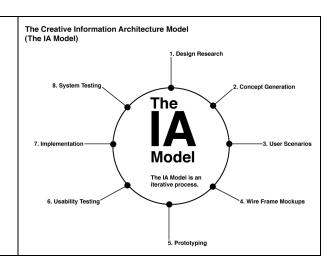
AN ONLINE TUTORIAL FOR DIGITAL-MEDIA DESIGNERS TO LEARN WEB NAVIGATIONAL SYSTEMS



The Navigational Systems Model— The NS Model

- 1. Hierarchical Navigational Systems
- 2. Global Navigational Systems
- 3. Local Navigational Systems
- 4. Integrated Navigational Systems
- 5. Remote Navigational Systems
- 6. Ad Hoc Navigational Systems
- 7. Search Engines in Web Sites



By STEVEN HEITMAN

AN ONLINE TUTORIAL FOR DIGITAL-MEDIA DESIGNERS TO LEARN WEB NAVIGATIONAL SYSTEMS

A Creative Work Thesis Report

Submitted as a Partial Fulfillment of the Requirements for:

MASTER OF ARTS DEGREE IN INDUSTRIAL ARTS

With a Concentration in Industrial Arts—
Specializations in Information Architecture,
Navigational Systems, Graphic Design

Ву

STEVEN HEITMAN

San Francisco, California

May 2000

CERTIFICATION OF APPROVAL

I certify that I have read *An Online Tutorial for Digital-Media Designers to Learn Web Navigational Systems* by Steven Heitman, and that in my opinion this work meets the criteria for approving a creative work project submitted in partial fulfillment of the requirements for the degree: Master of Arts in Industrial Arts at San Francisco State University, 1600 Holloway Avenue, San Francisco, California, United States of America 94132—May 27, 2000.

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SR INFORMATION ARCHITECT SPECIALIST

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AN ONLINE TUTORIAL FOR DIGITAL-MEDIA DESIGNERS TO LEARN WEB NAVIGATIONAL SYSTEMS

Steven Heitman San Francisco State University May 2000

ABSTRACT

Navigational Systems are used within a Web site, a Web page, and/or a subsite to provide a clear path of navigation in which the en user may move about in cyberspace without getting lost. The end user oftentimes finds himself lost or experiences extreme bouts of puzzlement while online.

The reason effective Navigational Systems need to be designed for any Web site, from *only* five-to-fifteen up to thousands of Web pages, is because the end user should be able to navigate through any Web site without experiencing severe problems of *puzzlement* or *getting lost* while surfing.

The methodology that was used to research this study and creative work project included a review of related literature, field activities, and exploration and review of fifteen online Web sites.

The study addressed the problems of navigation in cyberspace that the end user may experience without Web sites, Web pages, and subsites, and the issue of how Web designers should design Navigational Systems that work both effectively and quickly—utilizing the *seven commonly used Navigational Systems*—thus helping the end user in obtaining the information online.

After completion of the literature review, field activities, and online investigation of fifteen Web sites, it was determined that an outline of a model of the seven commonly used Navigational Systems be created, as well as a document entitled *Presentation on CD-ROM* (attached to the document).

The Model contains nine sections. The Model of Seven Commonly Used Navigational Systems is divided into the following nine sections:

- 1) Section 1: What are Navigational Systems?
- 2) Section 2: What is the Internet?
- 3) Section 3: What is the World Wide Web?
- 4) Section 4: Why do we need Navigational Systems?
- 5) Section 5: What is an Information Designer?
- 6) Section 6: What is an Information Architect?
- 7) Section 7: What are seven commonly used Navigational Systems within Web sites?
- 8) Section 8: What combinations of Navigational Systems work effectively within a Web site?
- 9) Section 9: Conclusion.

We certify that the Abstract is a correct representation of the content contained within the study and creative work project.

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TRADEMARKS

Trademarked names appear throughout this creative work project. Rather than list the names and organizations that own the trademarked name, the researcher, Steven Heitman, states that he is using the names only for editorial purposes, and to the benefit of the trademark owners with no intention of infringing upon that trademark.

EPIGRAPH

Whatever there is of God and goodness in the universe, it must work
tself out and express itself through us.

-Albert Einstein

HAPPINESS. Derive happiness in oneself from a good day's work, from illuminating the good that surrounds us.

-Henri Matisse

The state of the world, however, cannot and does not interfere with my deep love of life.

-Arthur Rubinstein

ACKNOWLEDGMENTS

I would like to *thank* Dr. Cheng, Dr. Gates, Dr. Dierke, *all my Professors*, my friends, and my family for their support.

Steven Heitman San Francisco, CA USA

MOTTO

" Information Architecture is the structure of user-centered design and usability— it has to be strong." $\!\!\!\!$

	RES AND A	APPENDICES— hitecture	Page
List of	Figures		xv
List of	Appendice	98	xix
		e Problem— hitecture	. 1
1.1	Naviga	ational Systems Used in Web Site, Web Page, and Subsite Design	. 1
	1.1.2	The Internet	2
	1.1.3	The World Wide Web	. 2
1.2	The Pr	roblem	. 3
1.3		urpose	
1.4		pblems	
1.5	•	ance of Study	
	1.5.1	Design of Navigational Systems for Quick Access	. 4
	152	Design of Effective Navigational Systems	
	1.5.3	Web Browsers – Built-In Navigational Features	
	1.5.4	Integration of Navigational Systems with a Web Browser	
1.6	Assum	ptions	. 7
1.7		and Limitations of Study	
1.8	•	ions	
1.9	Proced	dures	18
	1.9.1	Literature Review	. 18
	1.9.2	Field Activities and Investigations	. 19
	1.9.3	Online Research and Investigation of Navigational Systems	. 22
1.10	Summa	ary	. 23
		eview of the Literature and Other Related Information— hitecture	. 24
2.1	Introdu	action	. 24
2.2	Interne	et – What is It?	. 24
2.3	The W	orld Wide Web-What is It?	. 27
2.4		ite and Web Page Design	
2.5		ation Design	
2.6	Informa	ation Architects – What They Do	. 34

CHAPTER 2: Review of the Literature and other Related Information— Information Architecture (Continued) 2.7 Web Browsers—Built-In Navigational Features 2.8 Navigational Systems Used for Web Sites	Page
2.8.1 Hierarchical Navigational Systems (Narrow and Deep, Broad and Shallow) 2.8.2 Global Navigational Systems	
2.8.1 Hierarchical Navigational Systems (Narrow and Deep, Broad and Shallow) 2.8.2 Global Navigational Systems	36
2.8.2 Global Navigational Systems	37
2.8.3 Local Navigational Systems	37
2.8.4 Integrated Navigational Systems 2.8.5 Remote Navigational Systems 2.8.6 Ad Hoc Navigational Systems 2.8.7 Search Engines in Web Sites—Part of Navigational Systems	37
2.8.5 Remote Navigational Systems	39
2.8.6 Ad Hoc Navigational Systems	39
2.8.7 Search Engines in Web Sites—Part of Navigational Systems	40
,	40
2.0 Summary	40
2.9 Sullillary	41
CHAPTER 3: Review of Related Web Sites — Information Architecture	42
3.1 Introduction	42
3.2 Fifteen Web Sites Were Selected	42
3.3 Other Related Information—Analysis and Commentary on Fifteen Web Sites, with Regard to Their Navigational Systems and How They Function	45
3.3.1 The Guggenheim Museum (http://www.guggenheim.org)	45
3.3.2 The Museum of Modern Art—New York (http://www.moma.org)	49
3.3.3 Fast Company (http://www.fastcompany.com)	50
3.3.4 Direct FX (http://www.foreign-currency.com)	53
3.3.5 Overseas Jobs Express (http://www.overseasjobs.com)	54
3.3.6 The Wall Street Journal's Careers (http://www.careers.wsj.com)	56
3.3.7 Condomania (http://www.condomania.com)	57
3.3.8 Atom Films (http://www.atomfilms.com)	60
3.3.9 The White House (http://www.whitehouse.gov)	61
3.3.10 Federal Bureau of Investigation (http://www.fbi.gov)	64
3.3.11 The Library of Congress Home Page (http://www.loc.gov)	67
3.3.12 CIA World Factbook (http://www.odci.gov/cia/publications/factbook/index.html)	69
3.3.13 The First Church of Cyberspace (http://www.godweb.org)	72
3.3.14 Salon Travel (http://www.salon.com/travel)	74
3.3.15 Razorfish (http://www.razorfish.com)	77
	••

			Page
		nswers to the Subproblems Asked in the Study—	
Inforn	nation Arc	hitecture	81
4.1	Introdu	uction	81
4.2		What are the different types of navigational systems used for navigating within a Web site, Web pages, and subsites?	
	4.2.1	Hierarchical Navigational Systems (Narrow and Deep, Broad and Shallow)	82
	4.2.2	Global Navigational Systems	85
	4.2.3	Local Navigational Systems	87
	4.2.4	Integrated Navigational Systems	89
	4.2.5	Remote Navigational Systems	89
	4.2.6	Ad Hoc Navigational Systems	91
	4.2.7	Search Engines in Web Sites—Part of Navigational Systems	91
4.3	in the o	are the different types of navigational systems used design and development of Web sites, Web pages, lbsites?	91
4.4		vigational systems used in combinations within a ite, a Web page, or a subsite?	95
4.5	What a	are the effective types of navigational systems used rigation within Web sites, Web pages, and subsites?	
	4.5.1	Section Headers—Part of Navigational Systems	96
	4.5.2	Navigational Systems—User Centered Design	97
4.6	Summa	ary	97
Comm	only Use	e Outline for A Model of Navigational Systems d for Effective Web Site Design— hitecture	99
5.1		uction	
5.2		utline—A Model of Navigational Systems	
5.3	The Re	eason(s) for Each Section	101
5.4	Summa	ary	102

		Page
	PER 6: Summary, Conclusions, and Recommendations of the Study— nation Architecture	103
6.1	Summary	103
6.2	Conclusions	104
6.3	Presentation on CD-ROM	105
6.4	Recommendations	105
BIBLI	OGRAPHY	106
Source	es Cited	106
Other	Electronic Sources Via the Internet (Fifteen Web Sites Reviewed)	108
Comp	uting Technology Programming Softwares Used	109
	es Consulted-Not Cited	
Source	es Consulted—Not Cited; Periodicals	113
Other	Electronic Sources Via the Internet (Online Resources)	114

		Page
	LIST OF FIGURES	
	2: Review of the Literature and Other Related Information— Architecture	24
Figure 2.1	The World Wide Web; San Francisco State University's Home Page	26
Figure 2.2	Flow Chart and/or Blueprint for a Web Site (Matrix)	
Figure 2.3	Navigational Features of a Browser (Matrix)	
Figure 2.4	Web Site Hierarchies (Matrix)	
	3: Review of Related Web Sites— Architecture	42
Figure 3.1	Fifteen Web Sites and Their Navigational Systems (Matrix)	43
Figure 3.2	Fifteen Web Sites—Final Statements (Matrix)	
Figure 3.3	The Guggenheim Museum; Home Page	
Figure 3.4	The Guggenheim Museum; Home Page for the Bilbao Subsite	
Figure 3.5	The Guggenheim Museum; Bilboa Subsite	
Figure 3.6	The Guggenheim Museum; Bilboa Subsite—Sponsors	
Figure 3.7	Fast Company; Home Page	
Figure 3.8	Fast Company; Themes and Ideas	
Figure 3.9	Fast Company; Ecom	
Figure 3.10	Fast Company; Community	52
Figure 3.11	Direct FX; Home Page	53
Figure 3.12	Direct FX; Order Currency	53
Figure 3.13	Overseas Jobs Express; Home Page	55
Figure 3.14	Overseas Jobs Express; Support	55
Figure 3.15	The Wall Street Journal's Careers; Home Page	56
Figure 3.16	The Wall Street Journal's Careers; Site Map	57
Figure 3.17	Condomania; Home Page	58
Figure 3.18	Condomania; Probe Lubricants	58
Figure 3.19	Condomania; Kimono Micro Thin Condoms	59
Figure 3.20	Condomania; Statistics for Kimono Micro Thin Condoms	59
Figure 3.21	Atom Films (Atom Store); Home Page	61
Figure 3.22	The White House; Home Page	61
Figure 3.23	The White House; History and Tour	62
Figure 3.24	The White House; Help Desk	62
Figure 3.25	The White House; Federal Services	63

		Page
	LIST OF FIGURES	
	3: Review of Related Web Sites— Architecture (Continued)	
Figure 3.26	The White House; Tips for Users	63
Figure 3.27	The Federal Bureau of Investigation; Home Page	65
Figure 3.28	The Federal Bureau of Investigation; FBI Tour	65
Figure 3.29	The Federal Bureau of Investigation; Site Index	66
Figure 3.30	The Federal Bureau of Investigation; FBI Field Offices With Web Sites	67
Figure 3.31	The Library of Congress; Home Page	67
Figure 3.32	The Library of Congress; Exhibitions	68
Figure 3.33	The Library of Congress; The Library Today	68
Figure 3.34	The Library of Congress; Site Map	69
Figure 3.35	CIA—The World Factbook 1999; Home Page for Subsite	70
Figure 3.36	Central Intelligence Agency; Home Page (Main)	71
Figure 3.37	CIA—The World Factbook 1999; History of The World Factbook	71
Figure 3.38	CIA—The World Factbook 1999; Purchasing Information	72
Figure 3.39	The First Church of Cyberspace; Home Page	73
Figure 3.40	The First Church of Cyberspace; Index	73
Figure 3.41	The First Church of Cyberspace; Index	74
Figure 3.42	The First Church of Cyberspace; Index	74
Figure 3.43	Salon.com; Home Page	75
Figure 3.44	Salon.com; Travel	75
Figure 3.45	Salon.com; Search	76
Figure 3.46	Salon.com; Site Guide	76
Figure 3.47	Razorfish; Home Page	77
Figure 3.48	Razorfish; Process	78
Figure 3.49	Razorfish; Portfolio	78
Figure 3.50	Razorfish; Contact Us	79
	: Answers to the Subproblems Asked in the Study— Architecture	81
Figure 4.1	Seven Commonly Used Navigational Systems (Matrix)	83
Figure 4.2	Hierarchical Navigational Systems (Matrix)	84
Figure 4.3	Global Navigational Systems (Matrix)	86
Figure 4.4	Local Navigational Systems (Matrix)	88
Figure 4.5	Search Feature in Web Sites (Matrix)	90
Figure 4.6	Navigational Systems - How They are Used Within Web Sites (Matrix)	93
Eiguro 4.7	Navigational Systems How They are Used With Web Sites Cont'd (Matrix)	0.4

		Page
	LIST OF FIGURES	
	: Screen Shots of Fifteen Web Sites Used in the Study— Architecture	141
Figure B.1	From Figures 3.3 and 3.5—The Guggenheim Museum; Home Page; Bilboa Subsite	141
Figure B.2	From Figures 3.7 and 3.8—Fast Company; Home Page; Themes and Ideas	142
Figure B.3	From Figures 3.11 and 3.12—Direct FX; Home Page; Order Company	143
Figure B.4	From Figures 3.13 and 3.14—Overseas Jobs Express;	144
Figure B.5	From Figures 3.15 and 3.16—The Wall Street Journal's Careers; Home Page; Site Map	145
Figure B.6	From Figures 3.17 and 3.20—Condomania; Home Page; Statistics	146
Figure B.7	From Figures 3.21 — Atom Films; Home Page; International Drama	147
Figure B.8	From Figures 3.22 and 3.25—The White House; Home Page; Federal Services	148
Figure B.9	From Figures 3.27 and 3.28—The Federal Bureau of Investigation; Home Page; FBI Tour	149
Figure B.10	From Figures 3.31 and 3.33—The Library of Congress; Home Page; The Library Today	150
Figure B.11	From Figures 3.35 and 3.36—CIA: The World Factbook 1999; CIA—Main Home Page	151
Figure B.12	From Figures 3.39 and 3.41—The First Church of Cyberspace; Home Page; Index	152
Figure B.13	From Figures 3.43 and 3.45—Salon.com; Home Page; Search	153
Figure B.14	From Figures 3.44—Salon.com; Travel	154
Figure B.15	From Figures 3.47 and 3.48—Razorfish; Home Page; Process	155
	: Presentation on CD-ROM— Architecture	156
Figure C.1		160
Figure C.2		161

		Page
	LIST OF FIGURES	
	Presentation on CD-ROM— Architecture (Continued)	
Figure C.3		162
Figure C.4		163
Figure C.5		164
Figure C.6		165
Figure C.7		166
Figure C.8		166
Figure C.9		167
Figure C.10		168
Figure C.11		168
Figure C.12		169
Figure C.13		170
Figure C.14		171
Figure C.15		172
Figure C.16		173
Figure C.17		174
Figure C.18		175
Figure C.19		175
Figure C.20		176

	Page
LIST OF APPENDICES	
Appendix A: Permission to Use Screen Shots— Correspondence (Online)— Information Architecture	118
Appendix B: Screen Shots of Fifteen Web Sites Used in the Study— Information Architecture	140
Appendix C: Presentation on CD-ROM (Online)— Information Architecture	156

CHAPTER ONE

The Problem— Information Architecture

1.1 Navigational Systems Used in Web Site, Web Page, and Subsite Design

1.1.1 Introduction

Information Architecture and Navigational Systems:

Navigational Systems are designed within a Web site, a Web page, and a subsite to provide a clear path of navigation to end users—so end users will not get lost in cyberspace. In *Designing and Writing Online Documentation* William Horton explains the *problem* and *symptoms* of getting lost in cyberspace; he quotes from Jakob Nielsen's book *Hypertext and HyperMedia* that states: "Readers in complex online documents often lose track of where they are or where they have been. In a field study of a hypertext document [*about Information Architecture and Navigational Systems*], 56 percent [56%] of [the end] users said they were unsure about where they were and 44 percent [44%] doubted they could find a topic they visited earlier [on the World Wide Web]" (8:210; 11:188-206).

Regarding the design of Navigational Systems, Jakob Nielsen states in *Information Architecture for the World Wide Web* by Peter Morville and Louis Rosenfeld that a large Web site such as Sun Microsystems (http://www.sun.com) contains a base of at least 25,000 Web pages (14:xi). The reason effective Navigational Systems need to be designed for any Web site is that because the end users should be able to navigate through any Web site, without experiencing severe problems of puzzlement or getting lost.