Taxonomy for App Makers: Movie Monsters & Medical Insurance

UX London

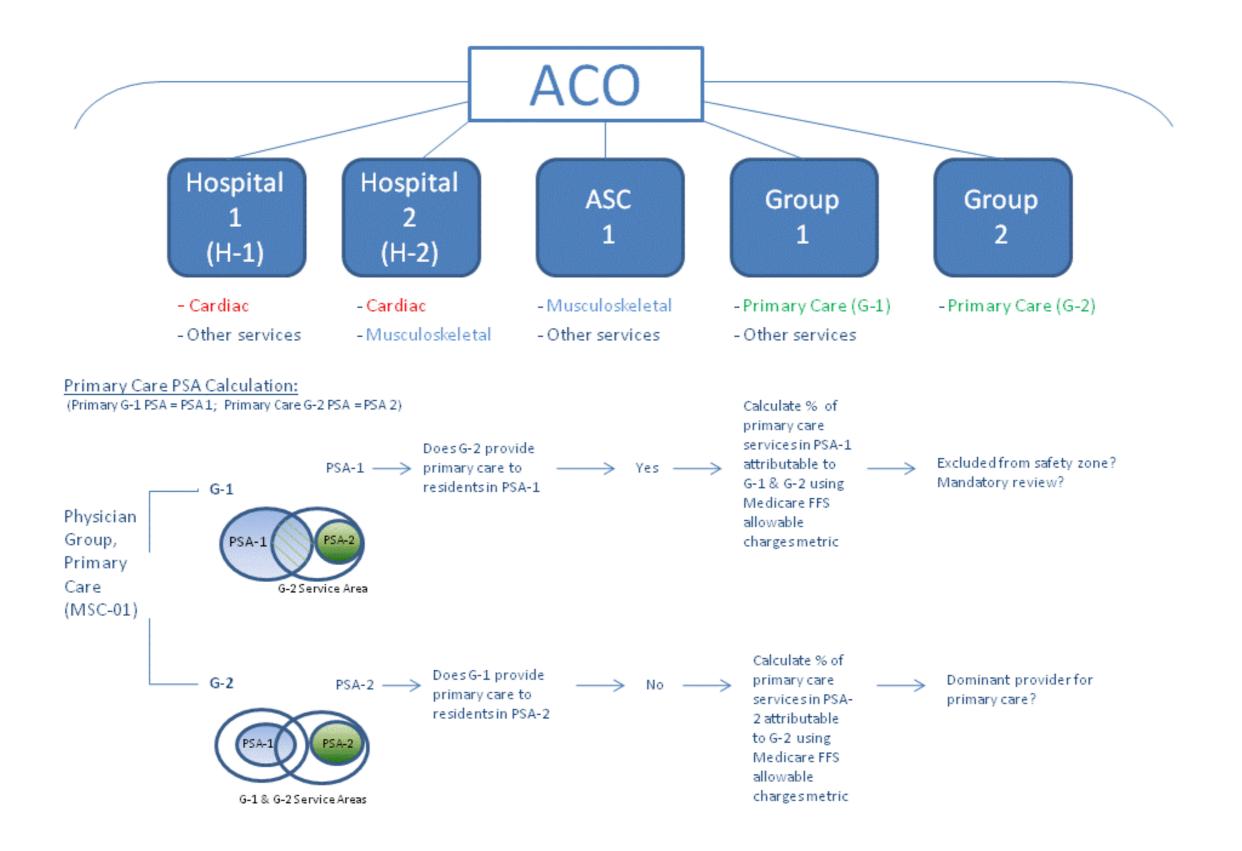
30 May 2014

Presented by Andy Fitzgerald, PhD











Overview

Part I: Taxonomy

- Categories & meaning making
- \Rightarrow Movie monster categorization
- Taxonomy & navigation
- $\ref{eq: theorem: teal theory of the teal t$

Overview

Part II: App Making

- From IA to UI
- X Mapping navigation
- Beyond textuality
- \Rightarrow Interface futures

Overview

Resources

- http://andyfitzgerald.org/apptaxonomy
- #apptaxonomy
- @andybywire

Categories & meaning-making.

"There are no natural concepts or categories which are simply reflected in language. Language plays a crucial role in constructing reality."

- Daniel Chandler. Semiotics

"Creative organization of information creates new information"

- Richard Saul Wurman. Hats



taxos-

"arrangement"

+

-nomia

"method"

Taxonomy for App Makers

Andy Fitzgerald

Rhetoric

The means by which we inform, persuade, or motivate particular audiences in specific situations.



Phenetics

Classification of organisms based on overall similarity

Cladistics

Classification of organisms based on derivative ancestral characteristics



"The objectivist criteria for being in the same category is having common properties. But there is no objectivist criterion for *which properties* are to count."

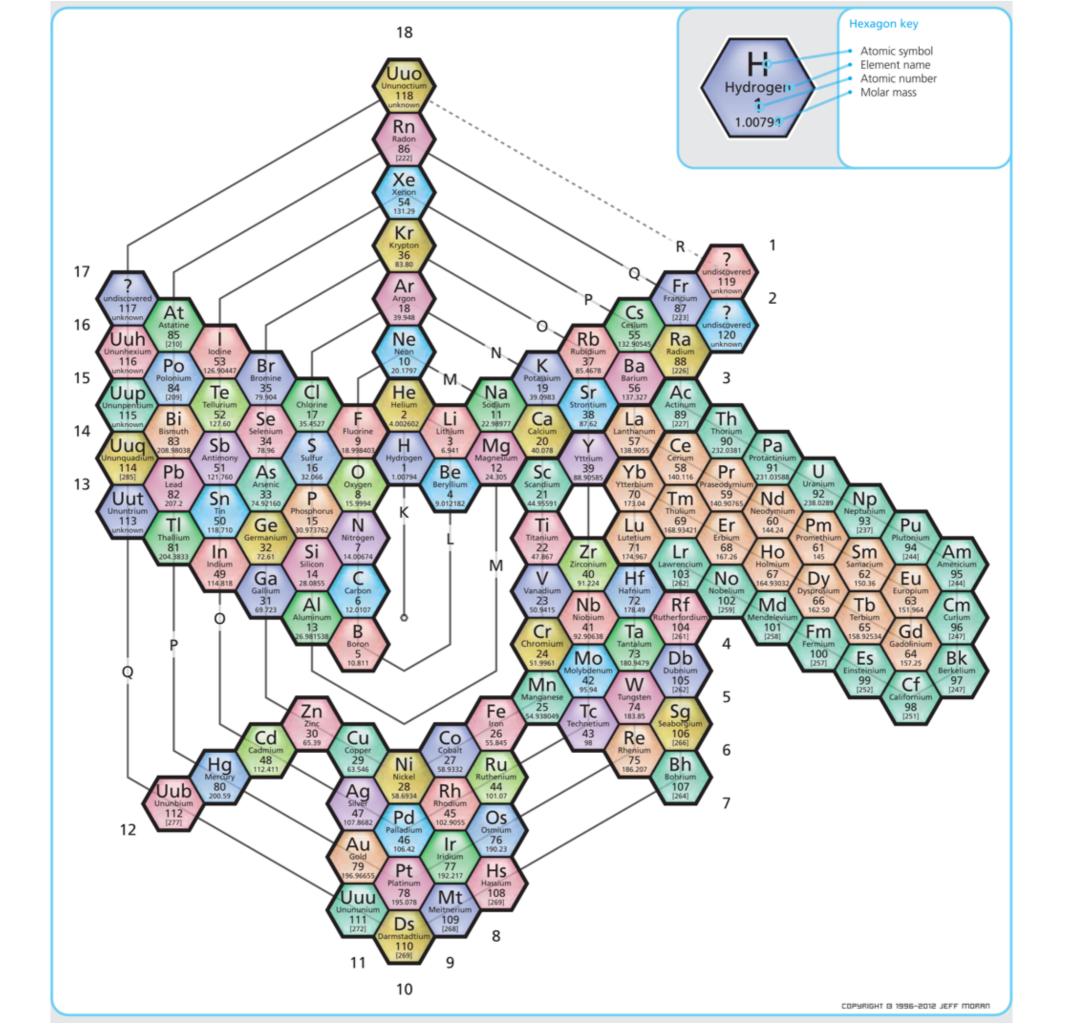
> - George Lakoff. Women, Fire, and Dangerous Things

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lithium 3	beryllium 4												boron 5	carbon 6	nitrogen 7	oxygen 8	fluorine 9	neon 10
Li	Be												В	С	N	0	F	Ne
6.941	9.0122												10.811	12.011	14.007	15.999	18.998	20.180
sodium	magnesium												aluminium	silicon	phosphorus	sulfur	chlorine	argon
11	12												13	14	15	16	17	18
Na	Mg												AI	Si	P	S	CI	Ar
22.990	24.305												26,982	28.086	30.974	32.065	35.453	39.948
potassium 19	calcium 20		scandium 21	titanium 22	vanadium 23	chromium 24	manganese 25	iron 26	cobalt 27	nickel 28	copper 29	zinc 30	gallium 31	germanium 32	arsenic 33	selenium 34	bromine 35	krypton 36
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K	Ca		Sc	Ti	V	Cr	Mn	Fe	Со	Ni	Cu	Zn	Ga	Ge	As	Se	Br	Kr
39.098	40.078		44.956	47.867	50.942	51.996	54.938	55.845	58.933	58.693	63.546	65.39	69.723	72.61	74.922	78.96	79.904	83.80
rubidium 37	strontium 38		yttrium 39	zirconium 40	niobium 41	molybdenum 42	technetium 43	ruthenium 44	rhodium 45	palladium 46	silver 47	cadmium 48	indium 49	tin 50	antimony 51	tellurium 52	iodine 53	xenon 54
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85.468	87.62		88.906	91.224	92.906	95.94	[98]	101.07	102.91	106.42	107.87	112.41	114.82	118.71	121.76	127.60	126.90	131.29
caesium	barium	57-70	lutetium 74	hafnium 70	tantalum 72	tungsten	rhenium	osmium	iridium	platinum 78	gold 70	mercury	thallium	lead	bismuth	polonium	astatine	radon 86
55	56		71	72	73	74	75	76	77		79	80	81	82	83	84	85	
Cs	Ba	*	Lu	Hf	Та	W	Re	Os	lr	Pt	Au	Hg	TI	Pb	Bi	Po	At	Rn
132.91	137.33		174.97	178.49	180.95	183.84	186.21	190.23	192.22	195.08	196.97	200.59	204.38	207.2	208.98	[209]	[210]	[222]
francium 87	radium 88	89-102	lawrencium 103	rutherfordium 104	dubnium 105	seaborgium 106	bohrium 107	hassium 108	meitnerium 109	ununnilium 110	unununium 111	ununbium 112		ununquadium 114				
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*Lanthanide serie

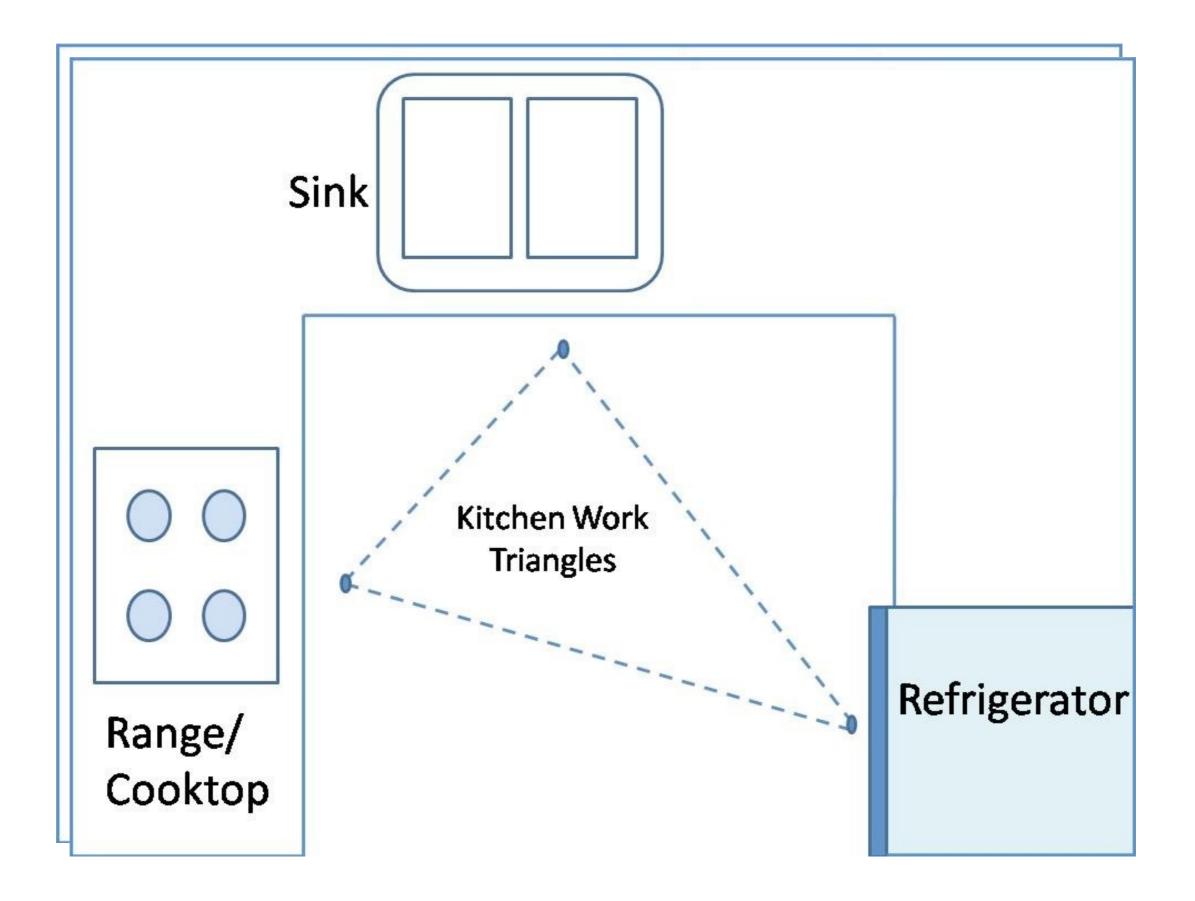
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enes	La	Ce	Pr	Nd	Pm	Sm	Eu	Gd	Tb	Dy	Ho	Er	Tm	Yb
	138.91	140.12	140.91	144.24	[145]	150.36	151.96	157.25	158.93	162.50	164.93	167.26	168.93	173.04
ies	actinium 89	thorium 90	protactinium 91	uranium 92	neptunium 93	plutonium 94	americium 95	curium 96	berkelium 97	californium 98	einsteinium 99	fermium 100	mendelevium 101	nobelium 102
	Ac	Th	Pa	U	Np	Pu	Am	Cm	Bk	Cf	Es	Fm	Md	No
	[227]	232.04	231.04	238.03	[237]	[244]	[243]	[247]	[247]	[251]	[252]	[257]	[258]	[259]



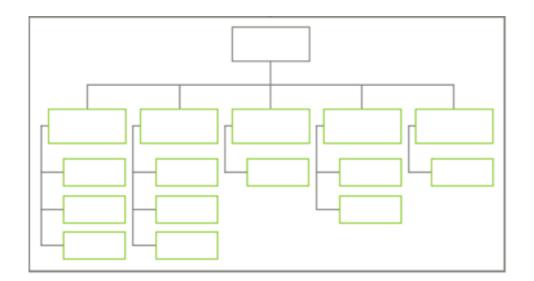
Architecture is rhetoric for spaces.

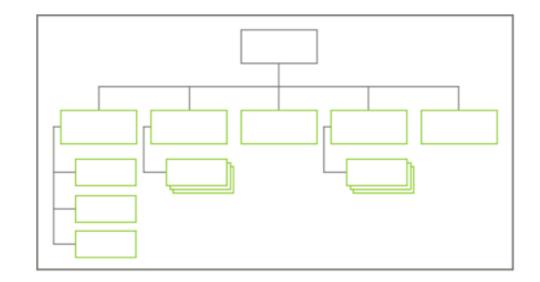


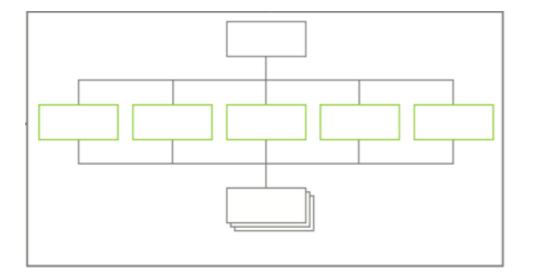


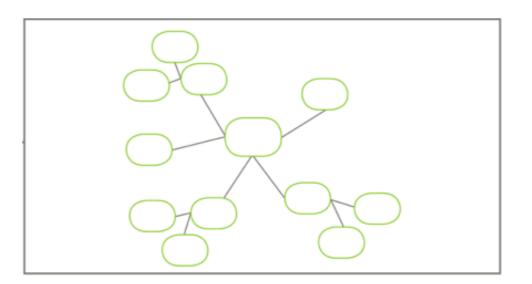
Taxonomy

A method of arrangement conceived to create a particular kind of understanding.









Taxonomy for App Makers

Andy Fitzgerald





Taxonomy for App Makers

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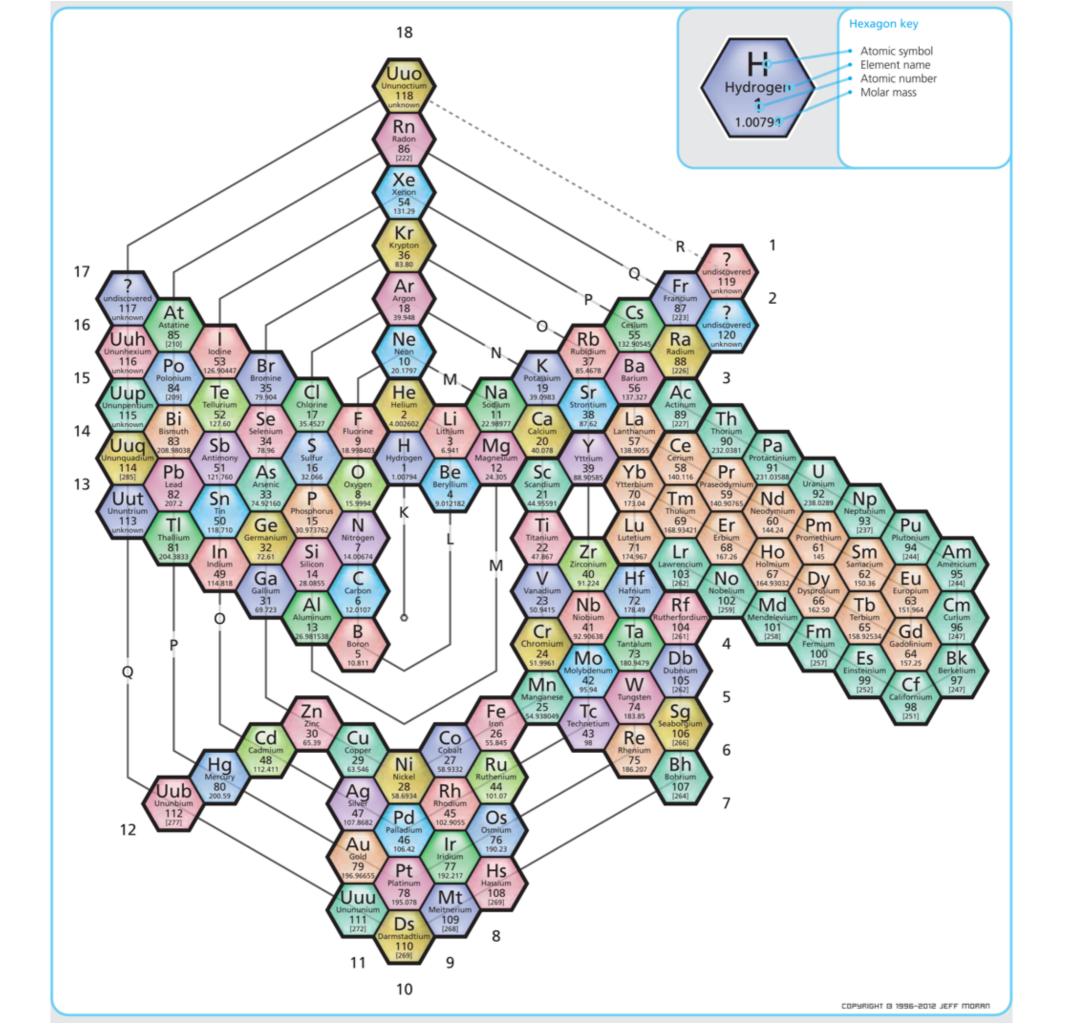


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Movie monsters & categories.

Movie Monsters & Categories

- Monster cards
- Brief brief
- Post-Its
- Drafting dots

Movie Monsters & Categories

15 minutes

- Identify a design concept based on your audience
- Based on your brief, group your monsters
 - in a way that makes sense to your audience
 - in the context of the argument specified in the brief
- Create category labels (blank cards)
- Note relevant attributes (Post-It notes)

Movie Monsters & Categories

10 minutes

- What is your design concept?
- What fell right into place?
- Where did you have to make compromises?
- Which are the outliers?

Taxonomy & navigation.

THE NATURE OF INFORMATION ARCHITECTURE

ontology

particular meaning

taxonomy

arrangement of the parts

choreography

rules for interaction among the parts



Ontology

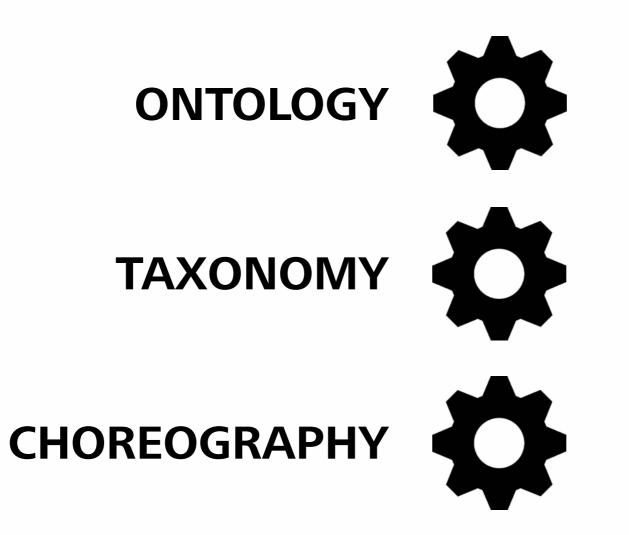
- "Particular meaning"
- "What we mean when we say what we say"
- *The argument*: how we encourage users to think about the content or functionality we are offering

Taxonomy

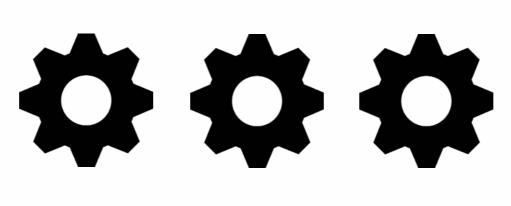
- "Arrangement of the parts"
- "Arrangement of meaning in and across contexts"
- How the pieces of the argument fit together a method of arrangement conceived to create a particular kind of understanding.

Choreography

- "Rules for interaction among the parts"
- "The appropriate unfolding"
- Must respond to context in order to be effective







ONTOLOGY

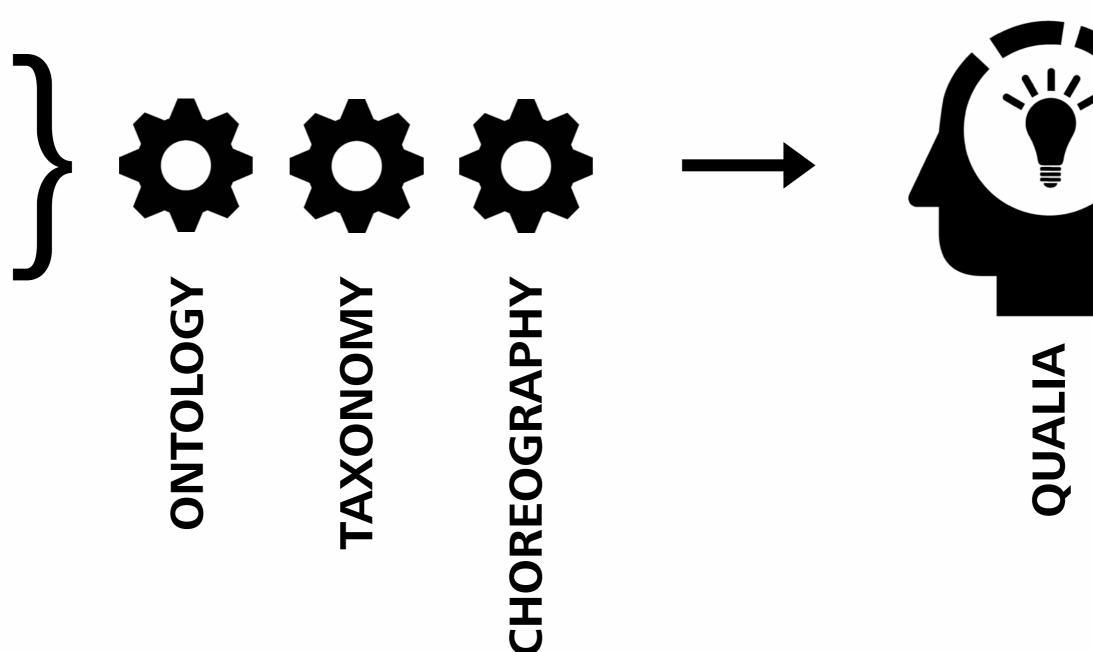
TAXONOMY

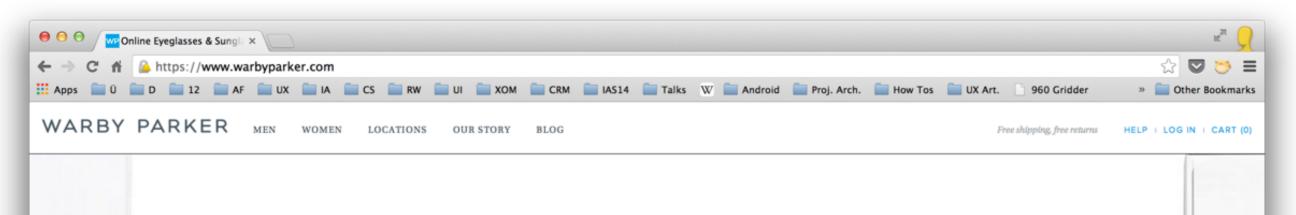
CHOREOGRAPHY

ig it up to all account e get these actions right, level of meaning making one of the slowest of the the fundamental way in ur natural world. This has ges to usability. Intuitive ly useable because they perational knowledge we n interface is completely intuitive it must "borrow" er sphere of experience an in The Psychology of to as "knowledge in the en interface popularized by example of this. More Protect's "wave to hush" n example that builds on eractions (waving smoke tector to try to shut it up) nstantly comprehensible nal and often overlooked oping into deep layers of that by leveraging more we're able to design for loosely and in a natural I mean associations that erwritten by an arbitrary, iation in order to signify; oted in our experience of nate perceptual abilities. pre stable and, ironically, napping one's use of the ple as swapping out one mental model (the wheel nother (the touchscreen oose coupling allows for to rigid (and often brittle) anizational approaches. University of Lethbridge Louise Barrett uses this embly" to explain how in obots "a whole variety of ffectively exploit specific y) conditions, along with s of an animal's body, to ive behavior 'on the fly.'" soft assembly accounts n simple organisms (her and pre-microprocessor those examples to show es of human and animal e be explained by taking fundamental constitutive 1. For those of us tasked itectures and interaction worked physical spaces, most fundamental level ciation is understood (in mode it is most basically and then articulating that that exploits the intrinsic nment, allows us to build tion structures that don't ner by force, convention, which fit together by the of their core structures

FAXONOMY ONTOLOG CHOREOGRAPH

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FINCH - Grenadine

MARCEL - Awtorn



REILLY - Whiskey Torroise

INTRODUCING

Artists in Residence 12 SONGS 6 ARTISTS 4 DAYS 1 ALBUM

Spring 2014

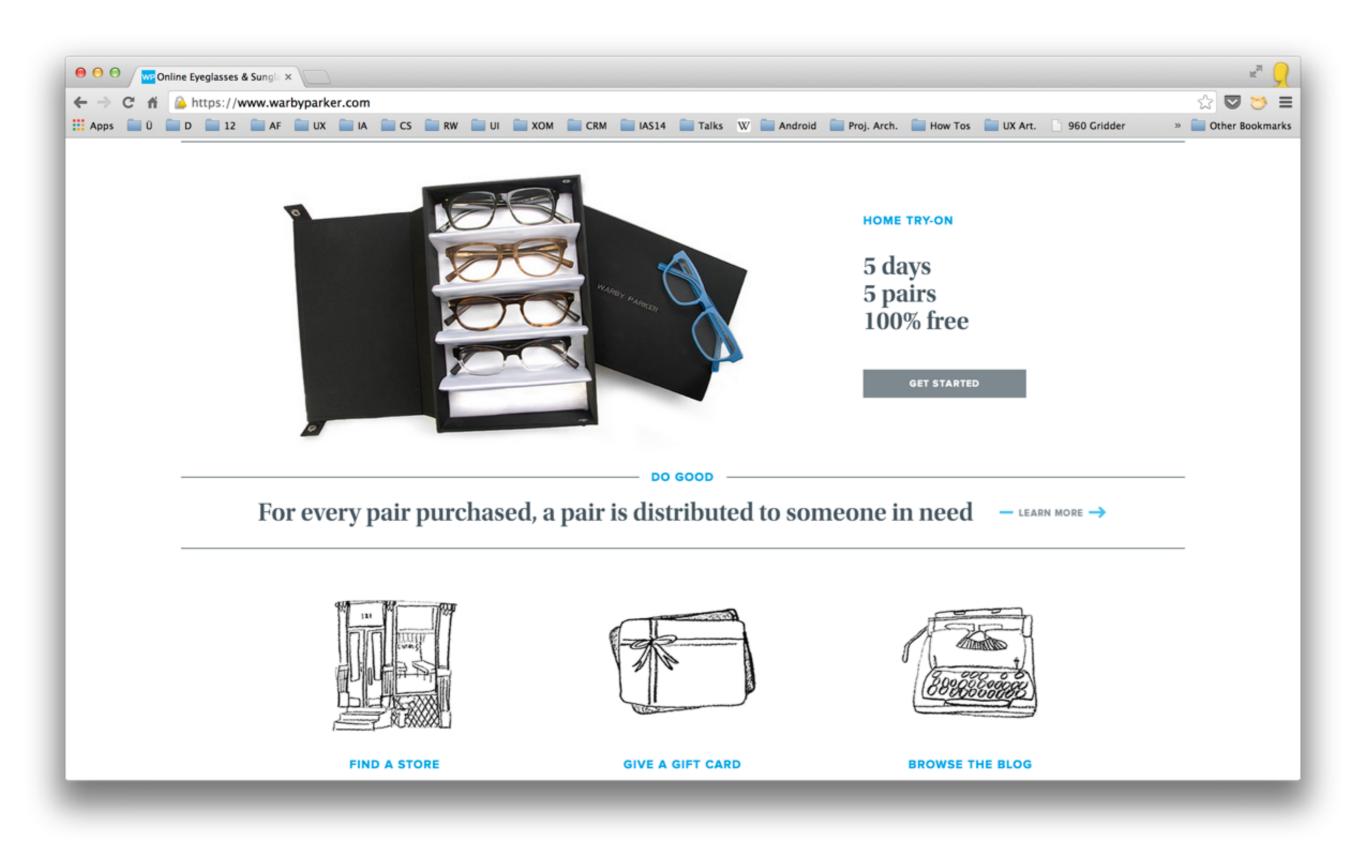
SHOP THE SPRING 2014 COLLECTION >

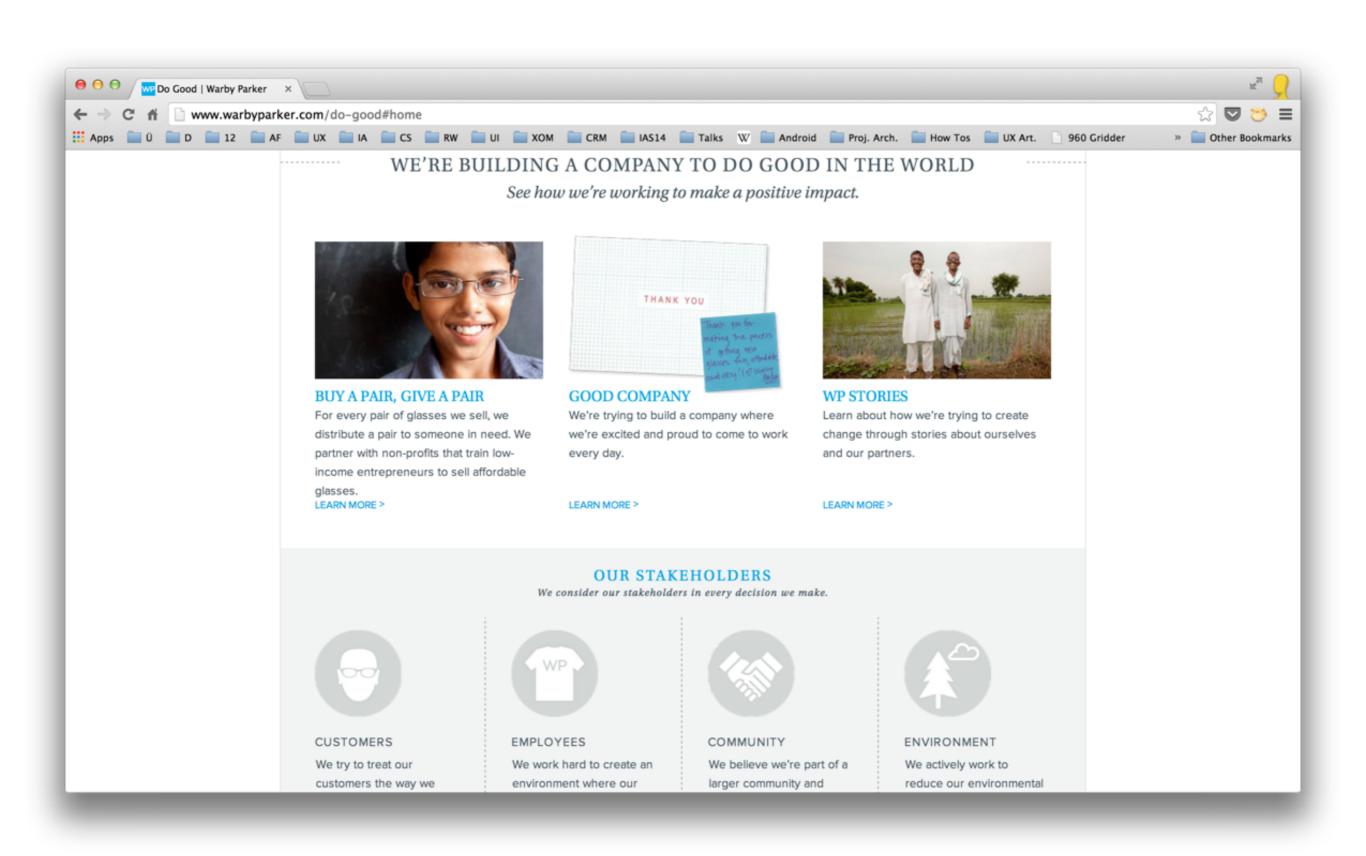
The complete works

SPRING COLLECTION 2014

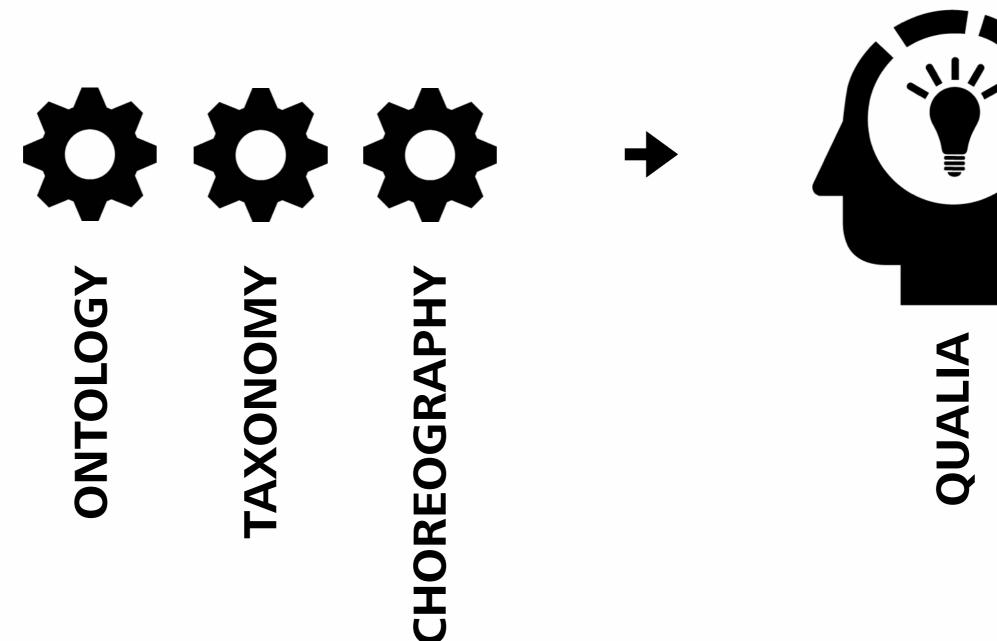


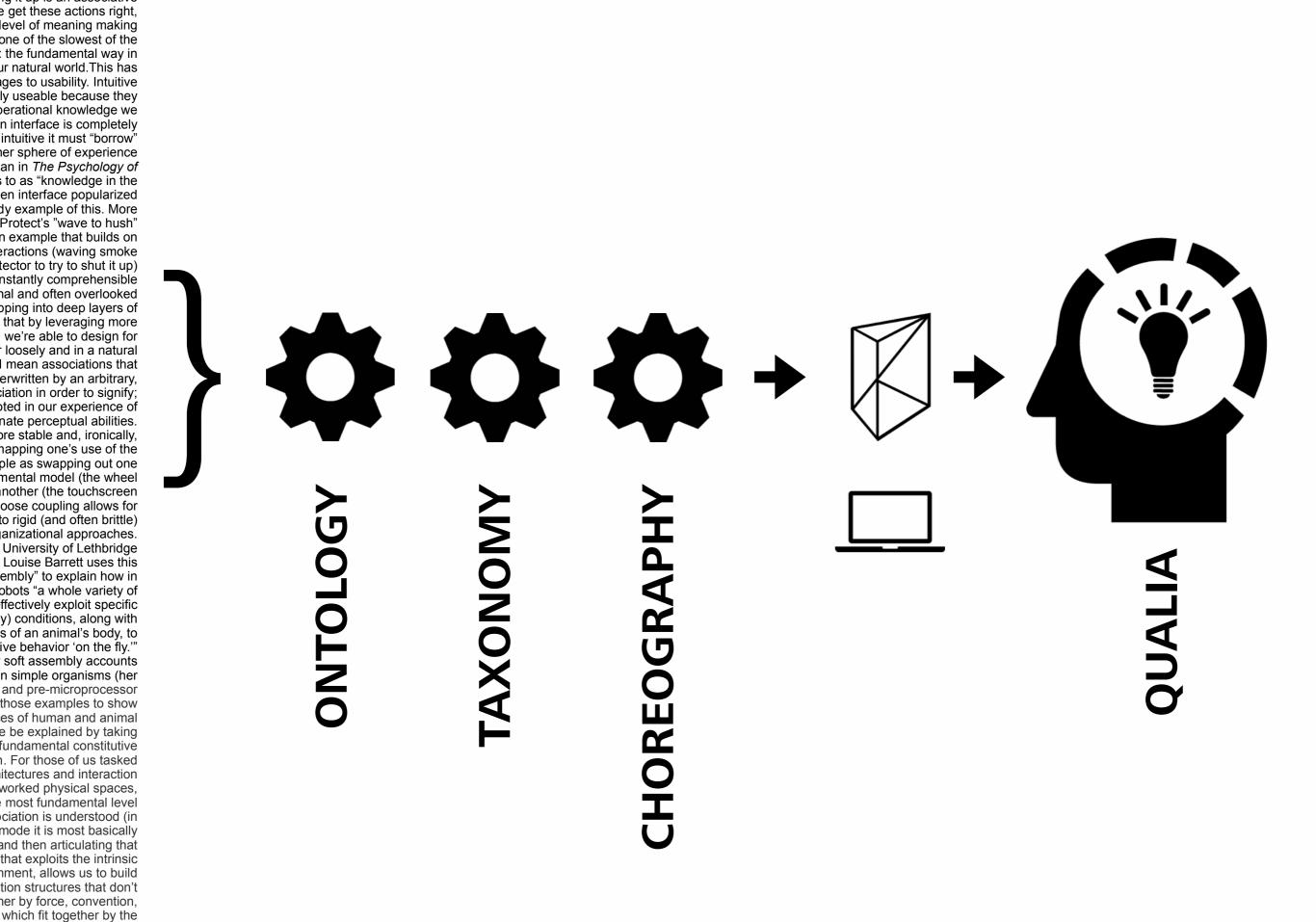
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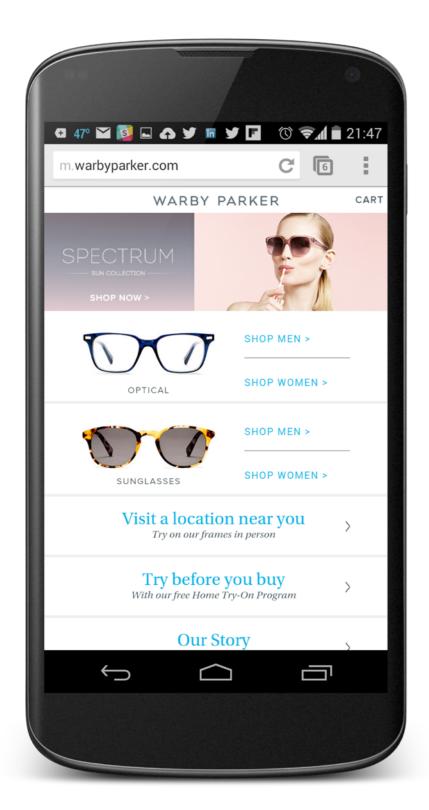


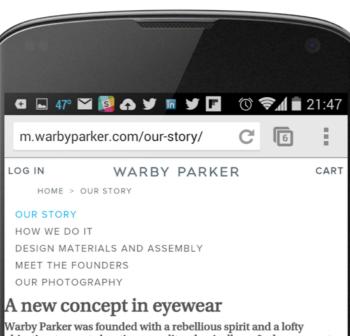
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of their core structures





Warby Parker was founded with a rebellious spirit and a lofty objective: to create boutique-quality, classically crafted eyewear at a revolutionary price point.

A collaboration between four close friends, Warby Parker was conceived as an alternative to the overpriced and bland eyewear available today. Prescription eyewear should not cost a fortune. The industry is controlled by a few large companies that have kept prices artificially high, reaping huge profits from consumers who have no other options. By circumventing traditional channels and engaging with customers directly through our website, Warby Parker is able to provide higher-quality, better-looking prescription eyewear at a fraction of the price.

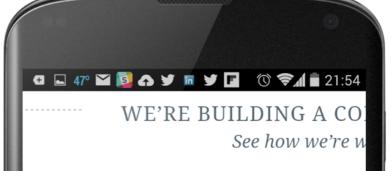
We meticulously crafted our first collection of 27 limited run styles, plus one monocle, using the finest custom acetates and materials. The Warby Parker aesthetic is vintage-inspired with a contemporary twist. Every pair is custom fit with anti-reflective, polycarbonate prescription lenses.

Available exclusively through our website and showrooms, our glasses start at \$95.

Eyewear with a purpose

Almost one billion people worldwide lack access to glasses. This means that 15% of the global population cannot effectively learn or work - a problem that Warby Parker is determined to address. We've partnered with non-profits like VisionSpring to ensure that for every pair of glasses sold, a pair is distributed to someone in need.







BUY A PAIR, GIVE A PAIR

For every pair of glasses we sell, we distribute a pair to someone in need. We partner with non-profits that train lowincome entrepreneurs to sell affordable glasses.

LEARN MORE >

LEARN M

GOOD

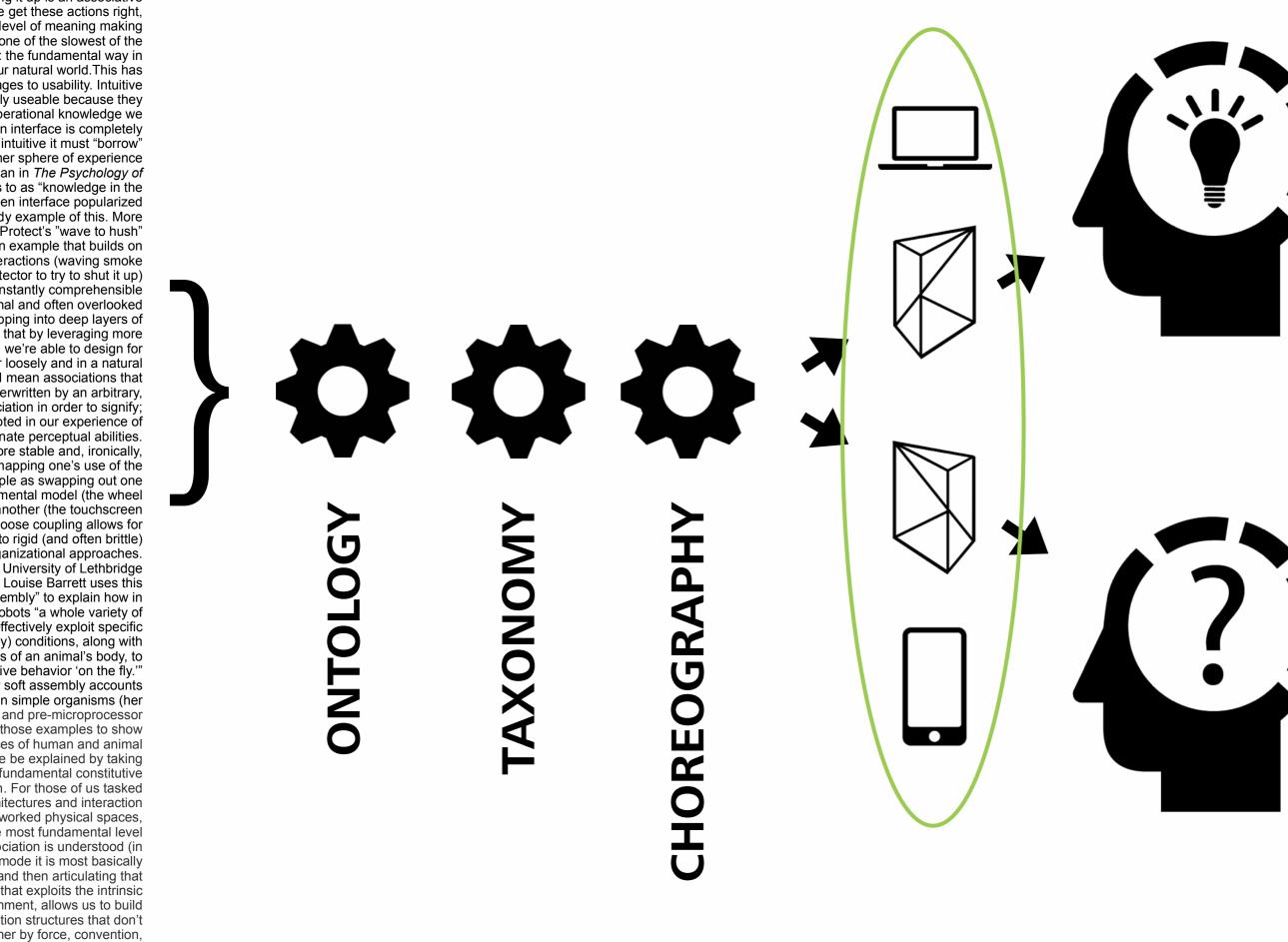
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Taxonomy for App Makers



which fit together by the



"This makes me want to murder things."

- @brad_frost

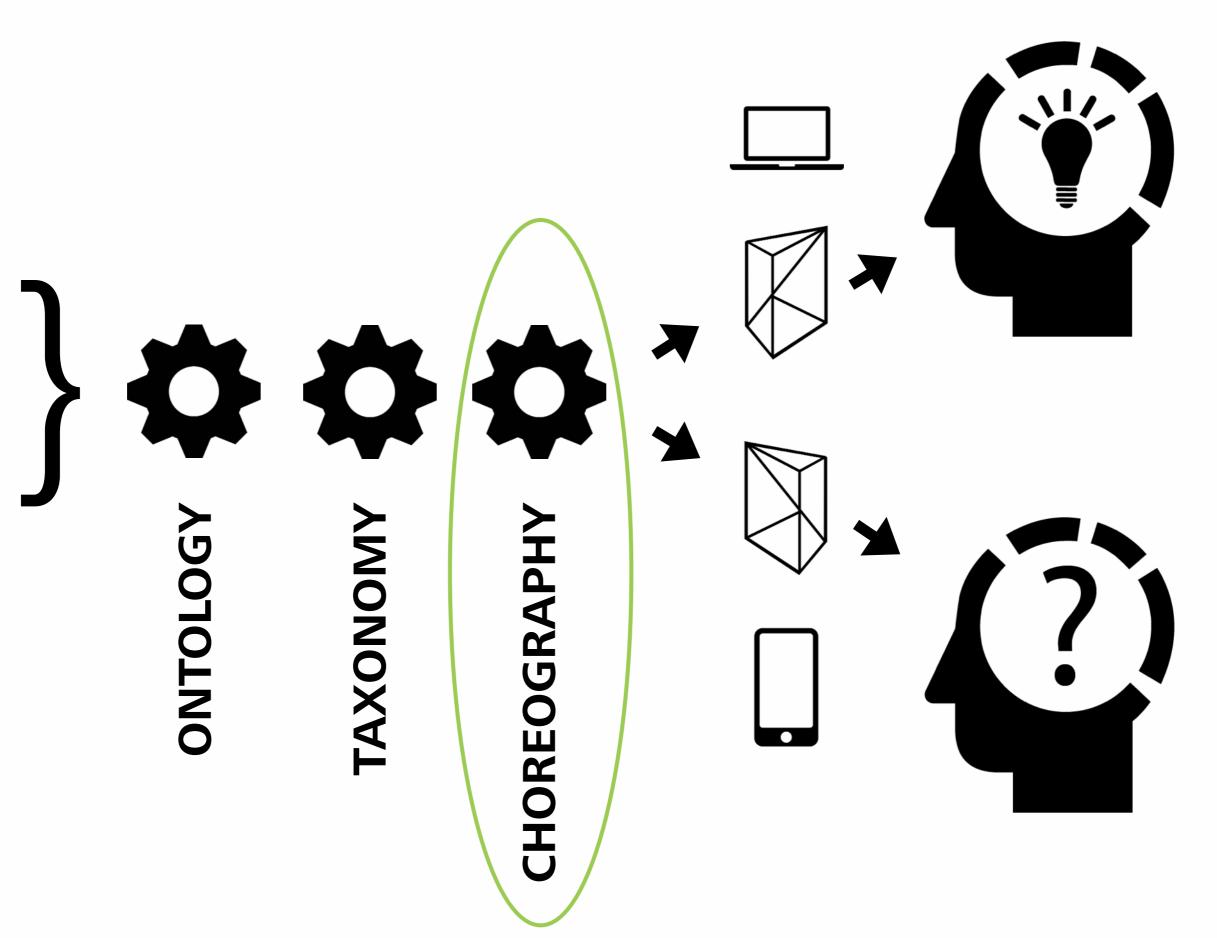
https://twitter.com/brad_frost/status/443371579645624321

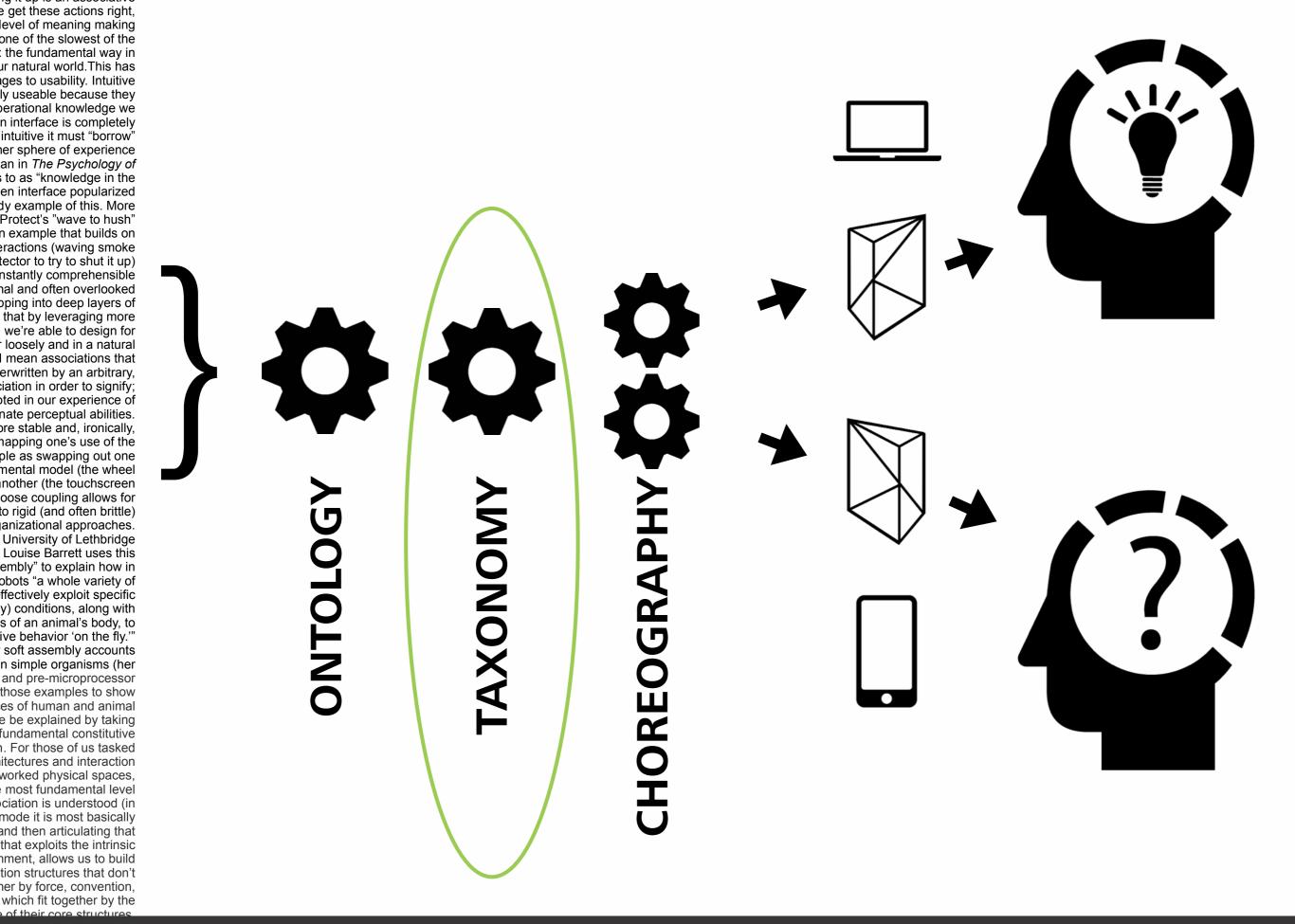
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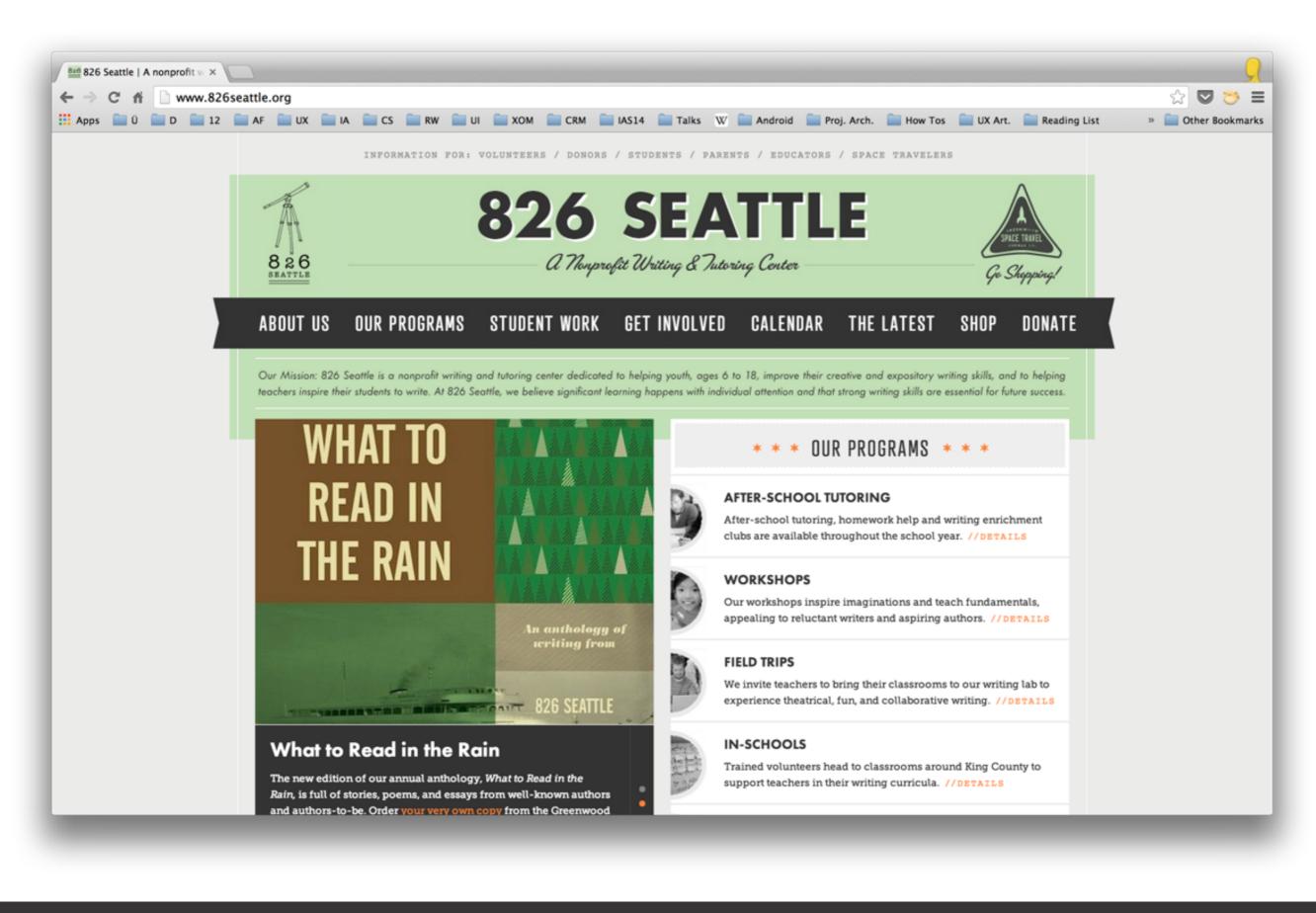


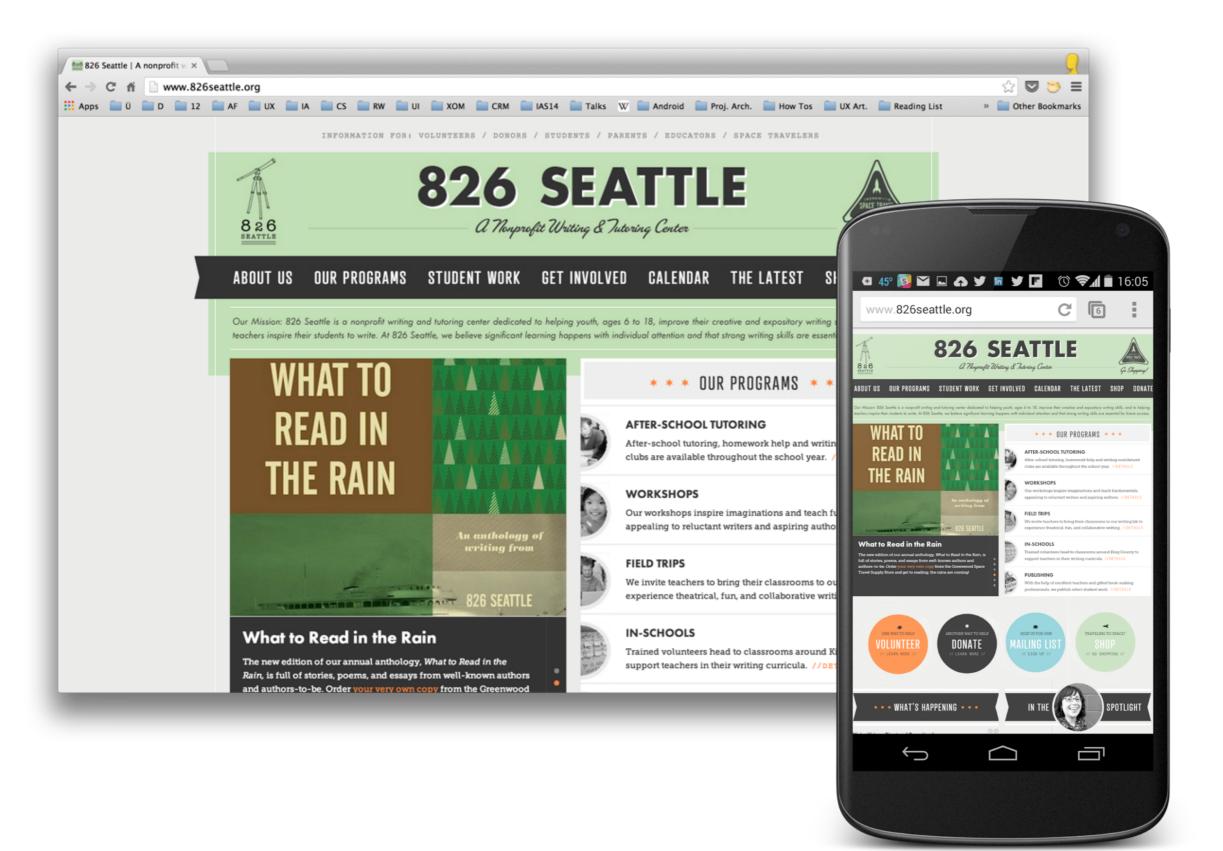


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Andy Fitzgerald

Taxonomy for App Makers

Building Flexible Taxonomies

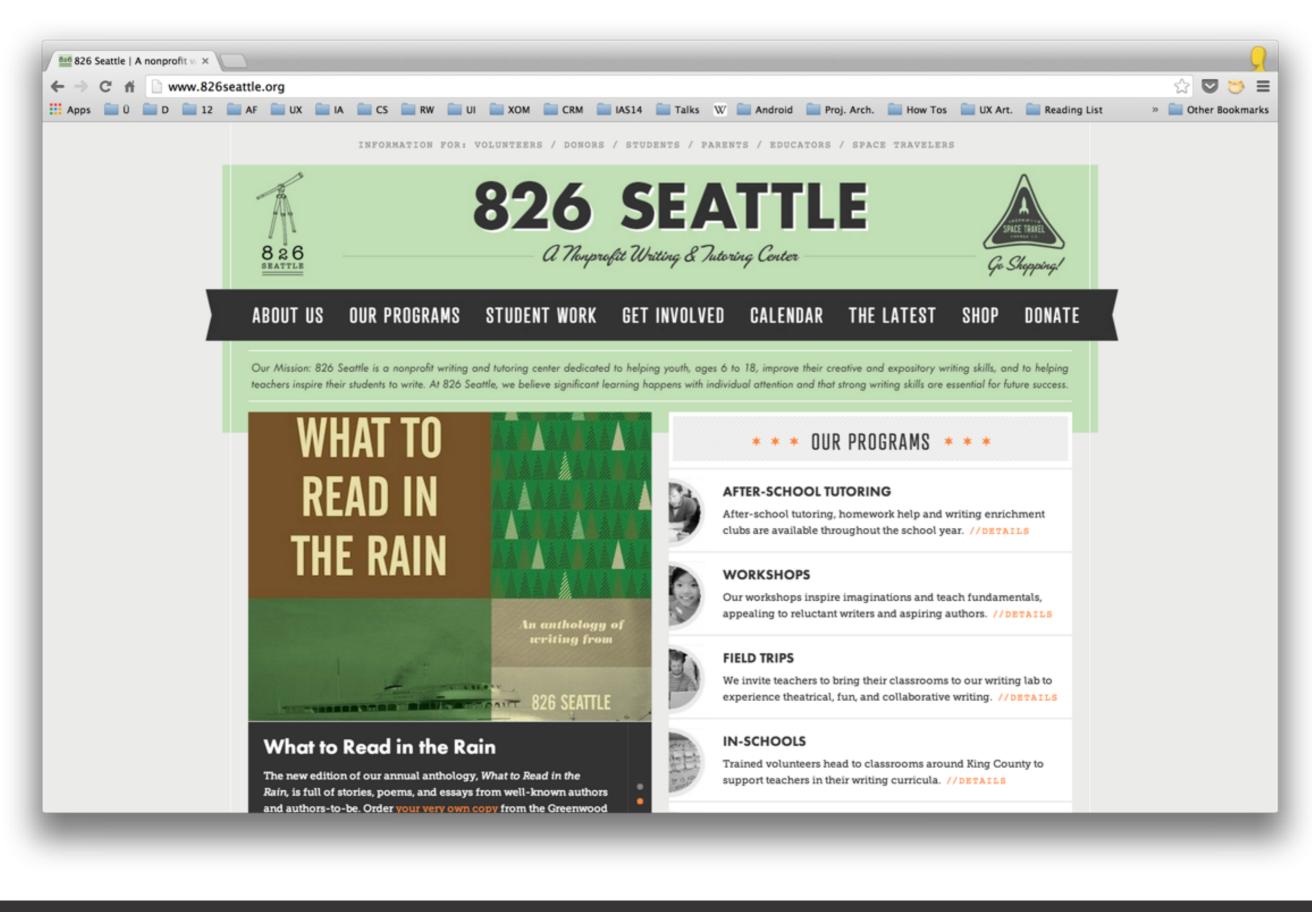
- 1. Determine the **narrative**
- 2. Gather **concepts** & **candidate terms** from content audits, stakeholder interviews, and other research.
- 3. Identify and build out **single dimensions**
- 4. Articulate **compound taxonomies** to meet project goals
- 5. Present top-level "straw-man" taxonomy to stakeholders
- 6. Fully build out the revised taxonomy to lower levels
- 7. Implement, conduct user testing & revise as needed

Adapted from *The Accidental Taxonomist* by Heather Hedden

Building Flexible Taxonomies

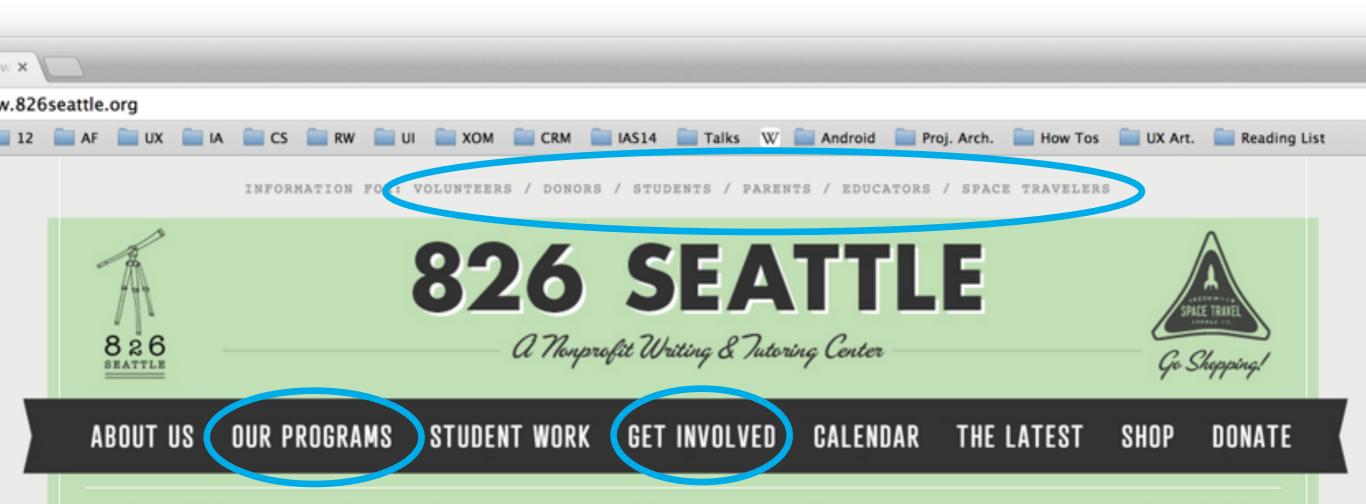
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#ResponsivelA

@andybywire



Our Mission: 826 Seattle is a nonprofit writing and tutoring center dedicated to helping youth, ages 6 to 18, improve their creative and expository writing skills, and to helping teachers inspire their students to write. At 826 Seattle, we believe significant learning happens with individual attention and that strong writing skills are essential for future success.

WHAT TO READ IN THE RAIN



An anthology of writing from

* * OUR PROGRAMS * *

AFTER-SCHOOL TUTORING

After-school tutoring, homework help and writing enrichment clubs are available throughout the school year. //DETAILS

WORKSHOPS

Our workshops inspire imaginations and teach fundamentals, appealing to reluctant writers and aspiring authors. //DETAILS

FIFID TRIPS

Building Flexible Taxonomies

1. Determine the **narrative**

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Building Flexible Taxonomies

- 1. Determine the **narrative**
- 2. Gather **concepts** & **candidate terms** from content audits, stakeholder interviews, and other research.
- 3. Identify and build out **single dimensions**
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ID	Page Name	URL	Content Type	Topic	Goal	Content Elements	Notes
0	home	http://www.826seattle.or	homepage	overview of mission, programs, goals, site content	provide point of entry to site and guick overview of content	hero/feature, programs, CTAs, news, "spotlight"	
1	about us	http://www.826seattle.or	overview page	about 826	provide overview and navigation to	"about content" excerpts and links to	
1.1	about 826	http://www.826seattle.or	article	history, mission, affiliation	about content provide high level information about	full articles text blocks, headings, pull quote	
1.2	internship & work study	http://www.826seattle.or	article	internship overview, how to become	826 Seatle provide access to forms for interns	text, headings, PDFs	
				an intern	,	text, neadings, FDFs	
1.3	staff & leadership	http://www.826seattle.or	article	brief bios & email of staff, board, advisory council, youth advisory board	list and details of people at 826	and details of people at 826 short bio paragraphs, headings, email addresses	
1.4	in the media	http://www.826seattle.or	overview page	826 on other sites, media	provide info/links to external articles about 826	teaser blurb, off-site link, media type icon	paginated, social media links
1.5	contact	http://www.826seattle.or	contact information	directions, location, email, phone	allow site visitors to visit or contact 826	headings, links, addresses, phone numbers, maps, directions	
1.6	store	http://www.826seattle.or	overview page	brief description of 826 store	provide time & location info about the store and access to the store sub- site		linked to in top level nav
2	our programs	http://www.826seattle.or	overview page	blurbs to program detail content	provide overview and access to program content	headings, excerpts, links, pull quote	
2.1	after-school tutoring	http://www.826seattle.or	detail page	information about drop-in tutoring	do's and don'ts of tutoring	registration, overview, hours, rules, registration PDF	related asset: regisration pdf
2.2	in schools	http://www.826seattle.or	detail page	information about in school programs	overview of in-school program, text, link to form, pull quote		
2.2.1	in-school request form	http://www.826seattle.or	form	information request for in-school	access to registration form collect in-school requests form fields, labels		
2.3	publiching projecto	http://www.926copttlo.or	multiple datail page	program	provide into and where applicable	images titles bluthe links	peoinsted huy links - store sub site
2.3	publishing projects	http://www.826seattle.or	multiple detail page	information on 826 publications	provide info and, where applicable, purcahase information about 826 publications		paginated, buy links -> store sub-site
2.4	workshops	http://www.826seattle.or	multiple detail page	workshop descriptions & registration	details and registration link for workshops	titles, date & time, details, links	non-paginated, sortable by grade, page level ordering unclear, link to FAQ in "the latest," link to parent mailing list (off brand/off site)
2.4.1	workshop registration for	http://www.826seattle.or	form	workshop registration	collect registration details and complete registration	headings, fields	2
2.5	field trips	http://www.826seattle.or	detail page	filed trip details, faq, policy, deposit information	provide information and access to educators seeking field trip services	paragraphs, links, form access, policy detail	multiple content types: PDF, FAQ, policy
2.5.1	field trip interest form	http://www.826seattle.or	form	information request for field trips	collecting information for field trip	labels, fields	promotion (
3	student work	http://www.826seattle.or	overview page	student work blurb, excerpts	provide access to student work	excerpts, links to detail pages, links	paginated, "//more" links navigate,
						to current publishing projects	versus expanding in page (as they do elsewher),
3.1-60	[work titles]	http://www.826seattle.or	articles	individual student & clasroom work	show creative content made by 826 participants	text	as one many
4	oet involved	http://www.826seattle.or	overview page	excerpts from articles on different	provide points of entry for	excerpts, headings, lings, pullquote	

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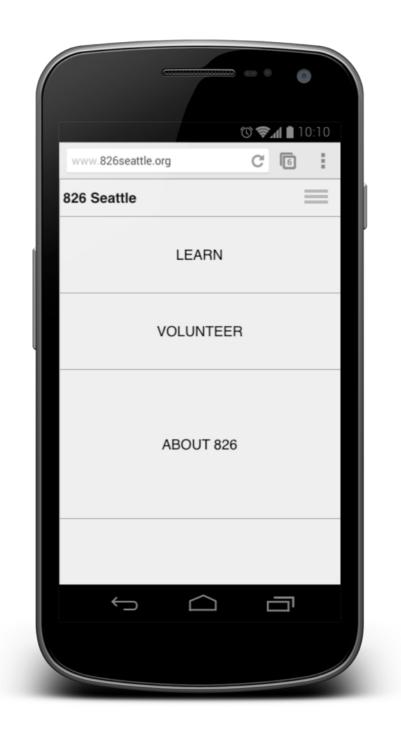
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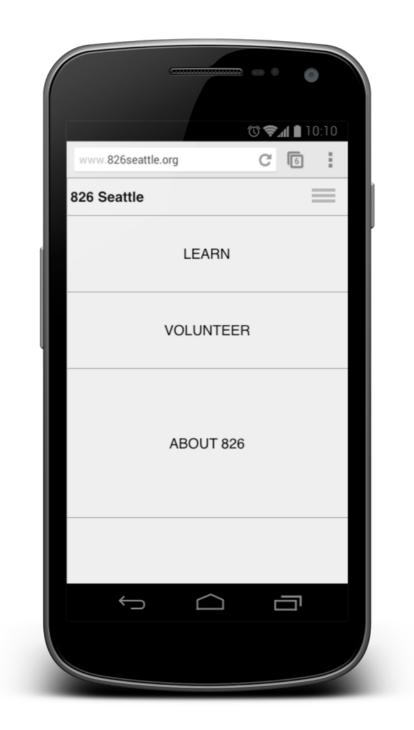
Building Flexible Taxonomies

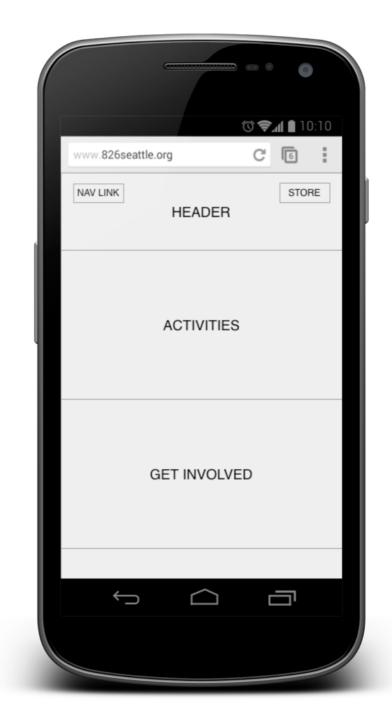
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"Embracing ambiguity — embracing the possibility of not understanding exactly how the pieces fit together — means designing systems that surpass our expectations of them."

> - Luca Rosati. *Embracing ambiguity: Ambiguity as an emerging design pattern*



HealthMed: building flexible taxonomies.

Composite Taxonomies

- HealthMed term cards
- Concept map
- Brief brief
- Post-Its
- Drafting dots

Composite Taxonomies

20 minutes

- Identify a design concept based on your audience
- Based on your brief, group your terms
 - Create category labels (blank cards)
 - Note any relevant attributes (Post-It notes)
- Identify and elaborate salient dimensions
 - Can be Post-Its or sketched
- Call out flexible taxonomic elements
 - Where does your taxonomy bend?

Composite Taxonomies

10 minutes

- What is your design concept?
- What are your salient dimensions?
- Where are the points of articulation in your taxonomy?

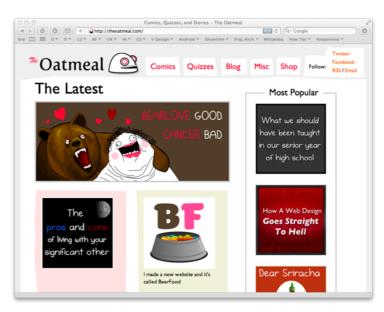


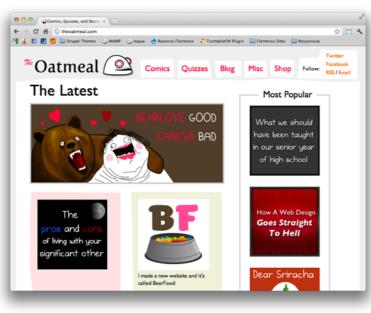
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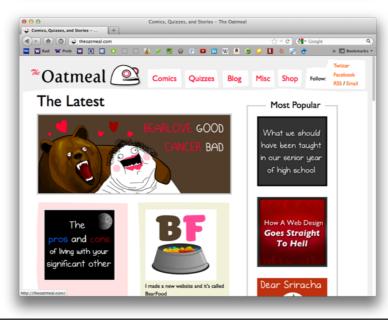
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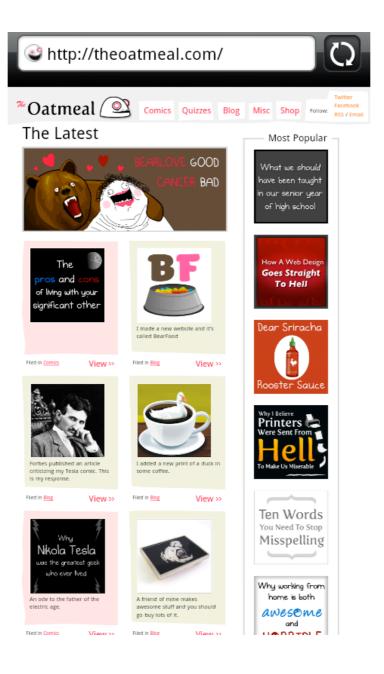
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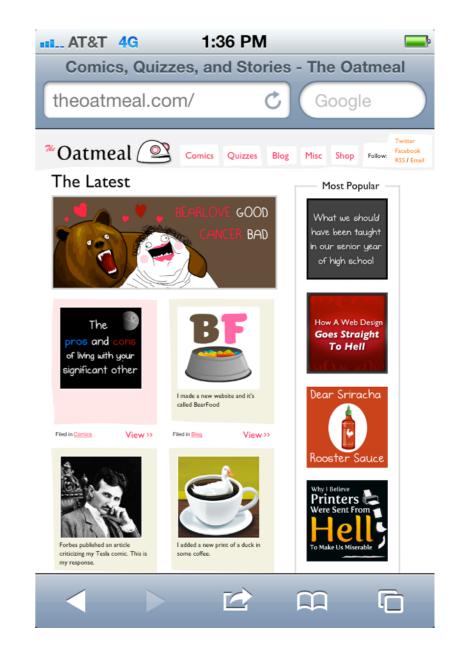


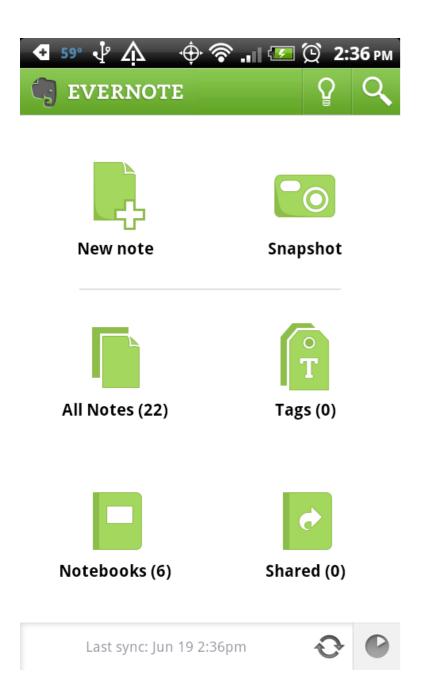


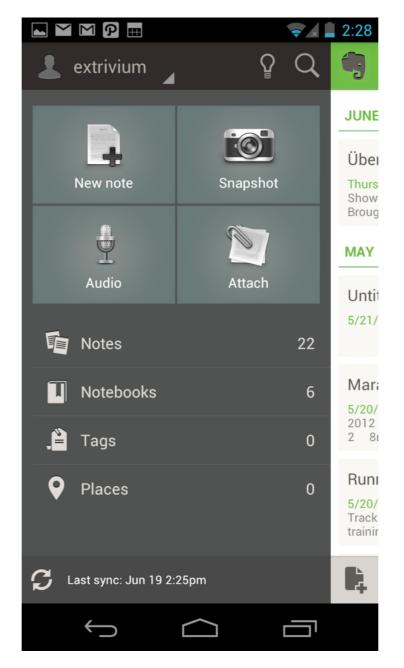












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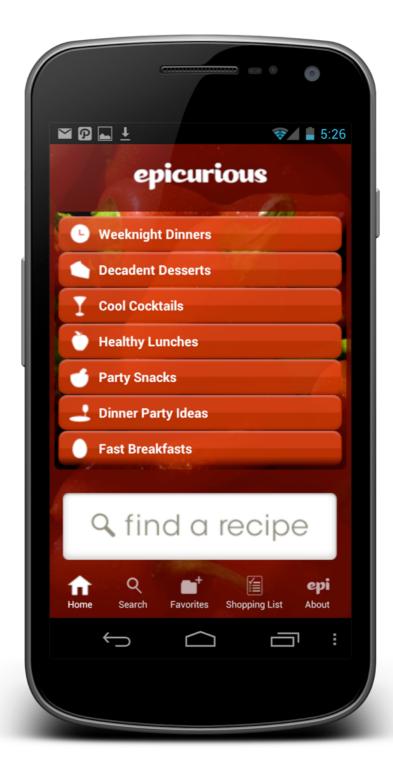
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Taxonomy for App Makers



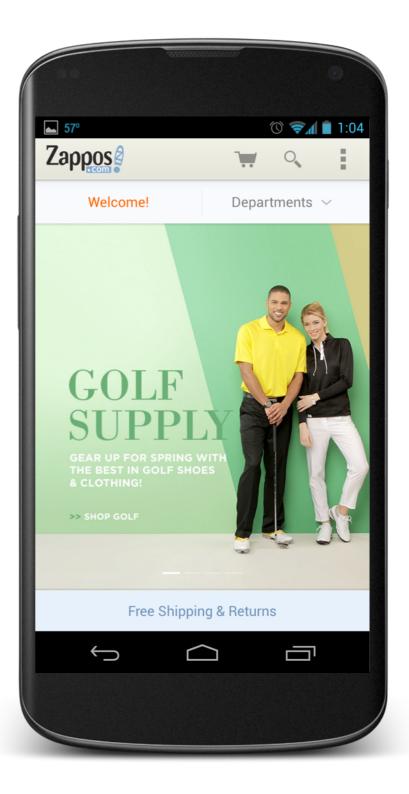


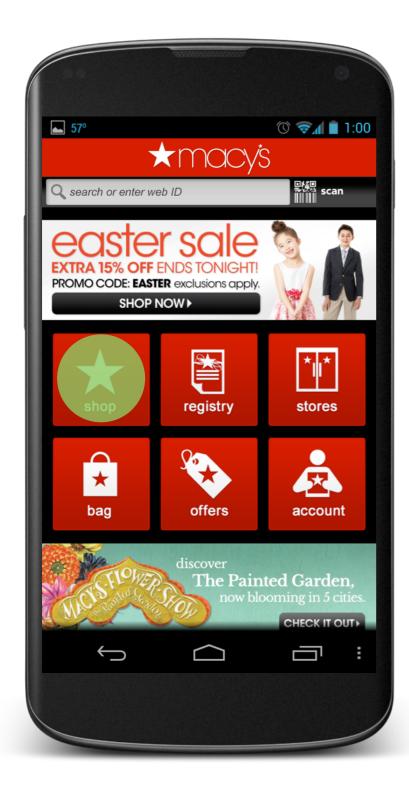
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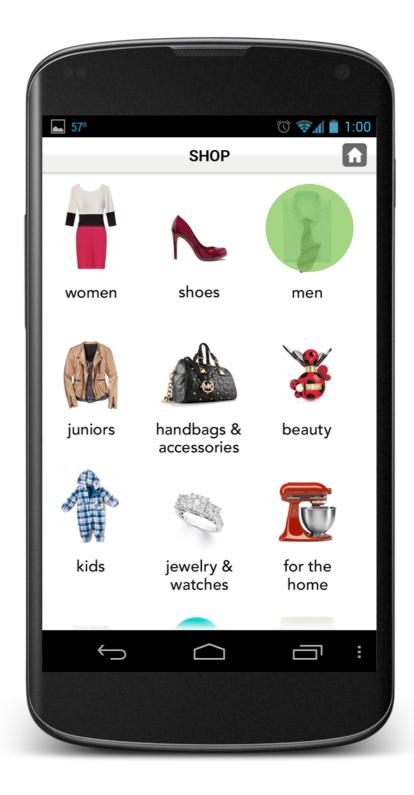
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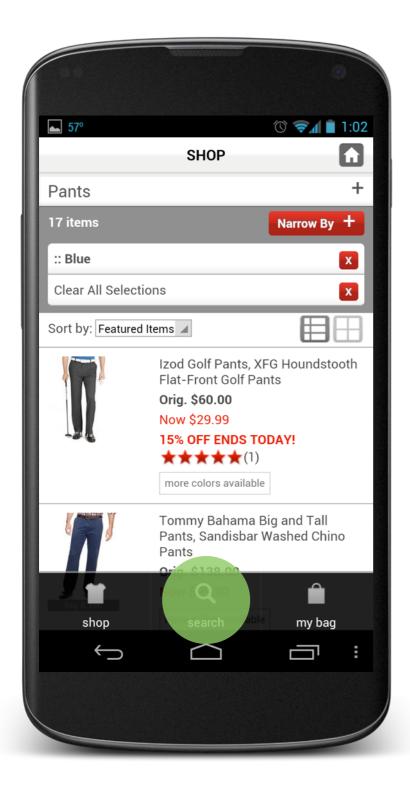
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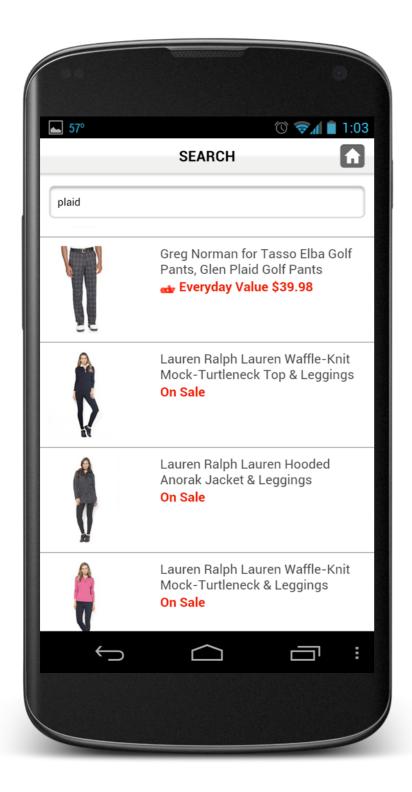
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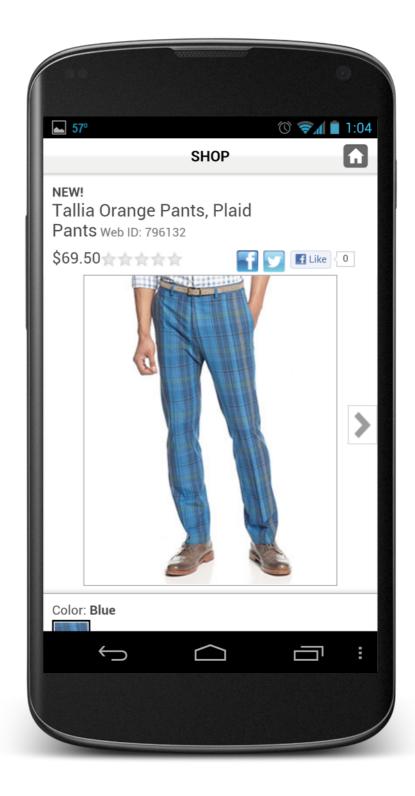


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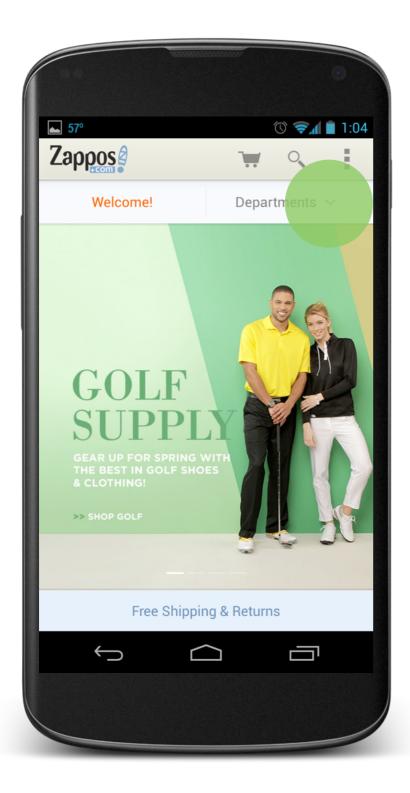


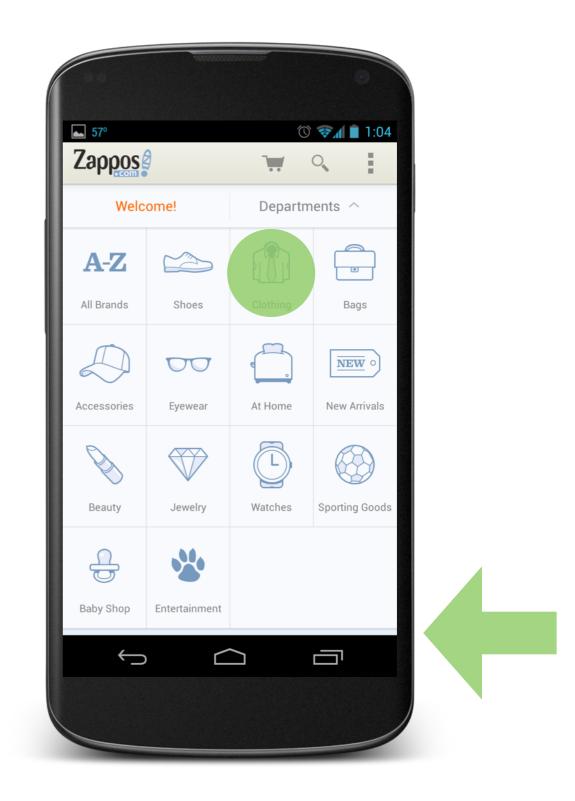


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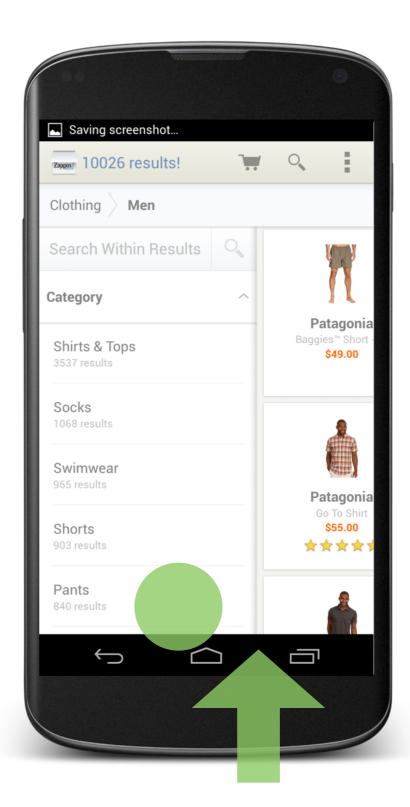


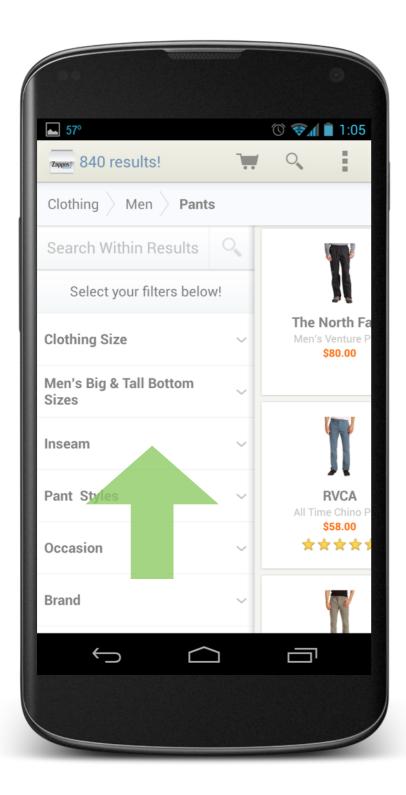


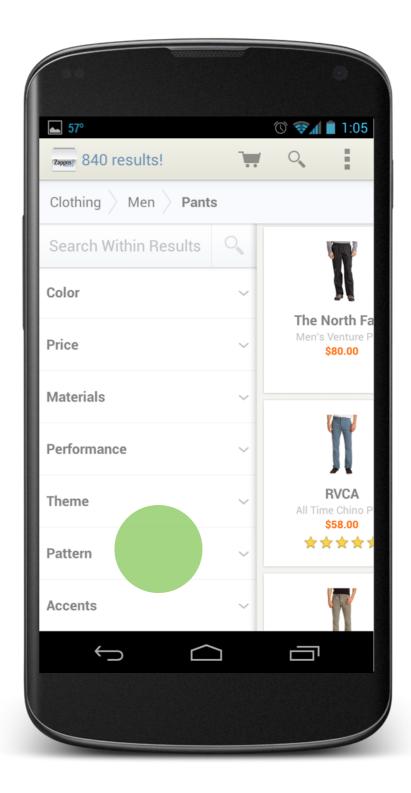




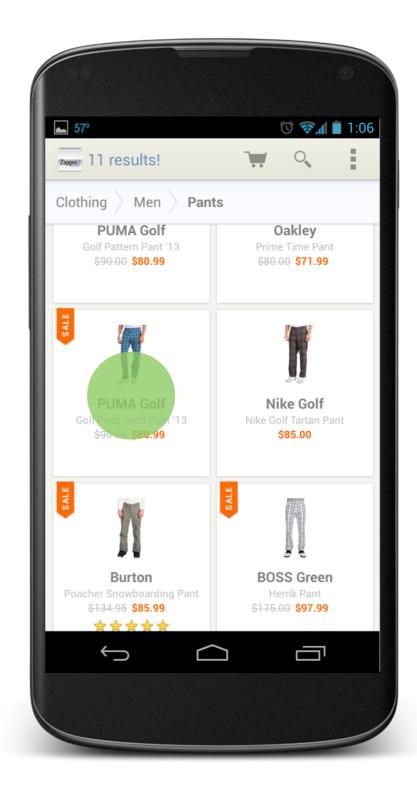
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- Huge navigation targets
- Metaphors grounded in the physical world
- Embodied patterns

"The human sense of presence, of being at a certain place in space, is fully determined by our ability to enter into closed-loop interactions "

> - Andy Clark. Supersizing the Mind

- Your composite taxonomy
- Brief brief
- Device cards
- Easel paper
- UI guidelines

25 minutes

- Identify UI opportunities & limitations
- Formulate a design concept
- Map taxonomy to device
 - use native UI patterns when appropriate
 - account for transitions and place
 - define view-level structure
- Adjust composite taxonomy as necessary

10 minutes

- What is your interaction design concept for each device?
- What opportunities did the device context lend?
- What constraints had to be accommodated?

Beyond textuality.



http://jenson.org/of-bears-bats-and-bees-making-sense-of-theinternet-of-things/

Taxonomy for App Makers

Andy Fitzgerald



Andy Fitzgerald

Taxonomy for App Makers



Taxonomy for App Makers

Andy Fitzgerald

"You can only understand something relative to something you already understand."

- Richard Saul Wurman. Hats

Modes of Signification

Symbolic

the signifier does not resemble the signified; it is arbitrary and conventional



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(signified)

(signifier)

Modes of Signification

Symbolic

the signifier does not represent the signified; it is arbitrary and conventional

Indexical

the signifier is directly connected to the signified

• Smoke signifies fire

- Fever signifies infection
- A knock signifies a visitor
- Handwriting signifies the writer



Modes of Signification

Symbolic

the signifier does not represent the signified; it is arbitrary and conventional

Indexical

the signifier is directly connected to the signified

Iconic

the signifier is perceived as resembling or imitating the signified

"Iconic signifiers seem to present reality more directly than symbolic signs."

- Daniel Chandler. Semiotics



Taxonomy for App Makers

Andy Fitzgerald



Taxonomy for App Makers

Andy Fitzgerald





"This innate bias may not be for faces as such, but for the particular kind of geometric configuration that faces present."

- Louise Barrett. Beyond the Brain



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"The best we can all do is focus our limited stock of human care and attention toward **designing systems** [...] not obsessing over individual pages for individual platforms."

- Sara Wachter-Boettcher. *Content Everywhere*

Responsive Information Architecture

An information design strategy that allows for the expression of **specific meaning** across multiple and independent **contexts**.

Responsive Information Architecture

- Rich understanding of the information ecology
- Content-driven guidelines for interaction design choices
- Embrace ambiguity as a strategy for negotiating the connected environment
- Articulated information structures based on multiple modes of meaning making

Interface futures.

Interface Futures

Imagine a future interface for:

- a watch
- a connected refrigerator
- a TV
- a car
- a connected home
- augmented reality (like Glass, but ready for prime time)

Interface Futures

20 minutes

- Imagine UI opportunities & limitations
- Formulate a design concept
- Map your taxonomy to the device
 - how will you leverage multiple modes?
 - how will the device interact with connected environments?
 - what UI patterns are likely?
- Adjust the composite taxonomy as necessary

Interface Futures

10 minutes

- What future interface did you choose?
- What are its opportunities and limitations?
- What is your interaction design concept?
- How did you map your taxonomy?
 - what changed?
 - what remained the same?

Wrapping up.

Taxonomy

A method of arrangement conceived to create a particular kind of understanding.

Building Flexible Taxonomies

- 1. Gather **concepts** & **candidate terms** from content audits, stakeholder interviews, and other research.
- 2. Determine the **narrative**
- 3. Identify and build out **single dimensions**
- 4. Articulate **compound taxonomies** to meet project goals
- 5. Present top-level "straw-man" taxonomy to stakeholders
- 6. Fully build out the revised taxonomy to lower levels
- 7. Implement, conduct user testing & revise as needed

- 1. Review device specific **opportunities** & **constraints**
- 2. Draft an **interaction design concept** based on your taxonomic narrative
- 3. Articulate organizational structures to wayfinding elements
 - use native UI patterns when appropriate
 - account for transitions and place
 - define view-level structure
- 4. Flex taxonomy across individual dimensions as necessary

Responsive Information Architecture

- Rich understanding of the information ecology
- Content-driven guidelines for interaction design choices
- Embrace ambiguity as a strategy for negotiating the connected environment
- Articulated information structures based on multiple modes of meaning making

Books

Card Sorting: Designing Usable Categories. Donna Spencer, Rosenfeld Media 2009

The Accidental Taxonomist. Heather Hedden. Information Today, Inc 2010

Organising Knowledge: Taxonomies, Knowledge and Organizational Effectiveness. Patrick Lambe, Chandos Publishing 2007

Building Enterprise Taxonomies. Darin Stewart, Mokita Press 2011

Semiotics. Daniel Chandler, Routledge 2007

Supersizing the Mind. Andy Clark, Oxford University Press 2011

Beyond the Brain. Louise Barrett, Princeton University Press 2011

Content Everywhere. Sara Wachter-Boettcher, Rosenfeld Media 2012

Women, Fire, and Dangerous Things. George Lakoff. University of Chicago Press 1987



The Magical Short-Form Creative Brief. Jared Spool, 2012 http://www.uie.com/articles/short_form_creative_brief/

The Nature of Information Architecture. Dan Klyn, 2013 http://wildlyappropriate.com/2013/04/06/poster-for-information-architecture-summit-2013/

Ambiguity as an emerging design pattern. Luca Rosati, 2014 http://pervasiveia.com/blog/embracing-ambiguity

Of Bears, Bats, and Bees: Making Sense of the Internet of Things. Scott Jenson, 2012 http://jenson.org/of-bears-bats-and-bees-making-sense-of-the-internet-of-things/

Hats. *Design Quarterly No. 145.* Richard Saul Wurman, 1989 http://www.jstor.org/stable/i386312

Information Architecture and the Connected Environment. Andy Fitzgerald, 2014 http://radar.oreilly.com/tag/ia-series

Thank you.

Taxonomy for App Makers

http://www.slideshare.net/andybywire www.andyfitzgerald.org #AppTaxonomy @andybywire

