

Card Sorting

COSC 480: User-Centered Design

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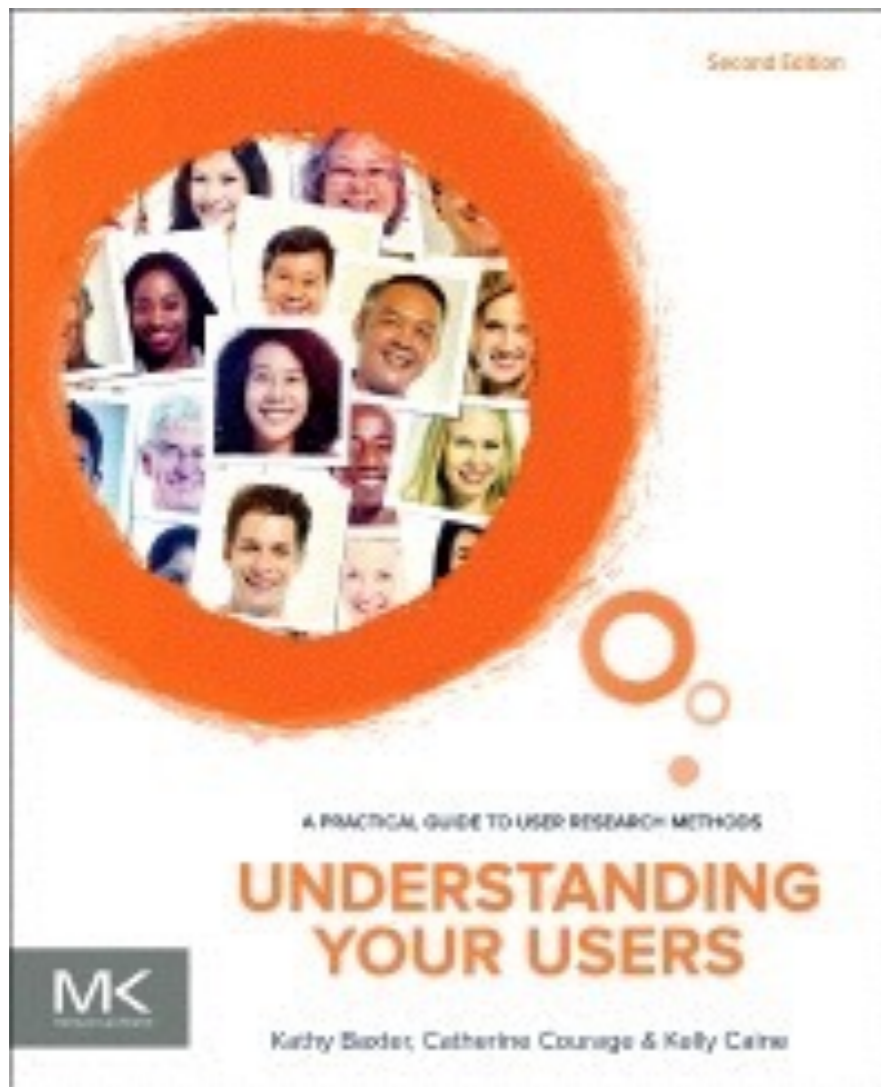
Design technologies for wellbeing

The increasing pervasiveness of smartphones and information technology open vast opportunities to designing technologies to promote human wellbeing. In this talk, I introduce two projects on designing technologies to support physical and emotional wellbeing respectively. In the first project, we designed a social fitness application called HealthyTogether and conducted study to compare how patients with chronic diseases and healthy adults respond differently to social incentives. In the second project, we investigate how smartphone photography can be leveraged to help individuals increase their positive feelings, by applying findings from positive psychology to design a mobile application called Metta. Based on our findings, we provide suggestions for designing technologies for wellbeing.

Upcoming Deadlines

- T3: Contextual Inquiry & Analysis due TONIGHT
 - PR3 due Friday
- T4: Requirements & Models due Saturday, Oct 15
 - PR4 will be due next Sunday, Oct 16

Today's Reading



Understanding Your Users

(2015)

Kathy Baxter

Catherine Courage

Kelly Caine

Chapter 11

Card Sorting

Information Architecture

- Information architecture is defined as:
 - The structural design of shared information environments
 - The art and science of organizing and labeling web sites, intranets, online communities and software to support usability and findability
 - An emerging community of practice focused on bringing principles of design and architecture to the digital landscape
- Encompasses both structure and process

From: http://iainstitute.org/en/learn/resources/what_is_ia.php

Application Structure Types

- **Information.** Use when people need to browse, compare, and comprehend information
 - Ex: Maps, news readers, dashboards, media players, online stores
- **Process.** Use when people need to provide information in a structured manner
 - Ex: Product configuration, setup, or installation; registration forms; tax preparation; e-commerce checkout; booking travel
- **Creation.** Use when people need to create new content or modify existing content
 - Ex: Blogging, illustrating, coding, photo editing, diagramming

Note that these structures may be mixed together in a single site or app

Adapted from: <http://uxmag.com/articles/rich-internet-application-screen-design>

Application Structure Types

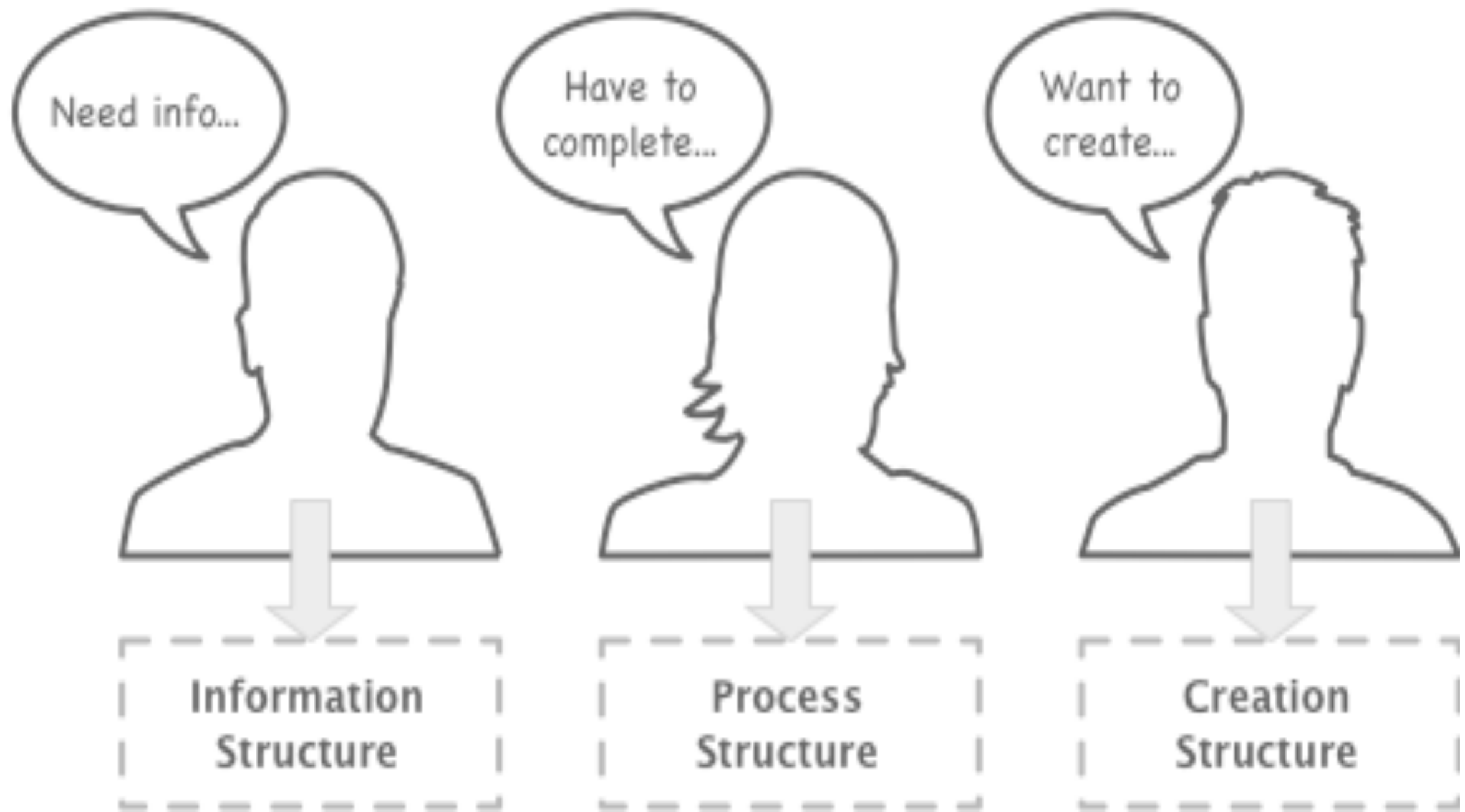


Image from: <http://uxmag.com/articles/rich-internet-application-screen-design>

Site Maps

- Site maps show how all of the information on a Web site or in an application fits together — website index tool or **design artifact**
 - **Clarify information hierarchy**—where content ‘lives’ and how it’s classified
 - **Establish a navigational backbone**—the primary architectural structure that helps users browse
 - **Facilitate content migration**—from an old to a new site/app
- Site maps should be created to establish the structure of the content, whether creating a new site/app or updating an old site/app
 - Tend to need lots of tinkering and tuning and should be considered a ‘live’ document for the duration of the project

Adapted from: Communicating Design 2ed, by Dan M. Brown, New Riders, 2011.

Site Map Network Structures

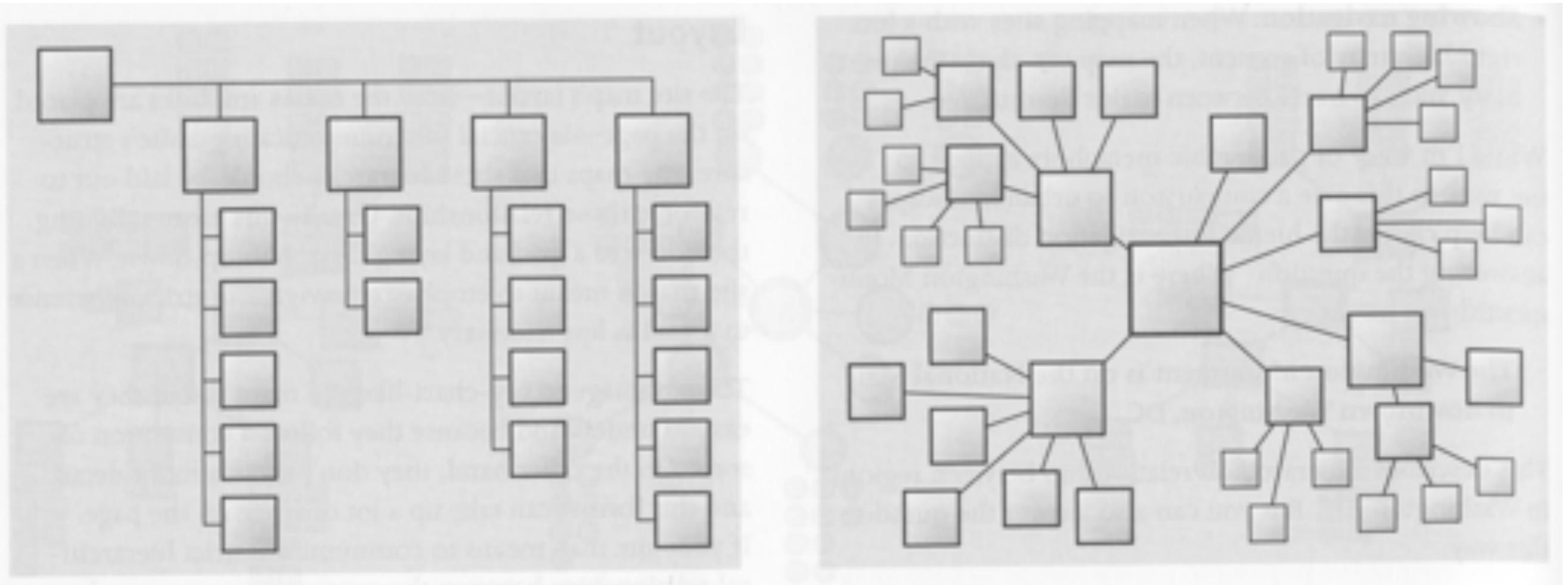
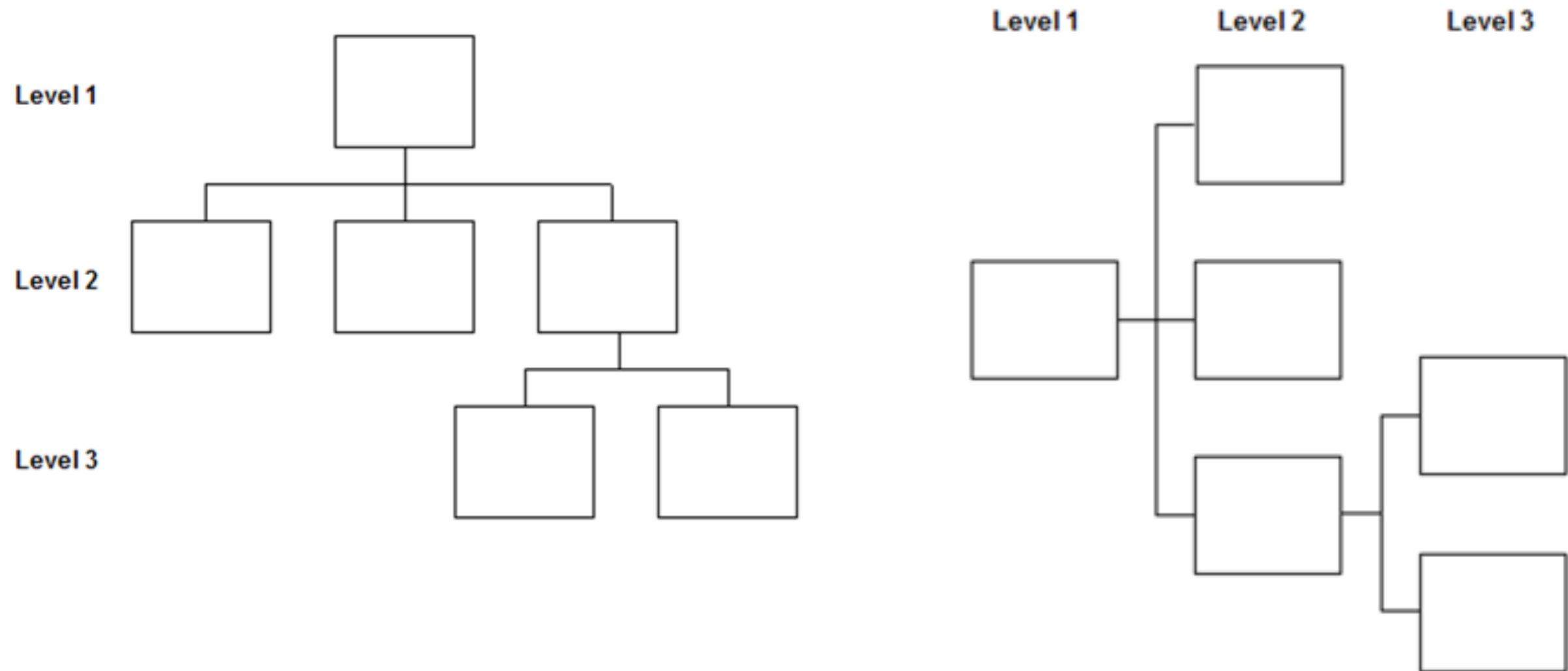


Image from: *Communicating Design 2ed*, by Dan M. Brown, New Riders, 2011.

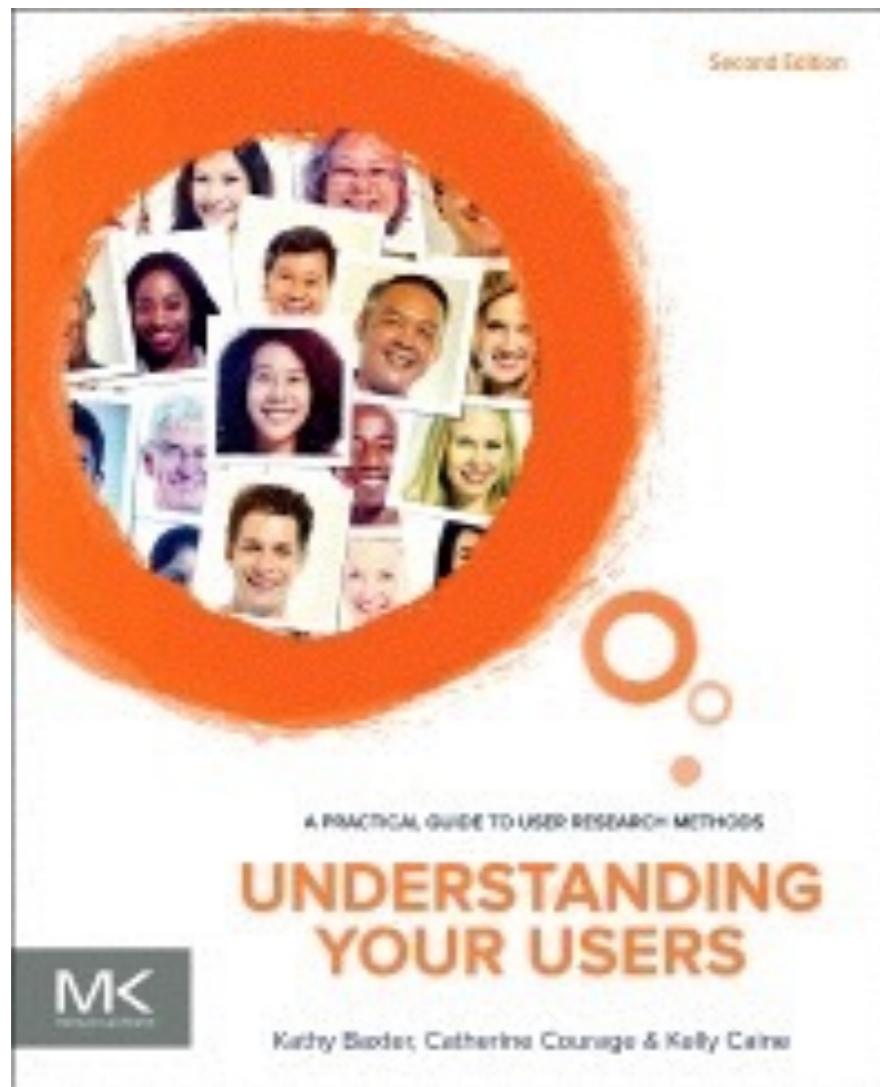
Hierarchical vs. Loose

Site Map Hierarchies



Vertical vs. Horizontal

Card Sorting



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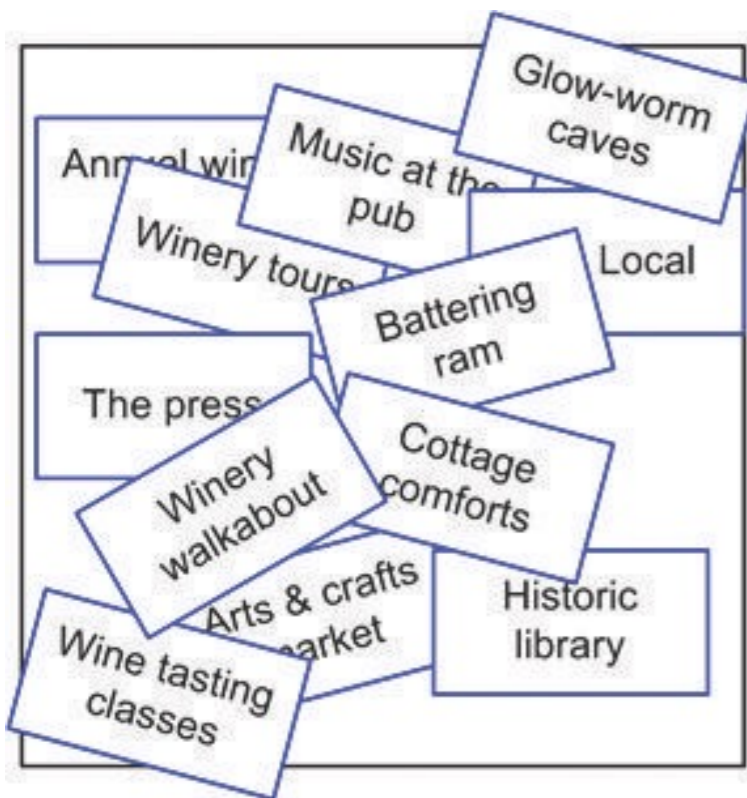
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Kelly Caine

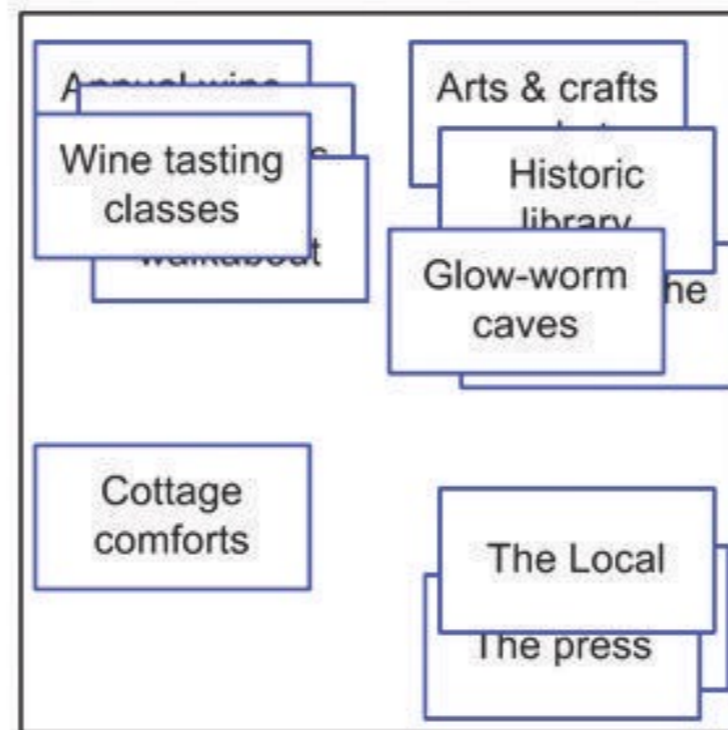
Chapter 11

Open Card Sort

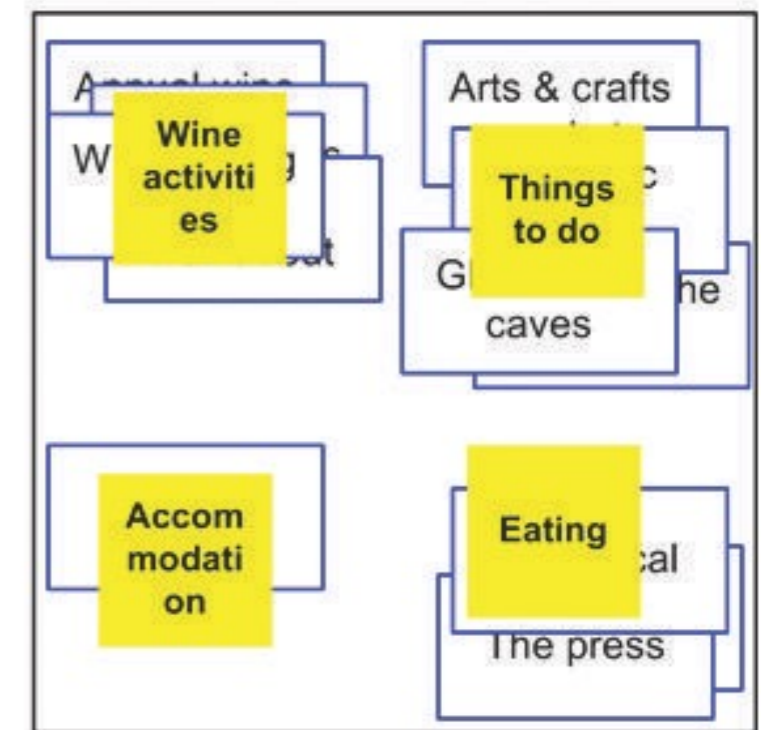
Ask people to sort the cards into piles according to what's similar and describe the groups they make



1. Content ideas on index cards



2. Sort them into groups



3. Label the groups

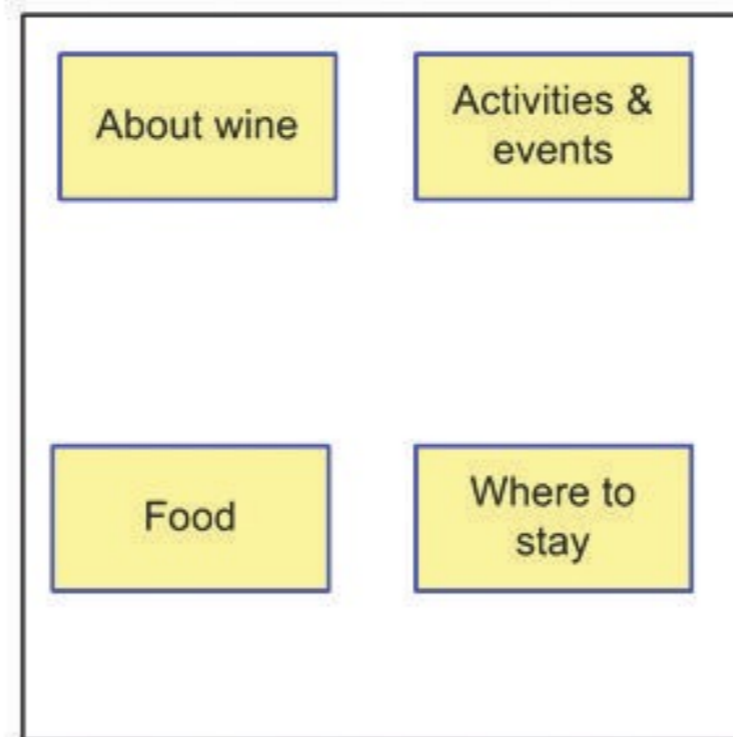
Images from: *Card Sorting: Designing Usable Categories* by Donna Spencer. Rosenfeld Media, 2009.

Closed Card Sort

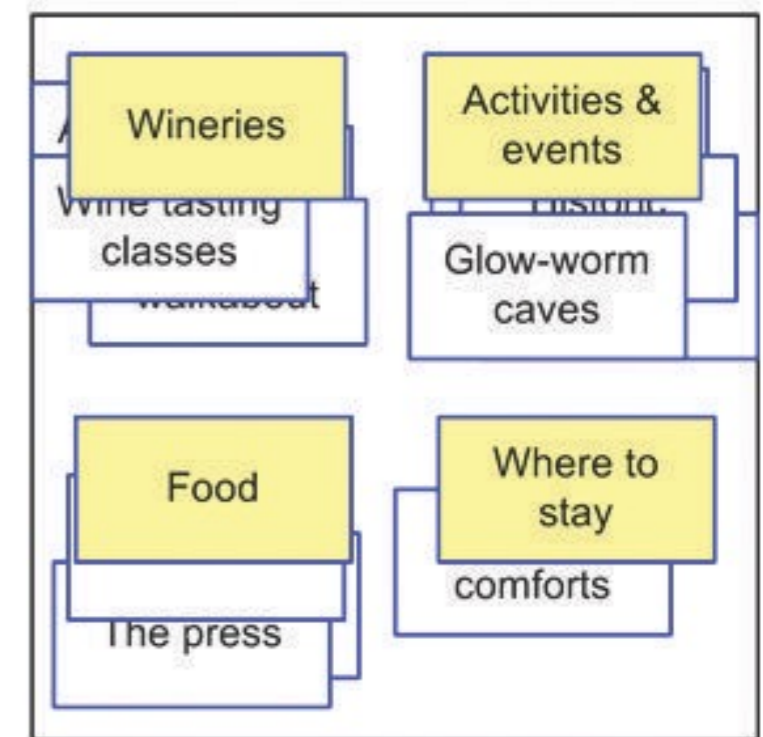
Give people a set of content cards plus a set of categories and to sort the cards into



1. Content ideas on index cards



2. Pre-determined categories



3. Content put into categories

Images from: *Card Sorting: Designing Usable Categories* by Donna Spencer. Rosenfeld Media, 2009.