

Module 4 Structure and Navigation

Introduction

If you're new to UX, you might believe that 'design' is where the UX designer's role begins. But as established by the previous modules, a lot of hard work is required before you can start to design a product.

Before you start to design screens, you have to step back and consider how you want your software to be structured and how you want users to 'flow' through it. This is high-level design.

During this module, you'll learn how to do this design - based on clear structure and navigation. The starting point for software navigation is defining a clear structure and how this relates to navigation. You'll understand the meaning of Information Architecture and how to define one.

You'll also understand the concept of flow and you'll learn how to define a flow for a digital product. You'll understand common navigation patterns and how to avoid them in your design process.

There is one project to complete during this module:

Flow diagram for desktop

Complete this project if you are following the project path for desktop. Review the **Project Paths** document which is available to download in the 'Introduction to the Diploma' section of the course.

Topics covered include:

- Information architecture
- User flow
- Flow diagrams

- Screen states
- Navigation

Recommended reading

Sketching User Experiences
Bill Buxton
@wasbuxton

Additional resources

• Information Architecture for the World Wide Web by Louis Rosenfeld, Peter Morville and Jorge Arango

Note taking

Information architecture Organising content, functionality and fentures _ sitemay. where content lives. achieve their joals Help people Influence primary navigation. - Follow conventions, benchmark - Look of traffic data. - Look at Search daita. - Define hypothesis - Card Sort - Refine

User flow

How neers more through the application.

Identify main wangs that user flows through site.

Flow includes screen States. Lo possibly many steps

Understand where screen sits in sitemap and flow

Navigation

Horizantal nav

Horizontal and vertical

Hamburger nor.

Movement between global and

LD when and where will local be available independent from Mobal.