# Information Architecture: Beyond Navigation, Labels, and Organization **Nathaniel Davis** IA Consultant, Methodbrain

# Objectives

- Explain information architecture as an area of study.
- Demonstrate how to integrate IA thinking into your process to improve design strategy and
- outcomes.
- Describe where to start exploring structure at scale

# About Me

- Independent contractor
- Independent researcher
  - IA theory, science, and practice
  - Parameters to define and assess UI structure
  - Conceptual modeling software







# Popular View of IA

Surfaced as an issue of scale and complexity in building Web user interfaces.

# The pain

- Interactions and affordances were limited and becoming less intuitive
- Language in the UI often caused confusion
- Navigating content-rich environments was cumbersome

# Ultimately

- People were not able to achieve their goals
- Businesses struggled to meet their objectives
- Teams struggled to deliver value

Information architecture to the rescue!

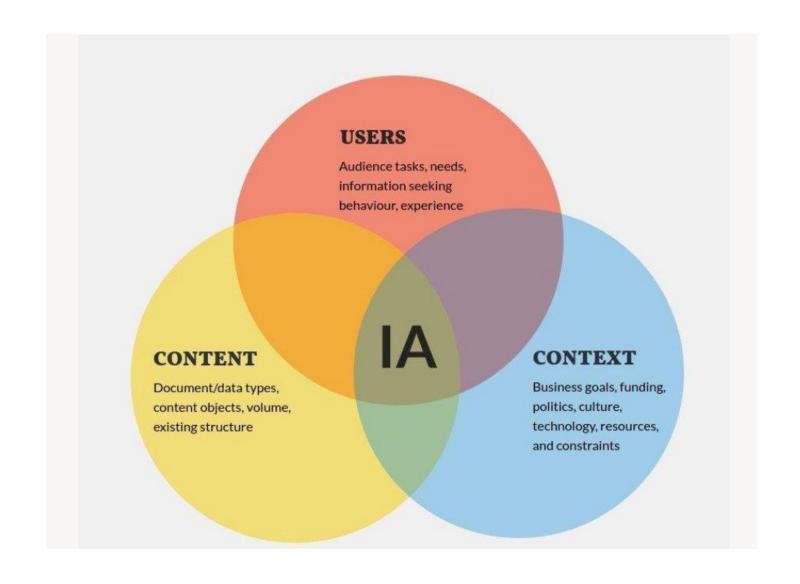
Designing Large-scale Web Sites



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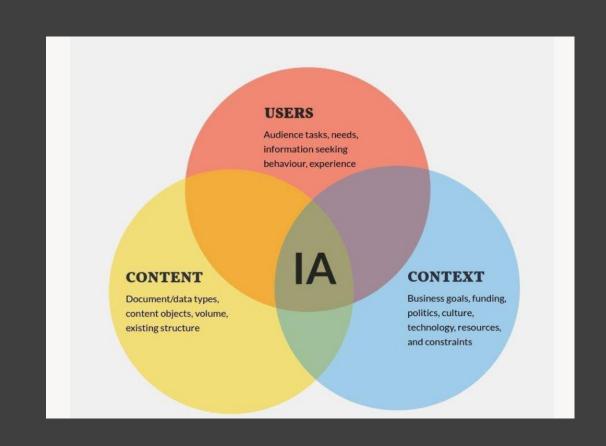
Louis Rosenfeld & Peter Morville

# Areas of focus



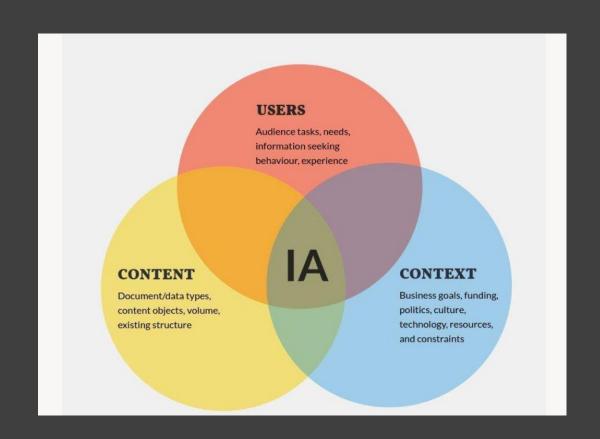
# Practical Artifacts

- Navigation systems
- Labeling systems
- Organization systems
- Search systems

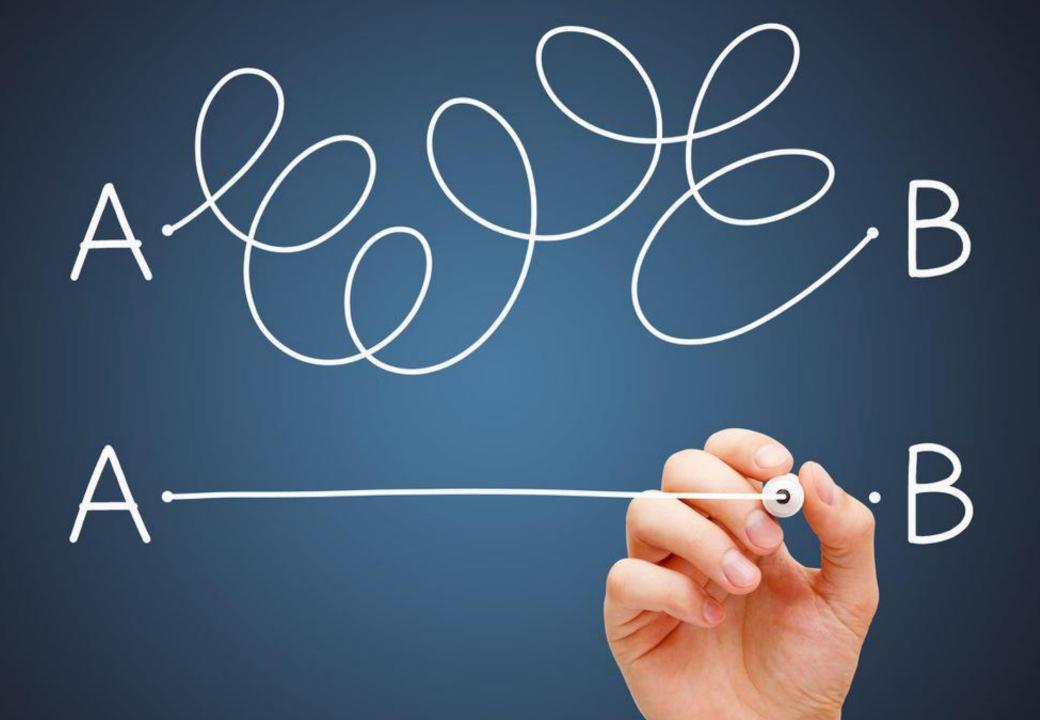


# Practical Artifacts

- Navigation systems
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- Search systems



# Information architecture is a victim of its success



# Desire for simplicity

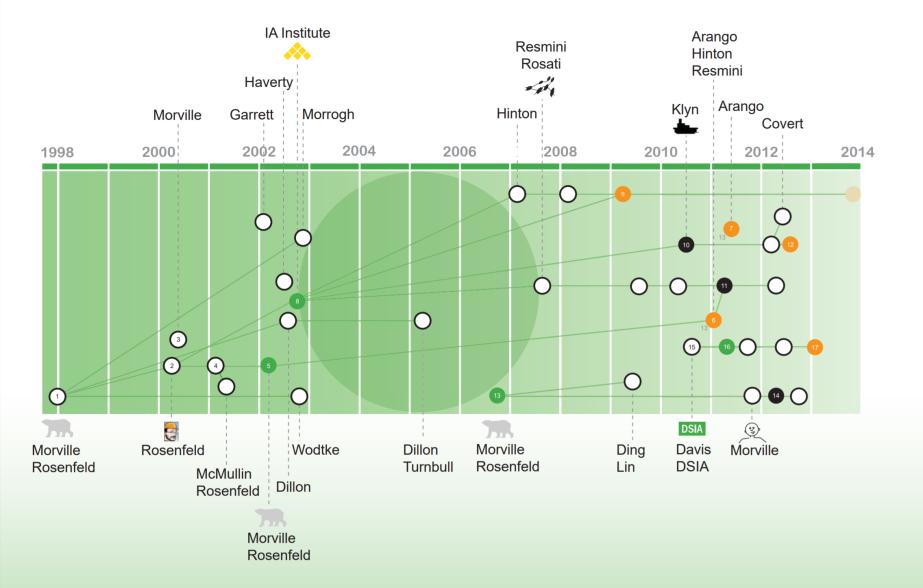
- Wireframes
- Sitemaps
- Taxonomy
- Excel spreadsheets





• Information architecture, as an area of interest was quickly commoditized in the marketplace.

# IA Schools of Thought – Beta



### **School of Thought**

A school is a fundamentally unique perspective and approach to the practice of information architecture. The school and its branches are given credibility through ongoing supportive documentation. Peter Morville can be credited with originally articulating what would become known as classic and contemporary information architecture through his proposal of *little* and *big* information architecture. (3)

### **Branch**

A branch is an independent perspective and approach within the context of an IA school of thought. A branch emerges through the canonization of a definition of IA practice that is supported by a combination of theory, new methods, research and published works.

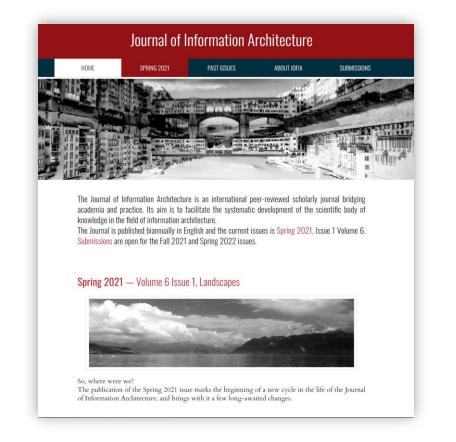
### **Sub-Branch**

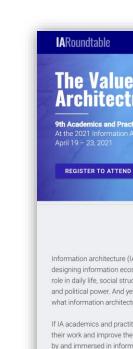
A sub-branch is a specialization within a branch. It assumes the practice definition of a branch, but typically contributes to the knowledge in a specific area of interest or novel interpretation of its parent branch.

Define IA - IA Institute



# Journal of IA – First issue published 2009



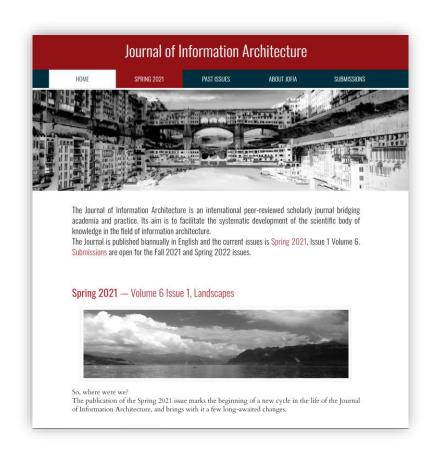


questions they must answer
What is the value of IA

. What narratives do we

origins, purpose, and v narratives?

# Journal of IA – First issue published 2009



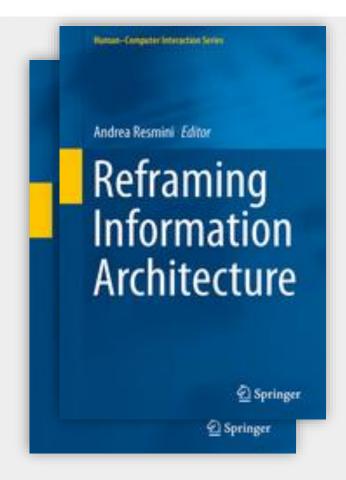


Andre

# Journal of IA – First issue published 2009

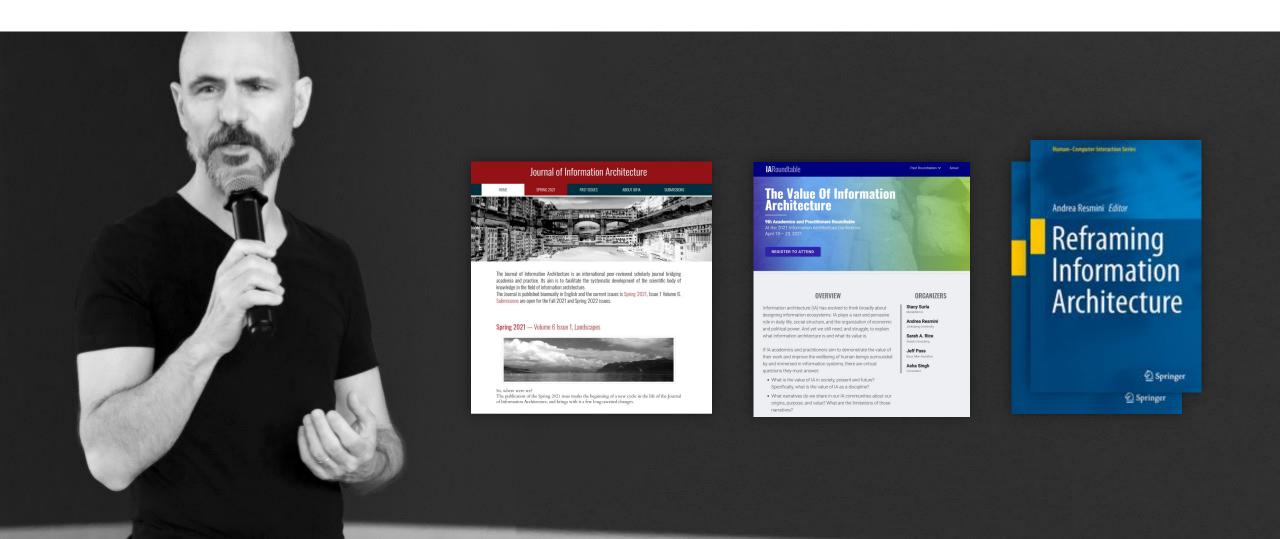






# Andrea Resmini – "Keeper of the IA Flame!"



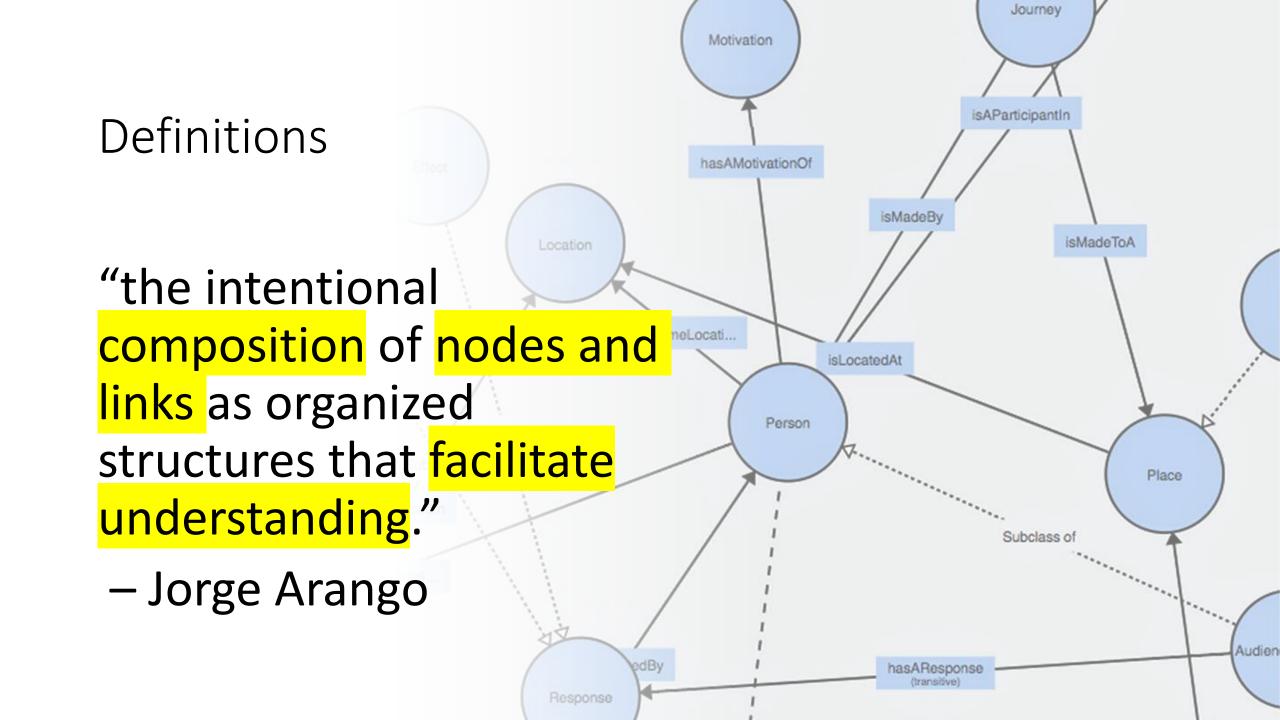


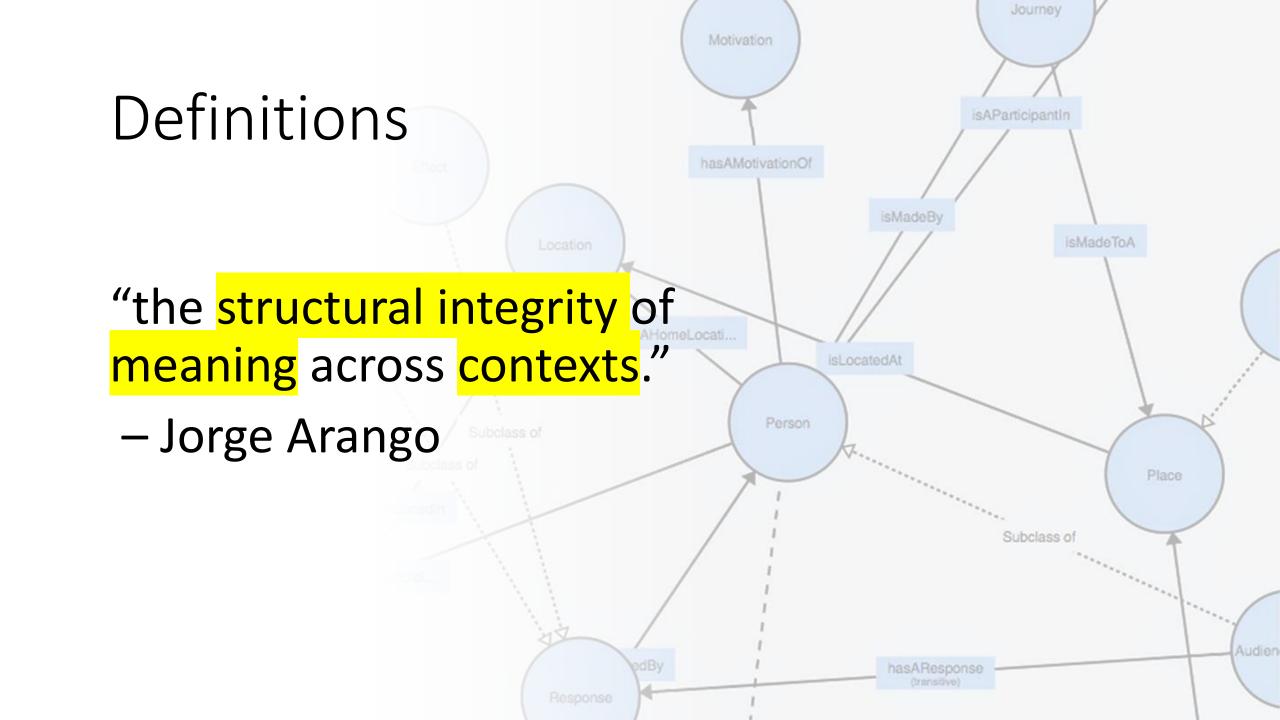
# IA Definitions

Warning: This is not a comprehensive list. I'm leaving out a lot of people who have contributed their perspectives.

## Definitions - Morville, Rosenfeld

- "the structural design of shared information environments"
- "the combination synthesis of organization, labeling, search, and navigation systems"
- "the art and science of shaping information products and experiences to support usability, findability, and understanding."





# **Definitions**

"Information architecture is the practice of deciding how to arrange the parts of something to be understandable."

– IA Institute



# **Definitions**

"Practicing information architecture involves facilitating the people and organizations we work with to consider their structures and language thoughtfully."

– IA Institute



# **Definitions**

"the design of language and classification systems to change the world...align stakeholders behind a shared vision."

Peter Morville

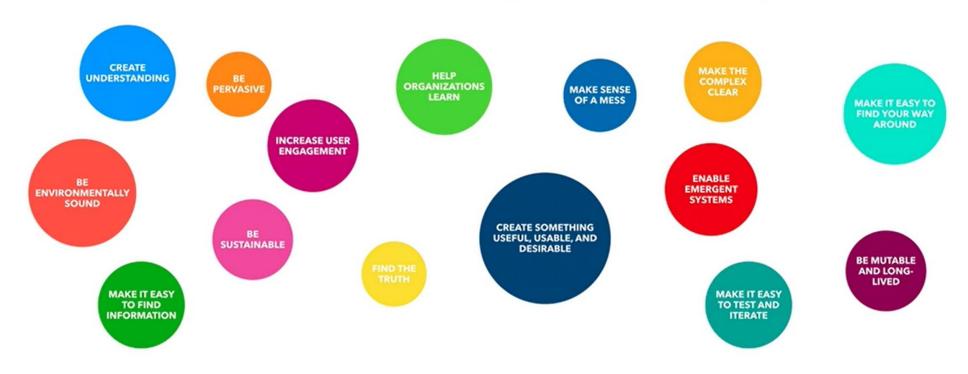


"systematized understanding...so that insights can be scaled"

Jesse James Garrett



# HOW DO YOU GET TO GOOD?



What is most important about your information architecture? How does your work change as you work at different scales? What kinds of experiences does your architecture create? Does your approach prevent you from creating different kinds of experiences?

TALKING ABOUT IA . AUSTIN GOVELLA

https://agux.co/bibliography

@AUSTINGOVELLA

IA > Navigation + Labels + Organization

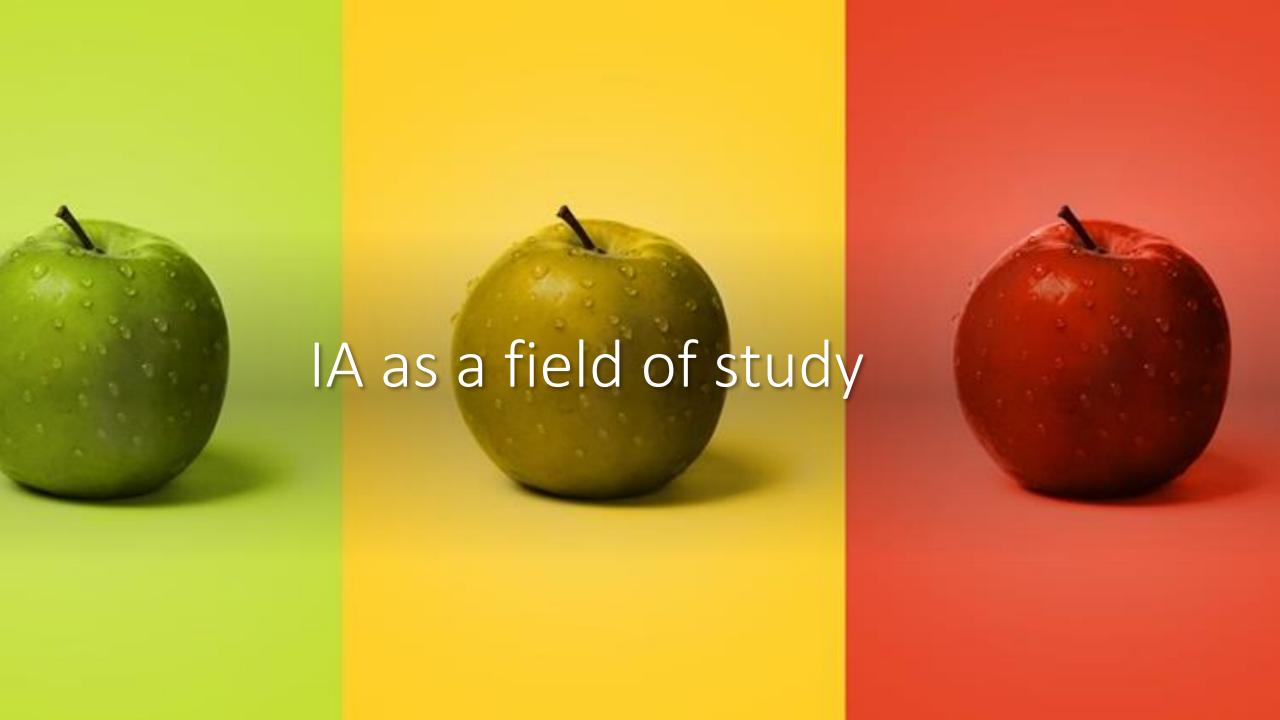


# Disambiguation of IA

As Work Product (Artifact)



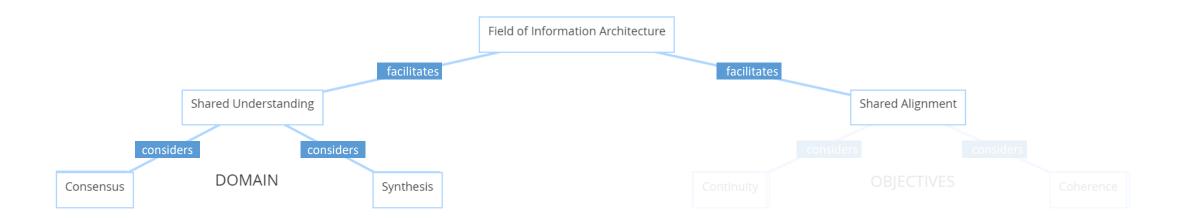
As Theory, Art, or Science

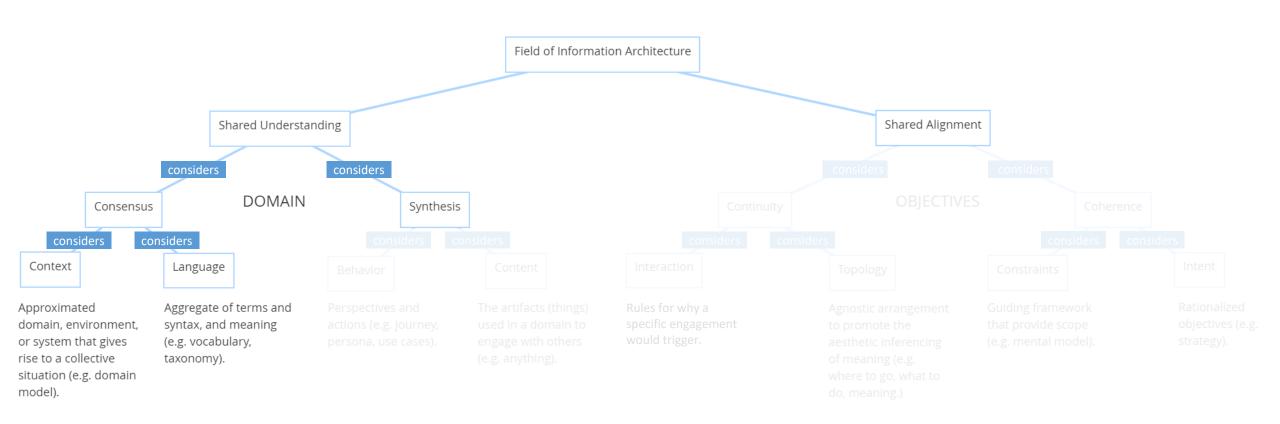


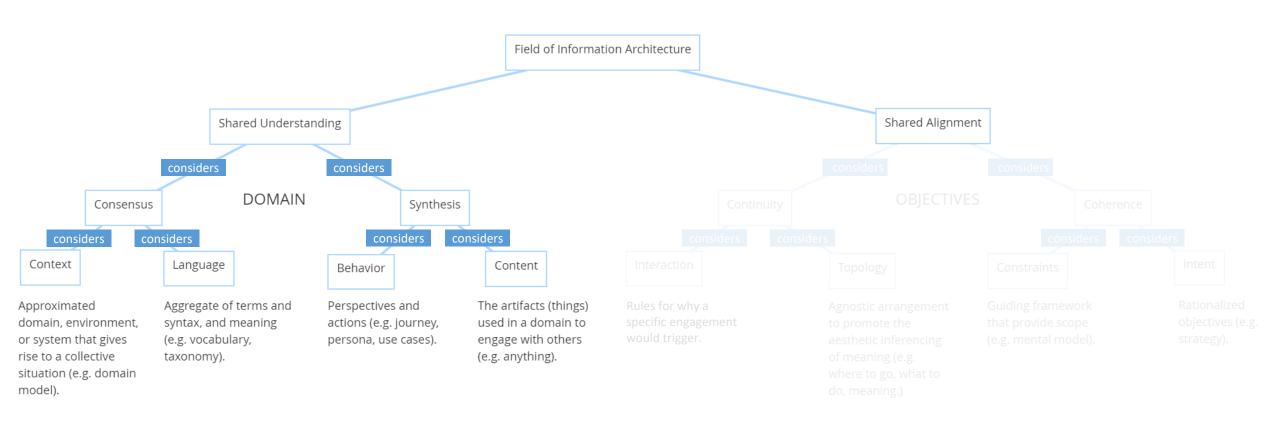
# Information Architecture Field of Study

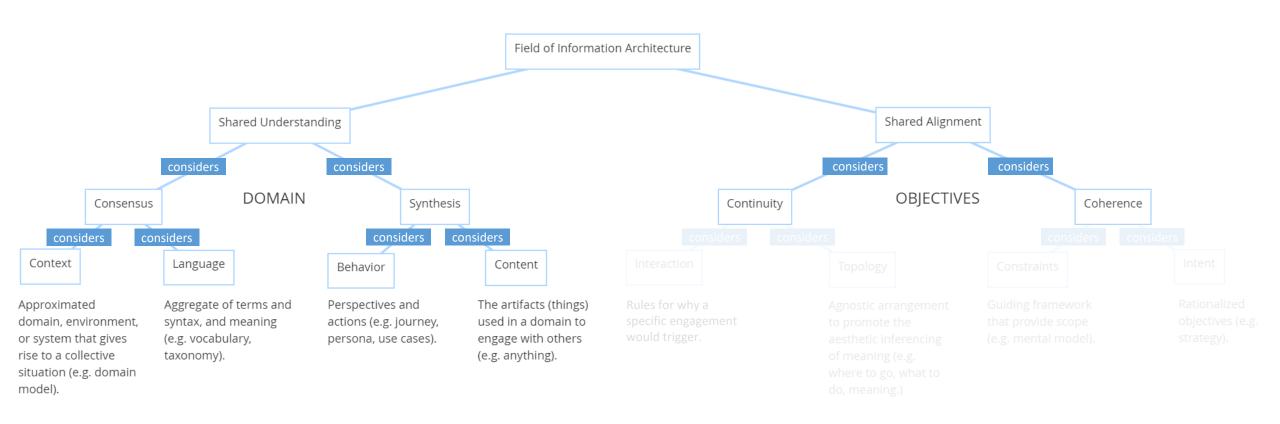
The study of facilitating shared understanding and alignment with conceptual clarity.

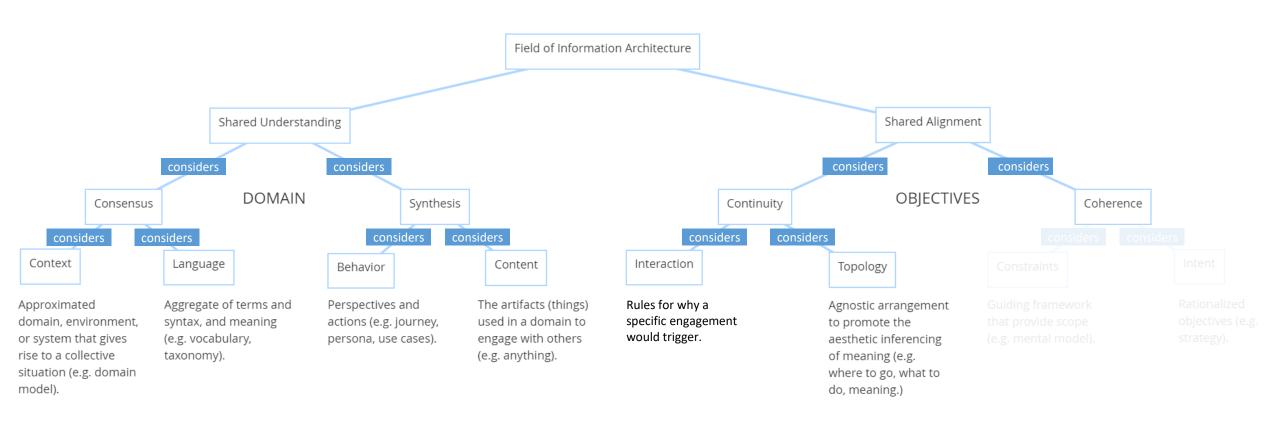


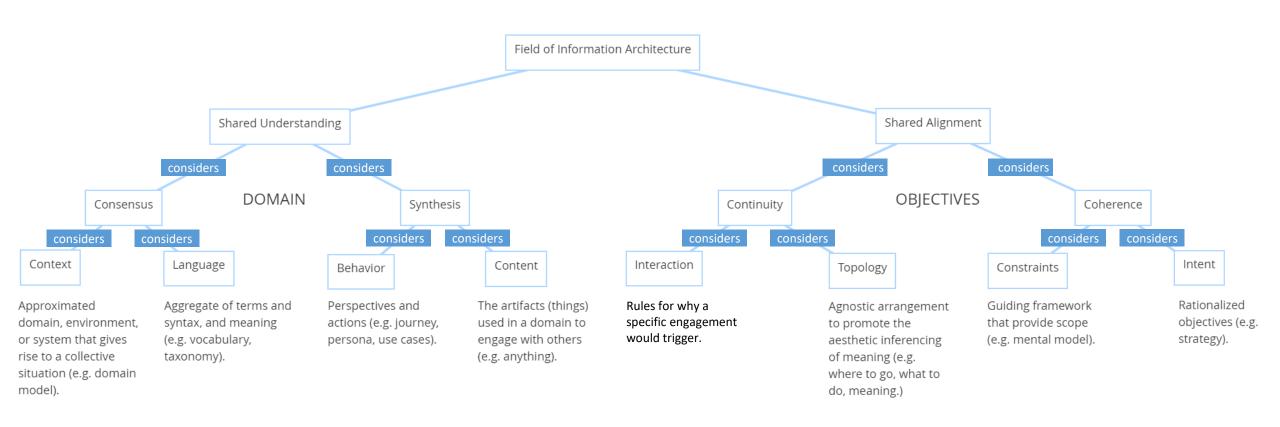








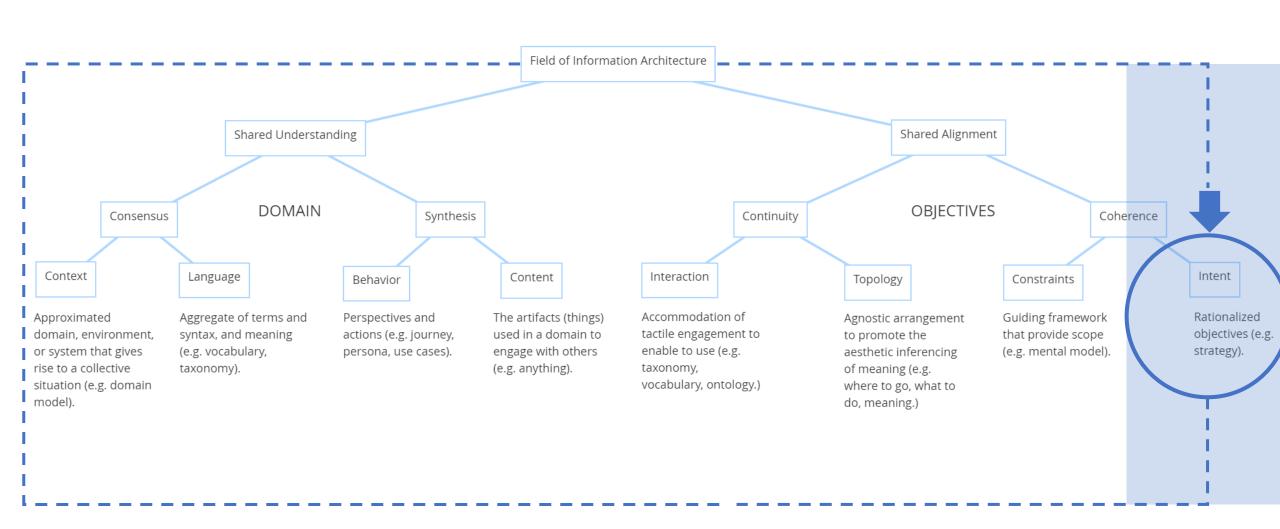




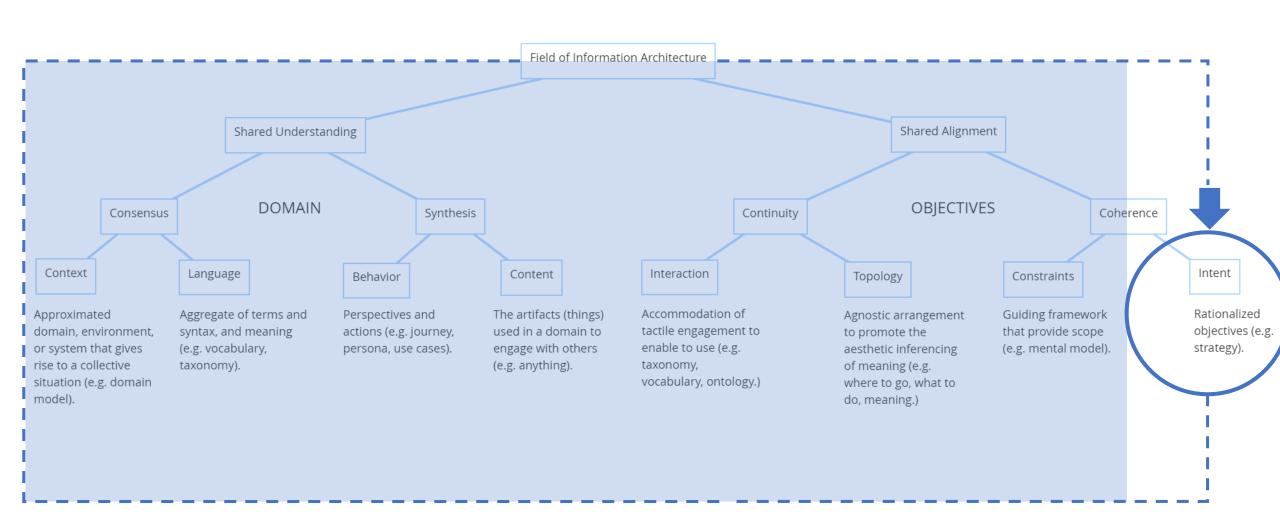


Without intention, design fails.

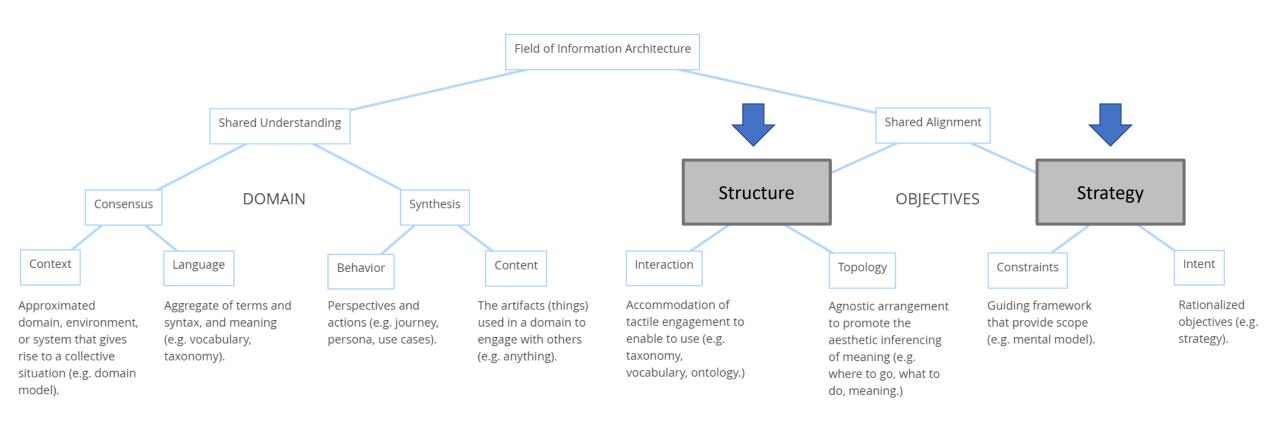
# Using IA thinking to get to Intent



# Using IA thinking to get to Intent



## IA Lens for Design Intent and Structure



## IA thinking for structural systems & scale

#### **Digital teams create artifacts**

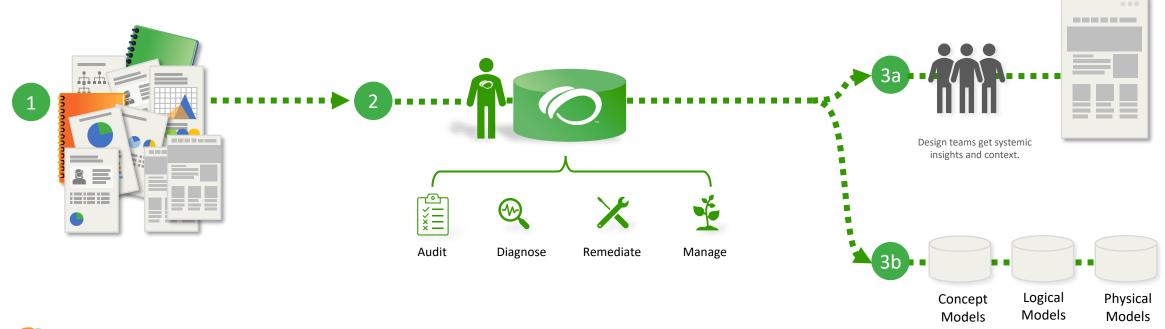
Product and design teams produce a wealth of documentation about site objectives and structure that is not easily discoverable or manageable.

#### **Operationalize conceptual structure**

Insert an enterprise-grade workflow and reporting cadence and use structured modeling and diagnostic platform to assess, document, and manage UI structure.

#### Power performance with insight

Maintain an integrated system of humancentered models that informs digital design and data architecture efforts.





## IA thinking at scale & complexity

