CHI, IA, UE/X: How does the alphabet soup taste so far in 2002?



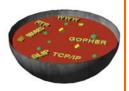


CHIFOO Presentation

September 17, 2002 Keith Instone keith@instone.org

http://keith.instone.org/

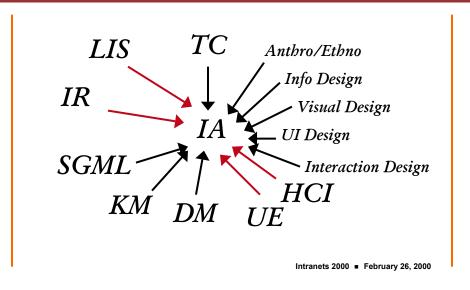
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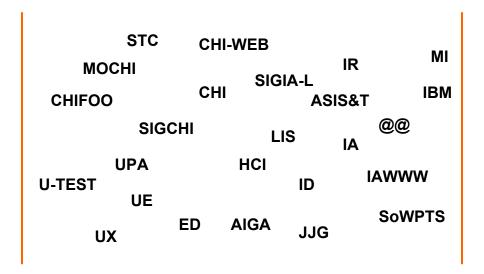
Why am I here?

- HCI IA guy
- Asked over a year ago (!) and was selfunemployed at the time
- The program looked awesome, honored to be a book-end
- My sister lives in Portland
- 4th local CHI chapter presentation a record? (probably not)
- "CHIFOO"

From "Defining IA – Alphabet Soup"



Today's Soup Menu



Who am/was I?

- CHI-WEB moderator
- CHI conference reviewer liaison
- SIGCHI information director
- CHI 95-96-98 webmaster



What have I been working on – Large Web Sites

- Argus Associates, 1999-2001 (RIP)
- The usability guy amongst LIS/IAs, incorporating UCD into all projects
- Ernst & Young squash country fiefdoms
- Pharmacia & Upjohn drug delivery intranet
- E-greetings & RipShot dot-com-ers
- LookSmart pure LIS == make \$\$?
- Microsoft & IBM back-to-back

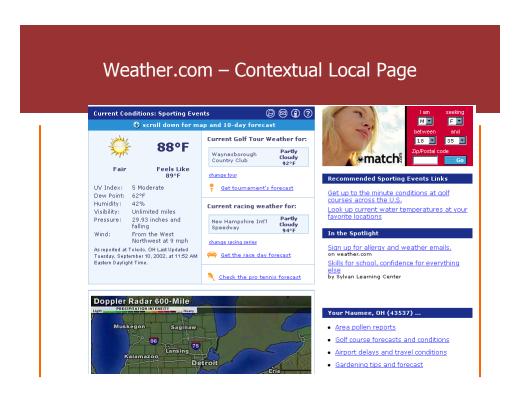
Information Architecture Strategy (pp 257-267 in Polar Bear 2)

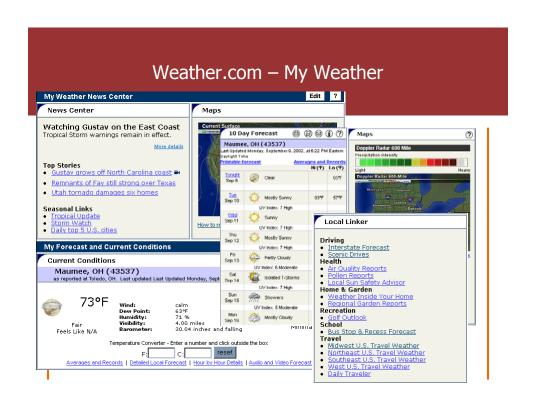
- Weather.com was #1 but feeling pain: organic growth, content management, keeping up with the business strategy (scaling)
- Stakeholder interviews, business analysis
- Content analysis
- Competitive reviews (experts, users)
- User research (card sorting, usability testing)
- Developed the IA strategy how the organization of information supports / drives the business strategy

Weather.com – Information Architecture Stategy (1999)

- Local weather "home pages", both weather data and life-style information
- Syndicate Weather Channel brand for "convenience" users
- Personalization to stay ahead of the competition (a model - http://argusacia.com/white_papers/personalization.html)









My REAL job at @@: Being one of the pains in the ass for Peter & Lou

- What is information architecture?
- Is usability > IA or IA > usability?
- Hey, you talked about card sorting in your book, so I am going to make us actually do it
- Your "Big IA / Little IA" debate is one-sided
- What HCI research is relevant to IA? What can we learn at UPA this year?
- Should we continue with short/strategic engagements or (return) to longer-term/maintenance projects?
- Can you buy root beer for the community fridge?

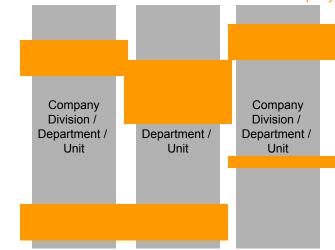
Why working for (any large company) is hard

Company Division / Department / Unit

Company Division / Department / Unit Company Division / Department / Unit

Why working for (any large company) is hard

How customers need to do business with the company



Out of Touch – Discussion Lists

- CHI-WEB affordances
- AIGA-ED quiet
- SIG-IA ??
- U-TEST ??

Ouch! (March 26)

Breadcrumbs > Breadcrumbs > Breadcrumbs

<u>Keith Instone</u>, previously thought to be hiding out in a cave in Afghanistan due to his silence, surfaces once again to provide the usual "Instone Insight". Keith recently made a few of the goodies from his poster at IA Summit 2002 available. He does a good job of cataloging different types of breadcrumbs, what they're used for, and examples of each. Here are the 3 types he covers:

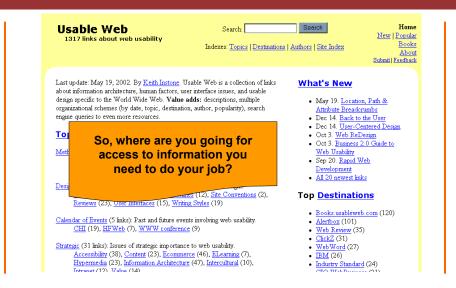
 Location Breadcrumbs: show the position of the page in the site hierarchy. Tell the user "where" they are in the site.

About

This is a place for things I find interesting or have to say related to usability, web design, information architecture and user experience practices. I might also just ramble about a bunch of other stuff as well...

Lyle Kantowich
User Experience Architect
Boult by Jacobson a Bunch of the stuff as

Usable Web: No time to keep it up, sorry



My Local SIGs

- MOCHI, September 18: Toward and Integrated Model of Information Seeking and Searching, Marcia Bates, UCLA
- **BuckCHI**, September 17, Developing the LeapFrog System, Dave Fullen, etal, Horizon Companies
- NYC-CHI, September 18: Scent of a Web Page: Getting them to what they want, Jared Spool, UIE

Too many new books to read (1)

- Customer-Centered Design: A New Approach to Web Usability by Kreta Chandler, Karen Hyatt
- E-Commerce Usability: Tools and Techniques to Perfect the On-Line Experience by David Travis
- Site-Seeing: A Visual Approach to Web Usability by Luke Wroblewski
- Usability: The Site Speaks for Itself by many

Too many new books to read (2)

- Skip Intro: Flash Usability and Interface Design by Duncan McAlester, Michelangelo Capraro
- Flash 99% Good: A Guide to Macromedia Flash Usability by Kevin Airgid, Stephanie Reindel
- The Usability Business: Making the Web Work (edited)
- Web Usability for Dummies by Richard Mander, Bud E. Smith
- Shaping Web Usability: Interaction Design in Context by Albert N. Badre

Too many new books to read (3)

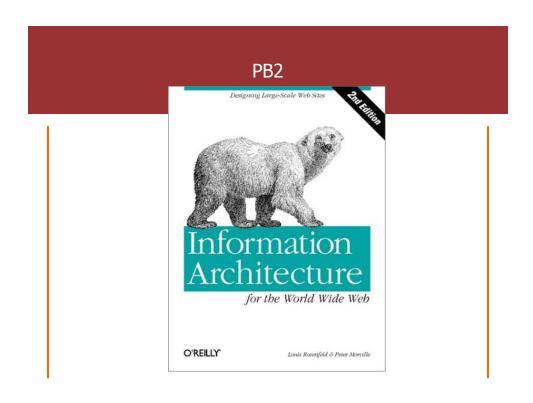
- Web Usability and Navigation: A Beginner's Guide by Merlyn Holmes
- Son of Web Pages That Suck: Learn Good Design by Looking at Bad Design by Vincent Flanders, Dean Peters
- The Flash Usability Guide: Interacting with Flash MX by Chris MacGregor
- Quality Web Systems: Performance, Security, and Usability by Elfriede Dustin, Jeff Rashka, Douglas McDiarmid, Jakob Nielson

Too many new books to read (4)

- The Design of Sites by Douglas K. van Duyne, James A. Landay, Jason I. Hong
- Content Critical: Gaining Competitive Advantage through High-Quality Web Content by Gerry McGovern, Rob Norton
- Content Management Bible by Bob Boiko

More books on the way





PB2 Table of Contents

- Intro: Defining IA, Practicing IA, User needs and behaviors
- Principles: Organization, Labeling, Navigation, Search, Thesauri/CV/Metadata
- Methodology: Research, Strategy, Design
- Practice: Education, Ethics, IA Team, Tools/Sw
- Organizational IA: ROI, Business strategy, Enterprise IA
- Case Studies: MSWeb, evolt

Too many conferences to attend

- CHIs & IA Summits (only) over the past 2 years (The next IA summit is in Portland, March 21-23; CHI is April 5-10, BTW)
- Not attending: ED, UPA, STC, DIS, etc.
- Not meeting folks at: IW, ThunderLizard, etc.

Out of Touch - Summary

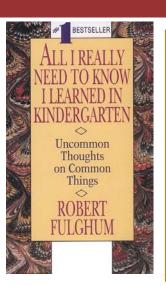
- Ironic that you are asking me to recap the year because I have never been more out of touch with my profession
- But I will try anyway maybe I am noticing something important from my cave in Afghanistan

Sources of Inspiration



All I really need to know about building large web sites...

- Share
- Put things back where you found them
- Flush
- Take a nap
- Hold hands, watch out for traffic, stick together



What I do at IBM

- Sales & Distribution > ibm.com > Web Strategy & Design > Site Strategy & Standards > User Experience Strategy > Information Architect
- "User Experience guy" on my project
- UE & IA are (fully) integrated into the business strategy - unlike when I was a consultant

Crash Course in Catching Up

- Read boxesandarrows
- Scan the mailing lists
- Review the CHIFOO program (this is where YOU take charge)

Leo – A New Architecture? (September)

- We do not deserve the label "architecture" yet
- Déjà vu all over again (software, usability) engineering?
- Other "soft" architects I have met software, application, network, system, usability, ... (so get off our case)



Lisa & Sabrina – IA Tools and Approaches (October)

- Ecology the big picture, context
- Aesthetics beauty affects use, doh!
- Experience planning usable
- Grouping structuring conveys information
- Edibility interaction
- Structure technology

Deliverables as a way to bridge our professional gaps

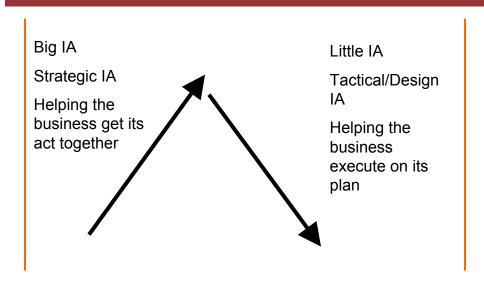
- HCI & IA: Information, Interaction, Interface and Usability Architects Share Deliverables (CHI 2002 workshop)
- In terms of deliverables, we are more alike than different (Leo?)
- Laid out by process, tagged by skill, traced a "single" deliverable's life

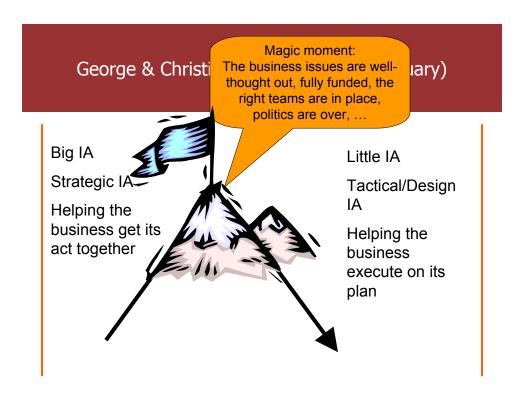






George & Christina – Big / Little IA (January)

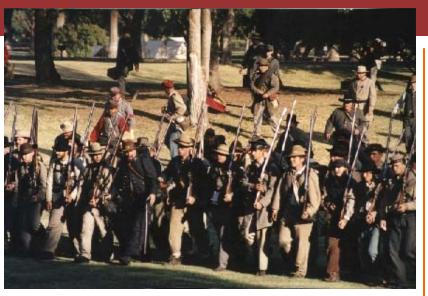




The Librarians – LIS & IA (February)

- "I am not a librarian, but I play one on the Internet"
- LIS has a lot of tools/knowledge/skills that are adaptable to today's online world – but you have to be creative
- JJG "If we do not do IA the Argus way, are we all going to go to hell?"

"When Librarians Attack"



Mary – Consulting & IA (March)

- War stories from consulting
- Consulting = jump-up-and-down-fun and relatively easy to do, but hard to sell
- In-house = a different kind of "fun" (satisfying) and a not nearly as easy

Marijke – User Research (May)

- User research as integral part of the project
- The better integrated, the more successful the project

Market Intelligence (@ IBM, not quite)

- MI where is the money to be made? (focus groups, surveys, etc.)
- "CI" more direct, like "our business partners need x-y-z"
- "UI" in the context of use (of the web), "one-on-one focus groups"
- "DI" just help me make a better design, aka let the designers observe

Fu-tien – Architecture, Urban design, IA

- UD (urban design) is another good metaphor, yes
- Where are the urban designers contributing to the field, tho?
- Need a book "urban design for the web" that translates their tools/ knowledge/skills to what I do every day

Panel – IA & Technical Communication (July)

- Many TC's get into usability to move up the business food chain
- I joined Argus and "did IA" to move up the same chain
- Still, "I am an IA slut" (I am sleeping with it to get what I want but I am not married to it)

Lynn – Teaching IA (August)

- Polar Bear book, plus Fleming/Navigation, Krug/DMMT, etc.
- Class project
- 8 weeks, omigosh
- Deliverables, navigation, usability, metadata
- Typical for an IA course: PB2 + HCI + UE

End of the "Introduction"!!

 OK, here is what you have been waiting for...

Trend #1 - Hey, can't we all get along?

- SIGCHI, UPA, STC, AIGA, ASIS&T -Agreeing to cooperate instead of compete
- Example: CHI 2002 / AIGA Experience Design Forum
- UXNet ongoing meetings, someday a web site



"Information Experience" Trade

- We are not a single profession, but we all have to work together
- "Construction Industry" Architects, engineers, plumbers, etc. with specific roles and established relationships
- A BUSINESS relationship for the sake of our customers (and agree to disagree on the philosophy/religion)

"Information Experience" Trade

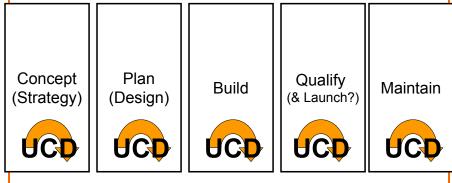
- We are all have More politically correct than "user
- "Construe experience"??
 engineers, plantipers, etc. with specific roles and establishing ionships
- A BUSINESS rour customer the philosoph This is NOT a community the philosoph

Trend #2 – Business Leadership

- "Be careful what you ask for, you just might get it"
- It was fun designing user interfaces (& being ignored) for a while, but now [for me] it is all about business value
- Combination I have matured, so has the business community (thanks to all of you who fought to make this happen)

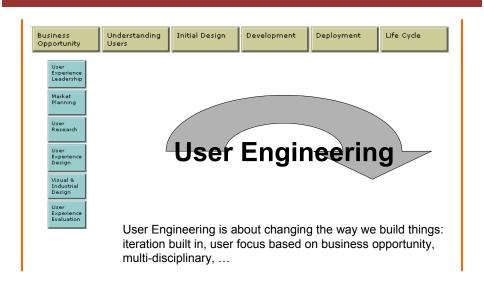
UCD vs User Engineering (IBM, sorta)

The Business/System Engineering Methodology Rules



UCD is about the tools you use when building according to someone else's uber-methodology

UCD vs User Engineering (IBM, sorta)



Variation – Requirements Analysis

 CHI 2002, A survey of user-centered design practice (IBM)

Table 6. Ranking of Importance and Frequency of Most Commonly Used UCD Methods

	Ranking						
	1	2	3	4	5	Average Ranking	Frequency
Field studies (include contextual inquiry)	12	6	5	2	1	2.00	28
User requirements analysis	3	3	0	0	1	2.00	7
Iterative design	17	21	9	5	2	2.15	65
Usability evaluation	12	8	10	7	1	2.39	43
Task analysis	6	8	6	7	1	2.61	34
Focus groups	5	2	2	1	4	2.79	16
Formal heuristic evaluation	3	2	5	2	2	2.86	15
User interviews	2	0	3	4	0	3.00	11
Prototype without user testing	1	3	5	4	1	3.07	15
Surveys	0	2	2	1	1	3.17	9
Informal expert review	4	6	3	10	6	3.28	31
Card sorting	0	1	1	0	1	3.33	5
Participatory design	1	0	1	2	1	3.40	7
No code/too sketchy to be categorized							64

Variation – Bridge Spanning

- HCI, usability background and doing actual user research
- On the "business team" and contributing to business strategy
- Content some level of fluency
- Technical Not on the technical team, but can translate to/from business team
- Good job security!

The New Challenges because "user experience is everywhere"

- Providing input vs. taking ownership
- User experience as dictator/enforcer vs. user experience as advisor vs. user experience as teacher
- When do you tell the business to go straighten itself out first - before or after you lose all your hair?

Trend #3 – Information Architecture – "He's not quite dead yet"

- According to HR, an information architect is the "webmaster of the new millenium"
- This will change and IA will live on



Challenges are only going to get harder

- Information overload continues, expectations are growing
- Need for specialists will grow (in addition to skilled "amateurs")
- Many skills and roles will be needed to tackle the problems
- Technology will create as many problems as it will solve
- (Help me out here)

IA within IBM - All flavors

- Innovation Centers
- Global Services
- ibm.com cross-site (big)
- ibm.com site-specific (little)
- Intranet
- Brands Software Group
- Watson None
- Big picture?

Beware people who are good at organizing



But the hard work is still ahead

- Having "us" & "business" co-driving
- Establishing our own "industry"
- More cross-fertilization (broadening) and more specialization (deepening) – but not as much money to sponsor it
- Fine-tuning how HCI, UE/X, IA all make each other better – let me know as you figure it out (I am working it inside IBM)