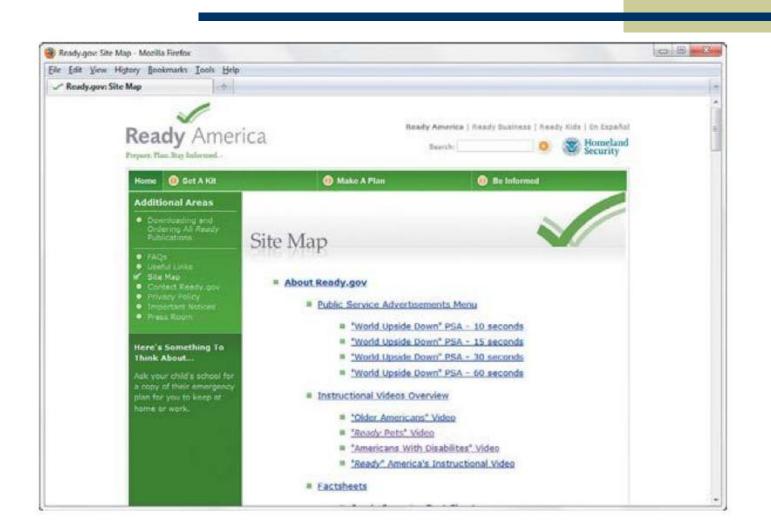
Dynamic Navigation Bars/Menus



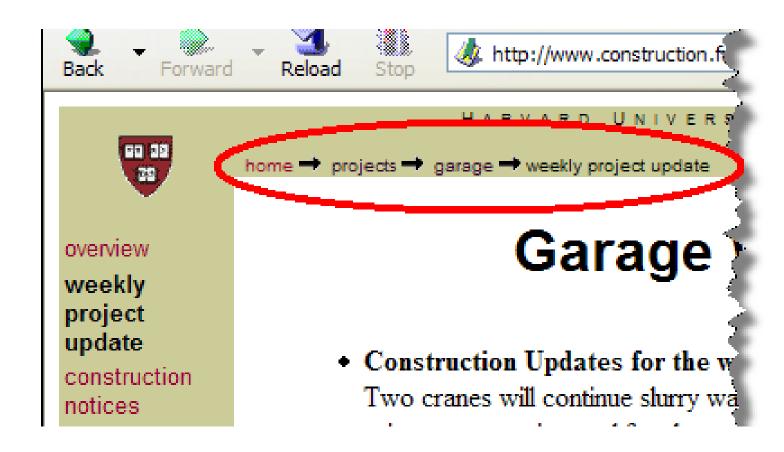
Site Map & Site Search



Site Map & Site Search



Breadcrumb Navigation



Wireframes

- A sketch or diagram of a web page that shows the structure (but not the detailed design) of a basic web page elements.
- E.g., header, navigation bar, content area and footer.

