

7 lesson Human computer interaction Dr Kristina Lapin

- What is, why is important
- Definition

## Information spaces in airports

- Screens show departure times and registration desk numbers
- Information signs
  - Gates numbers
  - Direction labels
  - Information symblos
- Information centers
- Voice messages









### Characteristics of information spaces

- Frequency of changes
  - Train schedule or stake prices

#### Maršrutai Papildoma kainų informacija Vilnius - Kaunas Maršruto žemėlapis Išvykimo Atvykimo Atstumas, Kelionės Pastabos Kaina. Lt numeris laikas laikas Km trukmė EJ817 10:25 11:34 01:09 Traukinvie visos vietos 2 18.00 klasės. EJ819 11:25 12:36 104 01:11 Traukinyje visos vietos 2 18.00 D393 11:40 13:01 104 01:21 Traukinyje yra 2 ir 3 klasės 16.30 vietos. EJ821 13:50 15:01 104 01:11 Traukinyje visos vietos 2 18.00 E875 14:43 16:25 104 01:42 Traukinyje visos vietos 3 16.30 klasės. 16:30 17:30 01:00 Traukinyje visos vietos 2 EJ823 18.00 E877 16:35 01:41 18:16 104 Traukinyje visos vietos 3



Charts

History

Charts

History

- 1. The structural design of shared information environments.
- 2. The combination of
  - organization,
  - labeling,
  - search, and
  - navigation systems

within web sites and intranets.

- Information
  - Data is facts and figures
  - Knowledge are in the head
  - Information is between
- Architecture
  - Structuring, organizing, labeling
  - Finding and managing

#### Structuring

- Determining the appropriate levels of granularity for the information "atoms",
- Deciding how to relate them to one another.

#### Organising

grouping components into meaningful and distinctive categories

#### Labelling

 What to call those categories and the series of navigation links that lead to them.

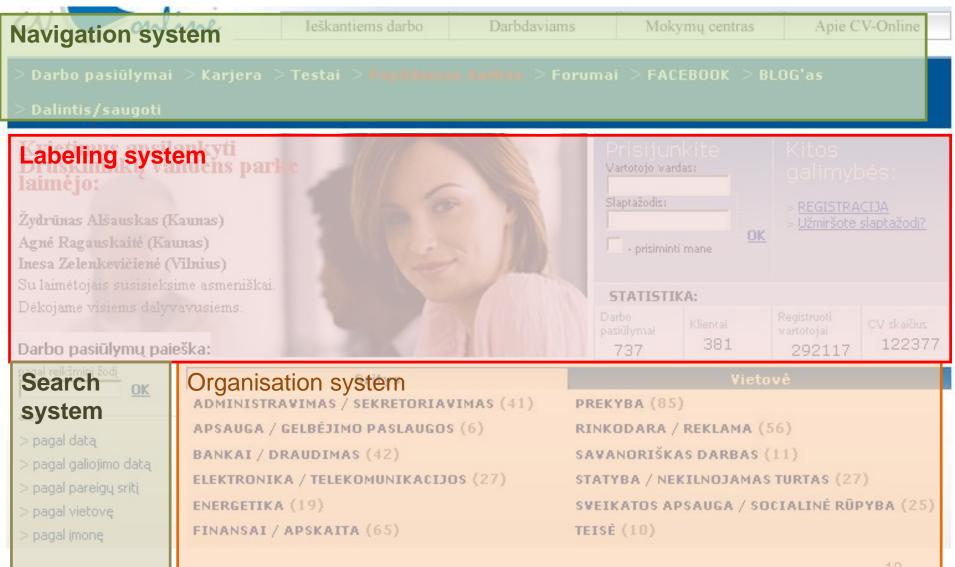
### What Isn't Information Architecture?

- Graphic design is NOT information architecture.
  - Layout
- Software development is NOT information architecture.
- Usability engineering is NOT information architecture.

#### IA structure

- Organization system
  - A way to present information, e.g. content categories
- Navigation system
  - Help user move through the content
- Search system
  - Allow user search the content
- Labelling system
  - Describe categories, options, and links in language that (hopefully) is meaningful to users;

## IA components



## Task for you

https://gustavus.edu/

### Top-down IA

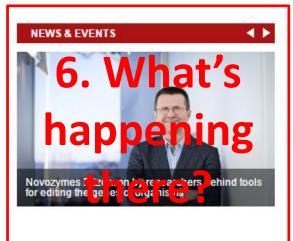
- 1. Where am I?
- 2. I know what I'm looking for; how do I search for it?
- How do I get around this site?
- 4. What's important and unique about this organization?
- 5. What's available on this site?
- 6. What's happening there?
- 7. Do they want my opinion about their site?
- 8. How can I contact a human?
- 9. What's their address?

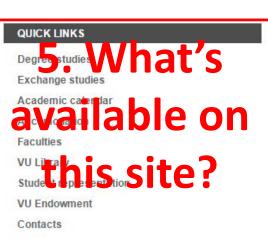
2. How to search?

8. Contact a human

ABOUTUS STUDIES RESEARCH INTERNATIONAL COOPERATION NEWS SEVENTS: 127



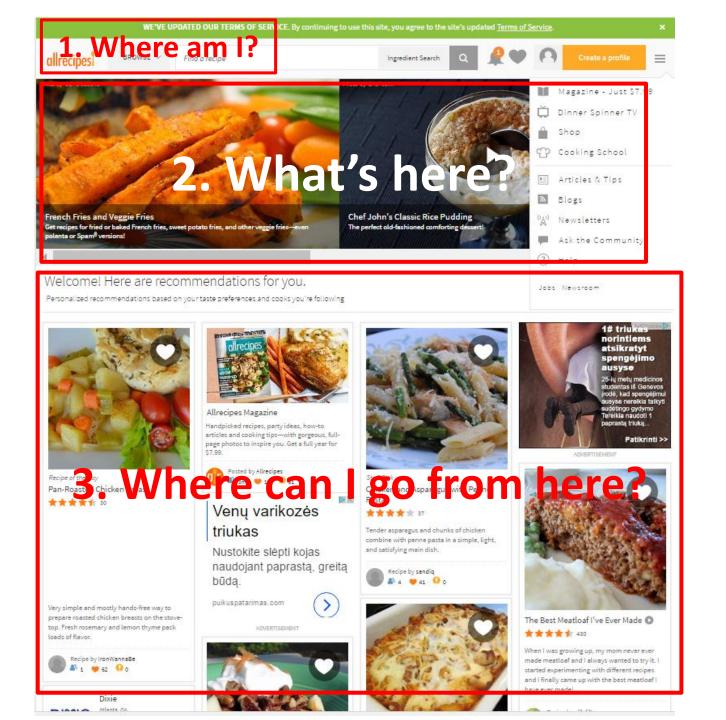






### Bottom-up IA

- Where am I?
- What's here?
- Where can I go from here?



#### Where am I?

#### Home page identity crisis

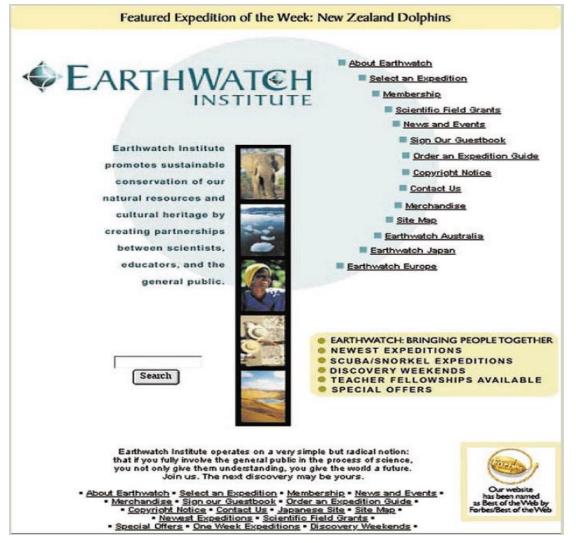




(Johnson 2003)

2017-03-23

## Well designed identity



## Navigation should

- Be easy to learn
- Be consistent throughout the website
  - try <a href="https://www.baekdal.com/plus">https://www.baekdal.com/plus</a>)
- Provide feedback
  - such as the use of breadcrumbs to indicate how to navigate back to where the user started.
- Use the minimum number of clicks to arrive at the next destination.
- Use clear and intuitive labels,
  - based on the user's perspective and terminology.

## Navigation should

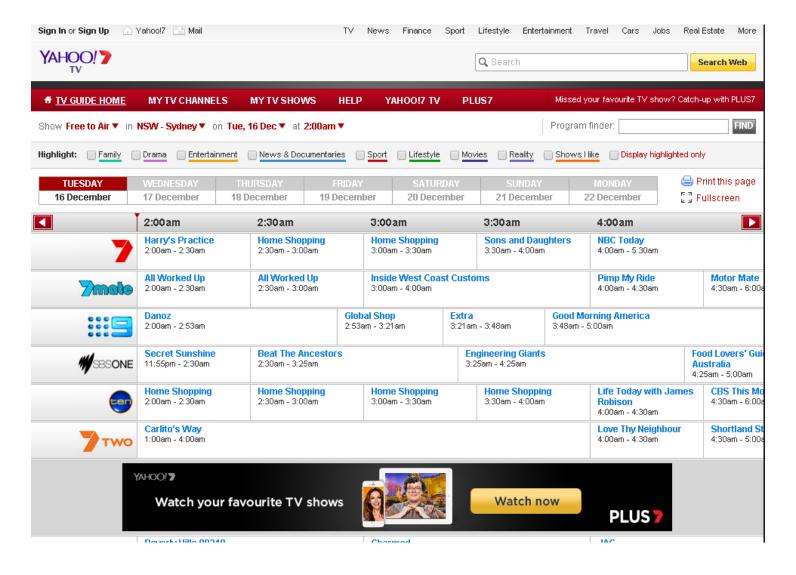
- Support user tasks.
- Have each link be distinct from other links.
- Group navigation into logical units.
- Avoid making the user scroll to get to important navigation or submit buttons.
- Not disable the browser's back button.

http://www.usabilityfirst.com/about-usability/information-architecture/

#### Classification schemes

- Alphabethical: in phone books, book stores and directories of all kinds.
  - Problem: formal names sometime differs from informal
- Chronological: for historical archives, diaries and calendars, and event or TV guides
- Geographical suits travel subjects, social and political issues and regional organizations
  - such as wine sites, local foods

## Chronological classification



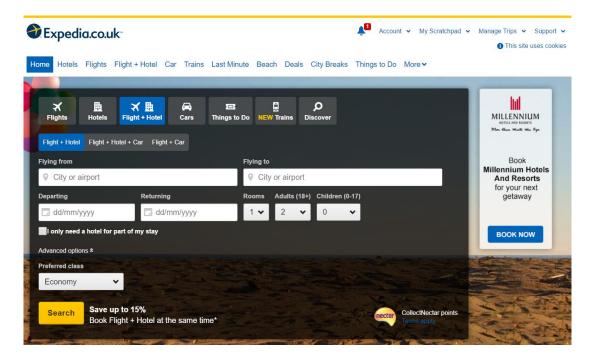
## Geographical classification



#### Classification schemes

- Faceted classification
  - Major concepts of the site, their facets (attributes) and their values
  - By topics
    - Yellow pages, travel agencies, recipe sites, ...
  - By tasks
    - In text editors: edit, insert, format, ...;
  - By audience
    - bank sites: private and business clients;
    - Universities prospective students, students, staff
- Metaphors: desktop, folder, file.
- Hybrid: combination of various schemes.

## Faceted classification: travel agency



Major concepts: flights, hotels, cars, etc.

Common facet for all concepts:

price

- Unique facets:
  - flights go from one city to another,
  - hotels are located in a single city
    - but may be part of a chain, etc.

#### Task classification



Back to: Clothing and Accessories

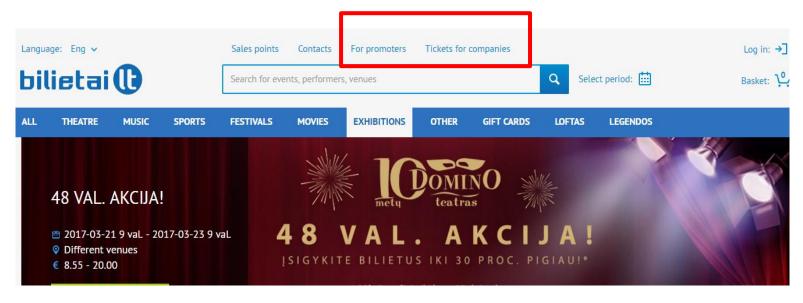
Join Shopping.com | Help | Sign in

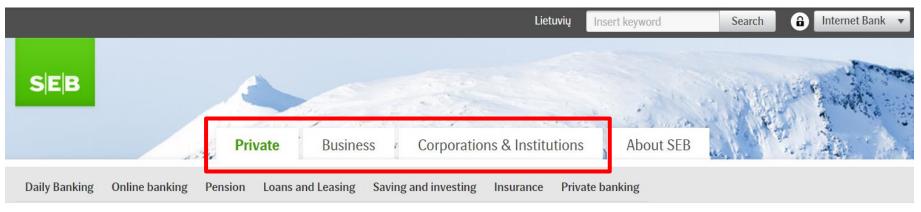
#### You found over 133,000 products in Shoes

Find by Shoe Type	Find by Brand	Find by Gender and Age	Or find by
Orthopedic / Comfort (20,379)	New Balance (5,072)	Women (35,269)	Price Range
Boots (18,775)	Adidas (4,352)	Men (30,647)	Shoe Style
<u>Sandals</u> (9,533)	Reebok (3,843)	Girls (7,054)	<u>Store</u>
Running (6,911)	Rockport (3,578)	Boys (8,771)	<u>Material</u>
Slip-Ons (6,772)	Skechers (3,049)	Infants and Toddlers (1,586)	<u>Toe Type</u>
More	More		<u>Keyword</u>

# Compare prices on over 133,787 products Product Description Store Name & Rating Price

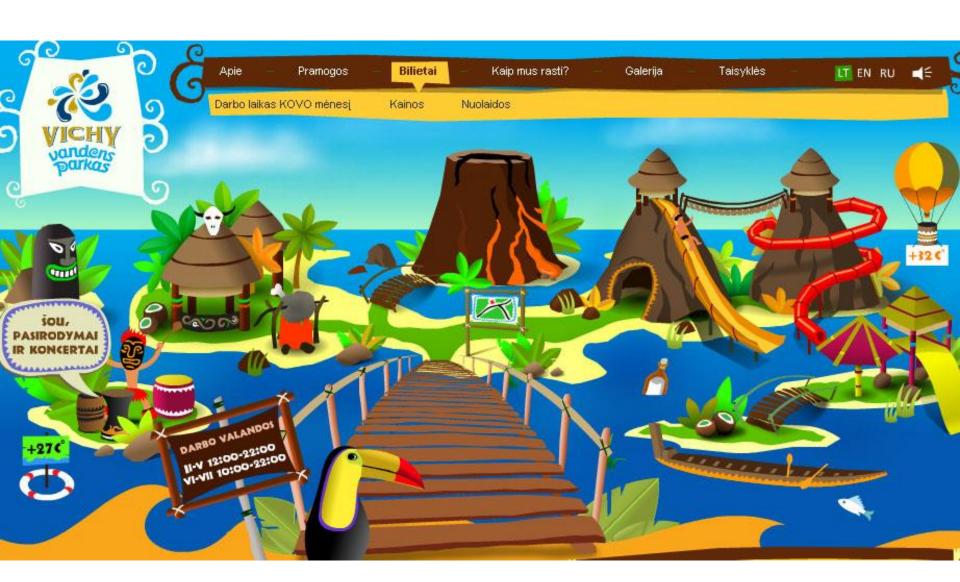
## Classification by audience





Frontpage / Private

## Metaphors: Aqua Park Vichy



#### Social classification

- User tagging in social networks
  - a tag is a keyword or term assigned to a piece of information
- Tag clouds





n comics community computer cooking cool CSS culture of economics education electronics entertainment fashion fic fun funny game games google graphics hardware he images imported inspiration internet iphone java nux mac magazine management marketing math media mopensource osx photo photography photos photomming python radio rails recipe recipes reference resecurity see sga Shopping stash social socialnetworking stash so

## Importance of classification

#### Jared Spool's User Interface Engineering research:

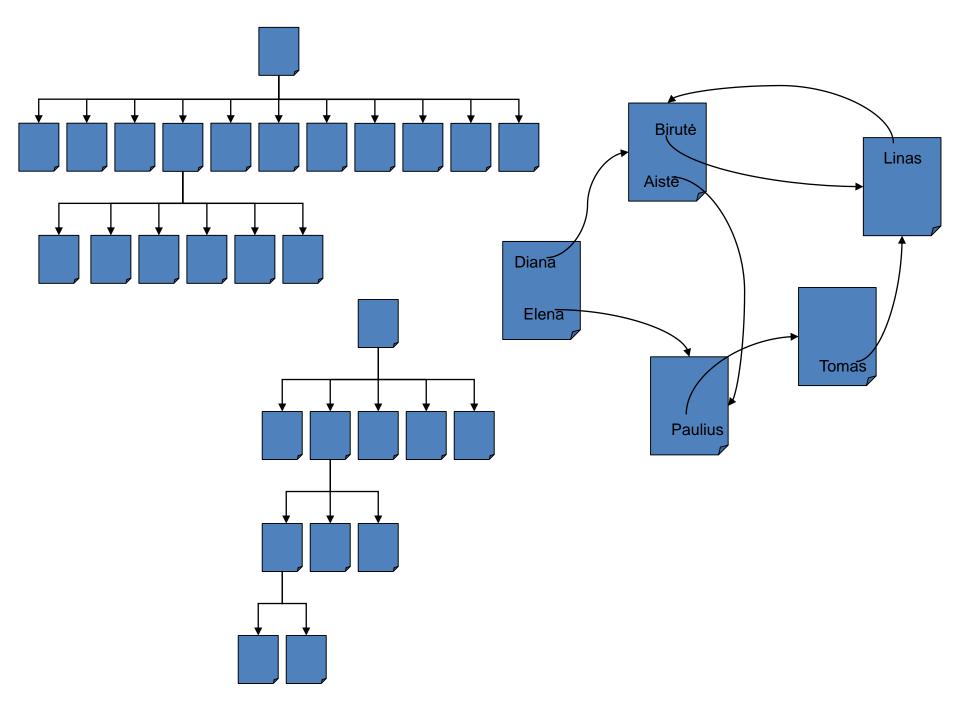
- Departments in left navigation panel <u>www.macys.com</u>
- Menu at the top <u>www.gap.com</u>, <u>http://www.victoriassecret.com</u>
- Combination department and gallery Old Navy (<u>www.oldnavy.com</u>)
- Combination of product description and departments
  - Lands' End (<u>http://www.landsend.com</u>)
- Combined text lists of all the products in the department with a toggle to see the pictures for a gallery
  - Eddie Bauer (<a href="http://www.eddiebauer.com">http://www.eddiebauer.com</a> )

#### Results:

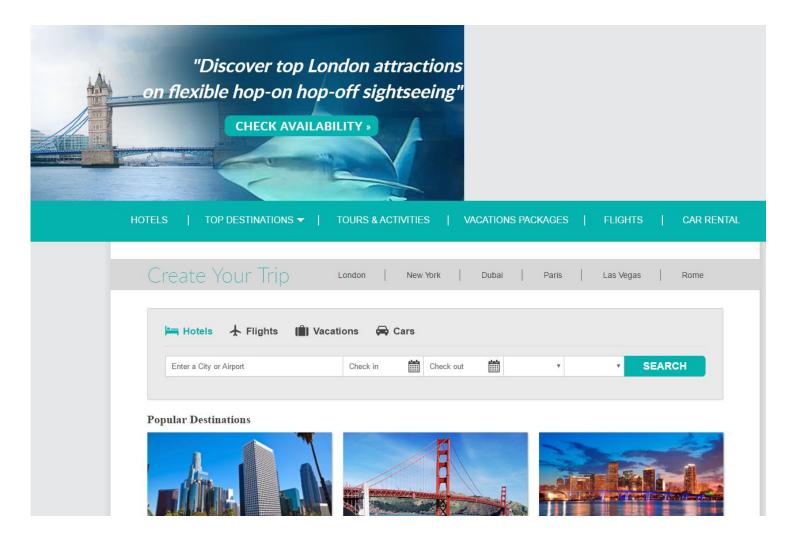
- 78% of users used navigation, 28% search
- Land's End design performed the best, Old Navy's the second
- Left navigation design the worst performance

## Organisation structures

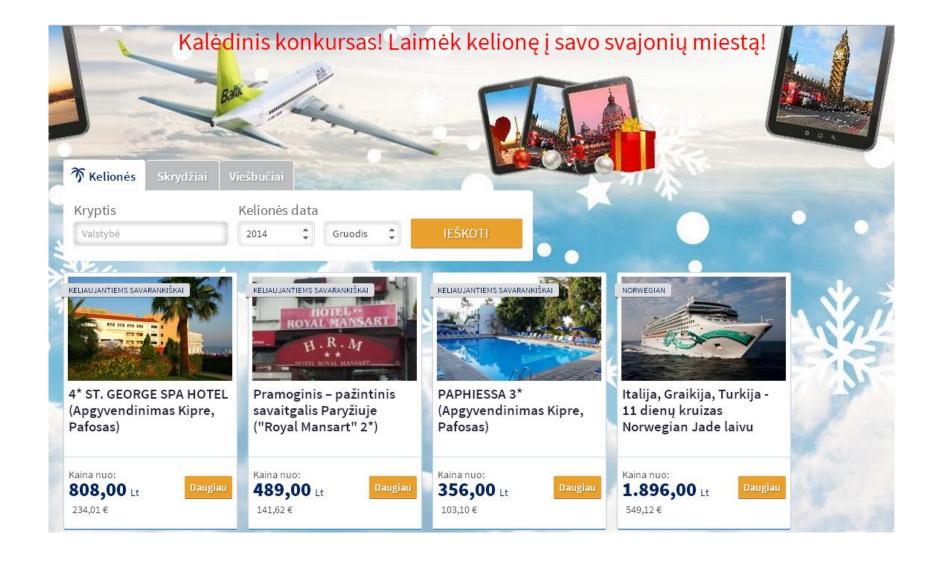
- Hierarchical tree structure
  - shallow and broad structure with many branches
  - Deep structure with few branches
- Breath vs depth?
- Problem
  - No matter what classification scheme is chosen, some item will not fit nicely into it
  - Then the designer puts it under two or more headings
  - Hierarchy becomes a network
    - More difficult to understand



## Classification by topic: travel



## Dalykinė schema: kelionės



#### Effective IA

- 1. Understand the business/contextual requirements and the proposed content for the system. Read all existing documentation, interview stakeholders and conduct a content inventory.
- 2. Conduct cards sorting exercises with a number of representative users.
- 3. Evaluate the output of the card sorting exercises. Look for trends in grouping and labelling.
- 4. Develop a draft information architecture (i.e. information groupings and hierarchy).
- 5. Evaluate the draft information architecture using the card-based classification evaluation technique.
- 6. Don't expect to get the information architecture right first time. Capturing the right terminology and hierarchy may take several iterations.
- 7. Document the information architecture in a site map. This is not the final site map, the site map will only be finalised after page layouts have been defined.
- 8. Define a number of common user tasks, such as finding out about how to request holiday leave. On paper sketch page layouts to define how the user will step through the site. This technique is known as storyboarding.
- 9. Walk other members of the project team through the storyboards and leave them in shared workspaces for comments.
- 10.If possible within the constraints of the project, it is good to conduct task-based usability tests on paper prototypes as it provides valuable feedback without going to the expense of creating higher quality designs.
- 11. Create detailed page layouts to support key user tasks. Page layouts should be annotated with guidance for visual designers and developers.



http://www.belladesoto.us/

http://www.webpagesthatsuck.com/2009-worst-contenders-jan-march.html



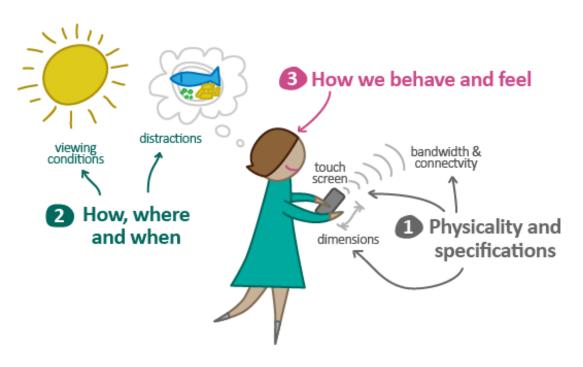
# Over-the-Top Websites



http://www.webpagesthatsuck.com/over-the-top-web-sites.html

# INFORMATION ARCHITECTURE FOR MOBILES

#### How is mobile different?



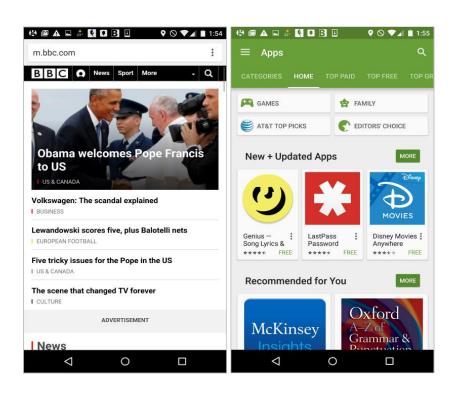
- Small size, lighter, more portable
  - More convenient to use
- Many users feel real emotional connection to their devices

(McVicar 2012)

### Popular navigation patterns

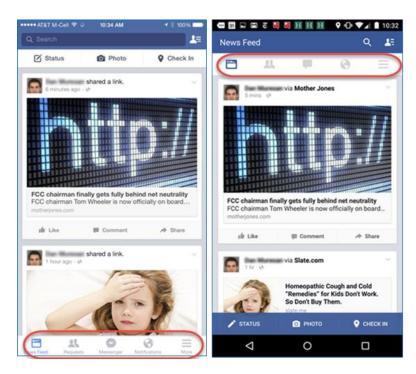
- Main navigation bars and tabbed bars
- Hierarchical Tree Navigation
- Nested Doll Navigation
- Hub and Spoke Navigation
- Bento Box Navigation
- Filtered View Navigation

### The Navigation Bar and Tab Bars



#### The navigation bar is efficient, but

- it works well only for few navigation options;
- it takes up valuable real estate above the fold.



#### The tab bar can appear

- at the top (Android mostly) or
- at the bottom of the page (iOS mostly).
   It is usually present on most pages within an app

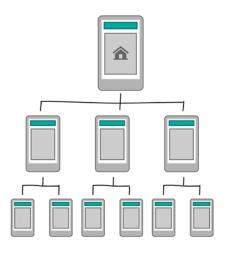
https://www.nngroup.com/articles/mobile-navigation-patterns/

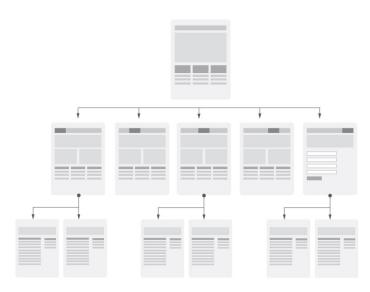
### Tab bars and navigation bars

- Well suited for sites with few (4-5) navigation options
- For more Carousel may be a solution
  - but if the categories are different
  - then users won't scroll
  - because the weak information scent from the visible categories may prevent them from guessing what items are hidden

https://www.nngroup.com/articles/mobile-navigation-patterns/

### Hierarchical Tree Navigation



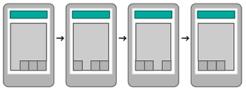


- Provides a top-level category for navigation followed by further layers of content in subcategories below that level
- Good for organising complicated site structures that need to follow a desktop site's structure.
- The drawbacks
  - this model can become difficult to accommodate on the mobile screen;
  - the more content you have, the more difficult it is to squash all that data into the screen.

### **Nested Doll Navigation**

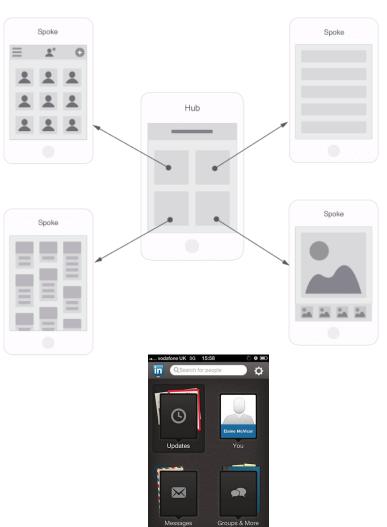






- Linear menu pattern
- Users incrementally tap or swipe
  - to reveal additional menu options
  - as they traverse up and down through the site map.
- Funnelling users from broad overview pages to detail pages helps them hone in
  - on what they're looking for
    - and focus on content within an individual section.
  - well suited to small screens
    - but comes at the expense of easy lateral movement across sections.

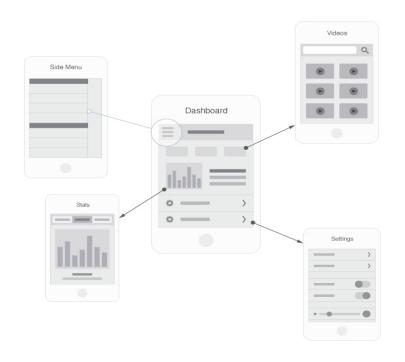
### Hub and spoke navigation



- Central screen acts as the launchpad for exploration
  - Links point outward to other sections
  - To move from one section to another,
    - you must first jump back to the hub.
- Eliminates the need for global navigation on each page
  - a popular choice for
    - multi-functional tools
    - task-based applications
  - that benefit from focus and minimal distraction.

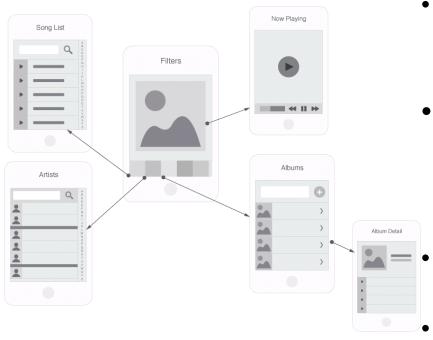
https://www.smashingmagazine.com/2014/10/wayfinding-for-the-mobile-web/

### Bento Box/Dashboard Navigation



- Brings more detailed content directly to the index screen by using components to display portions of related tools or content.
- More suited to tablet than mobile
  - due to its complexity
- Good for
  - Multi-functional tools and contentbased tablet apps that have a similar theme.
- Most interactions occur in a single multi-purpose screen
  - that unfolds to reveal layers of additional information.
- A popular choice for websites
  - on which users interact with data aggregated from a variety sources.

# Filtered View Navigation

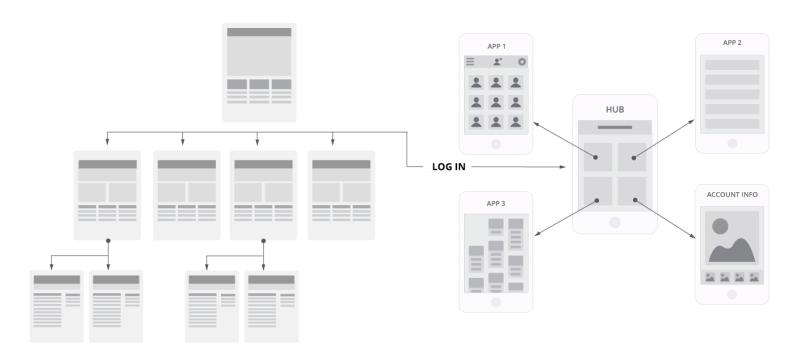


 Allows to navigate within a set of data by selecting filter options to create an alternative view.

#### Good for

- Apps or sites with large quantities of content,
  - such as articles, images, videos.
- Filtered view systems deal with a single data set.
- Information may be explored from multiple perspectives,
  - with a variety of views and sorting options
  - controlled by the user.

# Combining schemes



#### Example:

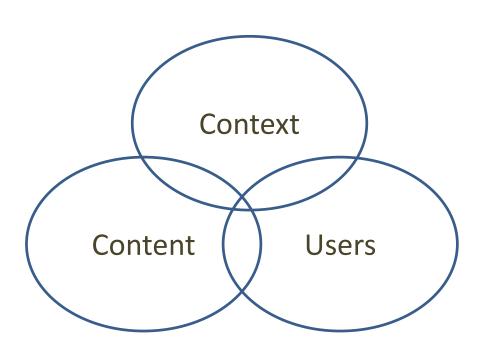
- One scheme for public part
- Another for registered members

### Why IA matters

- The cost of finding information
- The cost of not finding information
- The value of education
- The cost of construction
- The cost of maintenance
- The cost of training
- The value of brand



# Effective IA design



#### Context

 Business goals, funding, politics, culture, technology, resources, constraints

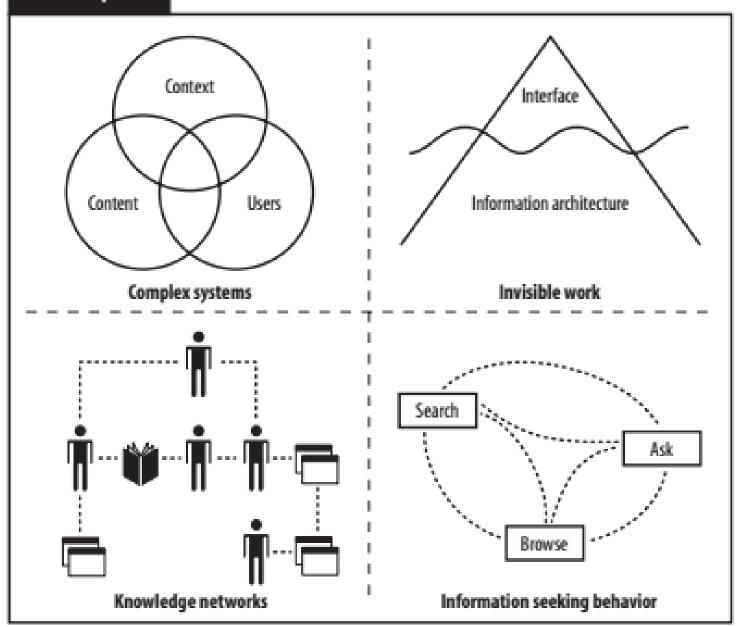
#### Content

 Document/data types, content objects, volume, existing structure

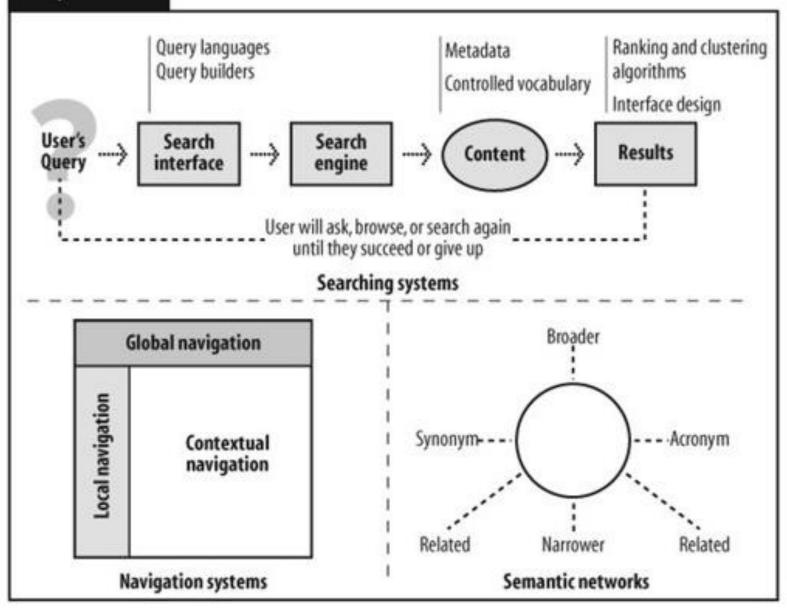
#### Users

audience, tasks, information seeking behavior, experience

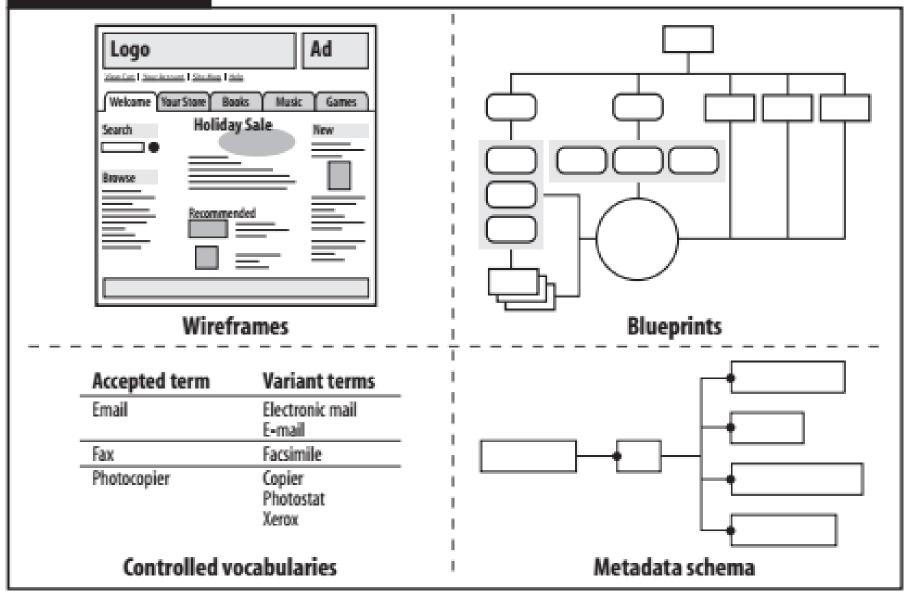
#### Concepts



#### Systems



#### Deliverables



#### Summary

- Information architecture is concerned with
  - understanding the structure and
  - organization of the content of the site.
- Navigation concerns
  - how people move around the site and
  - how they get to know
    - what is on the site and where it is.

#### References

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- Raluca Budiuu: Basic Patterns for Mobile Navigation: A Primer, NN/g, 2015
- Iain Barker. What is information architecture?, steptwo.com.au
- Web design reference: Information architecture, d.umn.edu
- The Definition of Information Architecture, Semantic Studios
- Information architecture, usabilityfirst.com
- Elaine McVicar, <u>Designing for Mobile</u>, <u>Part 1: Information Architecture</u>, UXBooth, September 25th, 2012.
- Alan Cooper, Reimann Robert, Dave Croni. About face 3: the essentials of interaction design. Wiley, 2007
- Jeff Johnson. Web Bloopers: 60 Common Web Design Mistakes and How to Avoid Them Web. 2003. in google book

#### Exam questions

- Definition and purpose of information architecture.
- What components includes information architecture?
- Creating information architecture using topdown approach
- Creating information architecture using Bottom up approach