Representing Website Design



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Five ways to represent the design of a website

- 1. Node-link diagrams
- 2. Flowchart node-link diagrams
- 3. Page mock-ups
- 4. Visual hierarchy diagrams
- 5. Page Layout Change (PLC) notation

Node-Link Diagrams

Node-link diagrams

Hypertext Theory:

A node is a generalized unit of content (often equivalent to an HTML page). The electronic pathways that connect nodes are links.



The uses of node-link diagrams

- They enable designers to represent the design of particular websites.
- They enable designers to think through design ideas.
- They enable designers to gauge whether users can achieve situational awareness.

Representing a particular design



Thinking through design ideas



Gauging whether users can achieve situational awareness

	Products Support Partners Dealers Company	
Product 1	Product 3 Search Contact U	
Product 2	This brush offers the xxxx xx xxx xxx xxx xxxxxx xxxxxx xxxx xxxx x xxxxxx	
Product 3		
Product 4		
Product 5	XXXXX XXXXX XXXXXX XXXXX XXXXX XXXX XXXX	
	This brush can be ordered with three different features.	



Limitations of node-link diagrams

- You can run out of space trying to represent a large website.
- A node-link diagram has an "impoverished" notion of a node and a link. For example, how do you represent transactions? How do you represent downloads?
- They don't tell you anything about the appearance of the website.

For detailed information on node-link diagrams

David K. Farkas and Jean B. Farkas

Principles of Web Design

Longman 2002



Flowchart Node-Link Diagrams

Flowchart node-link diagrams can represent processes



Flowchart node-link diagrams can represent processes—2



The limitations of classical and flowchart node-link diagrams

- You can run out of space trying to represent a large website.
- They don't tell you anything about the appearance of the website.

For detailed information on flowchart node-link diagrams

Jesse James Garrett's website: http://www.jjg.net



"A visual vocabulary for describing information architecture and interaction design" http://www.jjg.net/ia/visvocab

Page Mock-ups

Page mock-ups (thumbnails, sketches, wireframes)

- Page mock-ups are simply representations of individual pages—usually created early in the design process.
- Page mock-ups are central to design work.
 Human beings almost always "rough out" their design ideas.

Page mock-ups vary in fidelity to the finished page



From Rosenfeld and Morville, 2002

.boating

EVENTS

_ .. trips to the beach

...trips to parks & recreational areas

FALL FOUAGE

[footer]

had lifted from the ground.

click for video

Classroom Glossary Encyclopedia

more facts

En Português

En Español

[ad]

The limitations of page mock-ups

Page mock-ups do not capture the thinking that surrounds them. They don't tell you *why* the designer did what he/she has done.

For detailed information on using page mock-ups in Web design

Louis Rosenfeld and Peter Morville

Information Architecture for the World Wide Web

2nd. ed., O'Reilly 2002

... and many other books.



Visual Hierarchy Diagrams

Visual hierarchy diagrams

Visual hierarchy diagrams explicitly represent the subordination of the regions and elements on a page. Therefore, they convey a key aspect of the designer's thinking.

"Each page should have a clear visual hierarchy"

"One of the best ways to make a page easy to grasp in a hurry is to make sure that the *appearance* of the things on the page—all of the visual cues—clearly and accurately portray the *relationship* between the things on the page: which things are related and which things are part of other things. In other words, each page should have a clear visual hierarchy."

Steve Krug, Don't Make Me Think. Que, 2000.

A web page with a simple, straightforward visual hierarchy



Visual hierarchies may be complex



Uses of visual hierarchy diagrams

- Gauging how well the elements on the page are organized. Is there a clear visual hierarchy? Does it accord with the rhetorical function of the text?
- 2. Gauging—and informally scoring— the complexity of a design (the number of elements and regions).

A poor visual hierarchy



A poor visual hierarchy

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Scoring visual complexity



18 design elements + 3 regions = 21

Limitations of visual hierarchy diagrams

- 1. Determining a visual hierarchy is a very inexact science with numerous principles involved.
- 2. Visual hierarchy diagrams take time to create.
- 3. Visual hierarchy diagrams focus our attention on individual pages. Users, however, experience a website as a **succession** of pages.

For detailed information on visual hierarchy diagrams

K. Reichenberger, K. J. Rondhuis, J. Kleinz and J. Bateman, "Effective Presentation of Information Through Page Layout: A Linguistically Based Approach," in *Electronic Proceedings of the ACM Workshop on Effective Abstractions in Multimedia*, Nov. 4,1995 San Francisco, CA.

http://www.cs.tufts.edu/~isabel/reichen/ page-layout.html

Page Layout Change (PLC) Notation

PLC Notation

PLC notations expand upon visual hierarchy diagrams. They represent user pathways through a website and help us gauge—and informally score—the degree of page layout change.

Using PLC

- 1. Trace one or more user pathway, marking the regions of each page on the path.
- 2. Annotate the user's pathway using PLC syntax.
- 3. Calculate the PLC score.
- 4. Compare PLC score to visual complexity score.

PLC Syntax



A simple example with minimal change (no reconfiguration)



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TC Department website My Departmental web pages

University of Washington Department of Technical Communication TC 510 Internation Design

Professor David K. Farkas

Course Website — Fall 2002 (Day)

In this course we investigate a broad range of print and online documents from various rhetorical and cognitive perspectives. In particular, hypertext theory is our means to better understand how a documer guides users as the frangate, shapes the message, an user's overall expe

We look closely at traditional print documents and at suc STOP and information Mapping. Our consideration of pr studying the Web, other online media (e.g., ebooks, PDI Virtual Reality.

This is a practice-oriented course aimed at improving yc skills



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TC Department website

My Departmental web pages

This is a very typical design.

A = A Clicking a link in B drives a change in C.

University of Washington Department of Technical Communication TC 510 Communication Design Professor David K. Farkas

Readings

 $B \rightarrow C$

Abolrous, Sally, ISTOP website www.abolrous.com/sally/stop

Allen, Patrick, John Bateman, and Judy Delin, "Genre and Layout Design in Multimodal Docurt," Towards an Empirical Account," American Association for Artificial Intelligence Fall Symposium on Using Layout for the Generation, Analysis, or Retrieval of Documents, Cape Cod, Autumn 1999. http://www.gem.stir.ac.uk/newframe.html

Bernstein, Mark, Hypertext Gardens. http://www.eastgate.com/garden/

Billinghurst, M., Kato, H. and Poupyrev, I. (2001). The MagicBook - Moving. Seamlessly between Reality and Virtuality. Computer Graphics and

Fusing regions (Tracing a path across three pages)



fusion of multiple regions.

Market Conditions Clause Program Details

Fusing regions (Tracing a path across three pages)



Splitting a region



Spawning a new region



Dropping a region



Shifts in the dimensions of regions



 $C \rightarrow A-I$ (A-I) >> (A-I)

Regions introduced by scrolling



The scope of PLC: What behaviors can it track?

- 1. Changes in content only (no reconfiguration)
- 2. Splitting into two or more regions
- 3. Fusing regions
- 4. Spawning a region
- 5. Dropping a region
- 6. Shifts in the dimensions of regions
- 7. Regions introduced by scrolling
- 8. Any and all combinations

The scope of PLC: What events are supported?

- Mouse click
- Mouse rollover
- Scrolling via scroll bar
- Scrolling via an anchor link
- Automated cycling of graphics on a page
- Turning of a page (print)

Scoring PLC: Determining the degree of Page Layout Change

PLC score = X + 2Y

- X = # of regions that change (number of letters following arrow)
- Y = # of reconfigured regions (# of letters whichever is highest—on either side of the chevron)

The scoring is not "objective." It's a reference point for design discussions and decisions.

Minimal change yields a score of 1



My Departmental web pages

PLC score = X + 2YPLC score = 1 + 0PLC score = 1

Clicking in Region B affected Region C. Therefore, X = 1.

een Reality and Virtuality. Computer Graphice and

Modest change yields a score of 5

 $B \rightarrow B$ B >> B(C)

PLC score = X + 2YPLC score = 1 + 2(2)PLC score = 5

Clicking in Region B affected Region B (the content changed).

Region B has also been reconfigured by spawning Region C.

Extensive change yields a score of 27

C → A-I (A-I) >> (A-I)

PLC score = X + 2YPLC score = 9 + 2(9)PLC score = 27 All regions were affected and all were reconfigured.

A complex design with extensive change yields a score of 49

PLC score = X + 2YPLC score = 17 + 2 (16) PLC score = 49

All regions were affected. Region A was not reconfigured. Region B stretched. Regions C-J fused into Regions C and D.

Comparing PLC scores with visual complexity scores

It is worthwhile to compare how visual complexity correlates with PLC. For example, when the MSN pages scored 49 in PLC, there was also a large drop in visual complexity from 141 to 54. Visual complexity can also increase with PLC score.

Value of PLC

PLC promotes greater awareness of important design variables. It helps designers

- Identify non-standard navigation.
- Identify design errors pertaining to PLC and visual complexity.
- Gauge PLC and visual complexity as aspects of the overall user experience.

Uses of PLC

PLC does **not** directly tell you what is good or bad. It invites such questions as these:

- "Why do I see such different PLC scores among pages serving a similar purpose?"
- "Why does this pathway vary so much in PLC scores?"
- "Is this behavior typical of the genre?"

Conclusion: You can usefully represent the underlying structure and the appearance of a website

- 1. Node-link diagrams
- 2. Flowchart node-link diagrams
- 3. Page mock-ups
- 4. Visual hierarchy diagrams (with visual complexity scoring)
- 5. Page Layout Change (PLC) notation

