

example #1: templating & information architecture

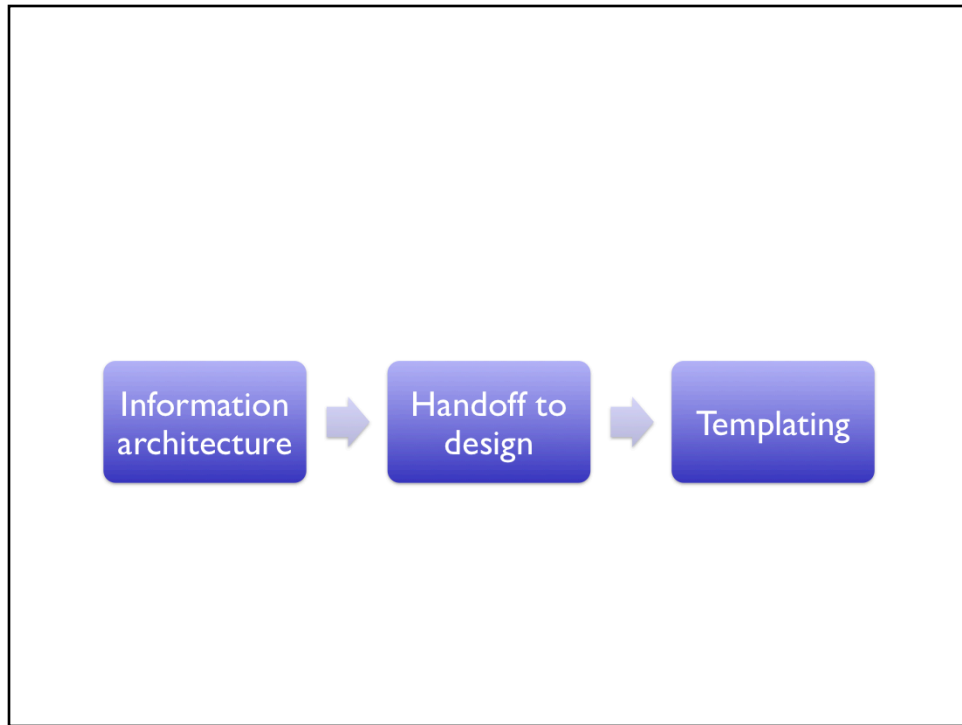
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2001

starting place

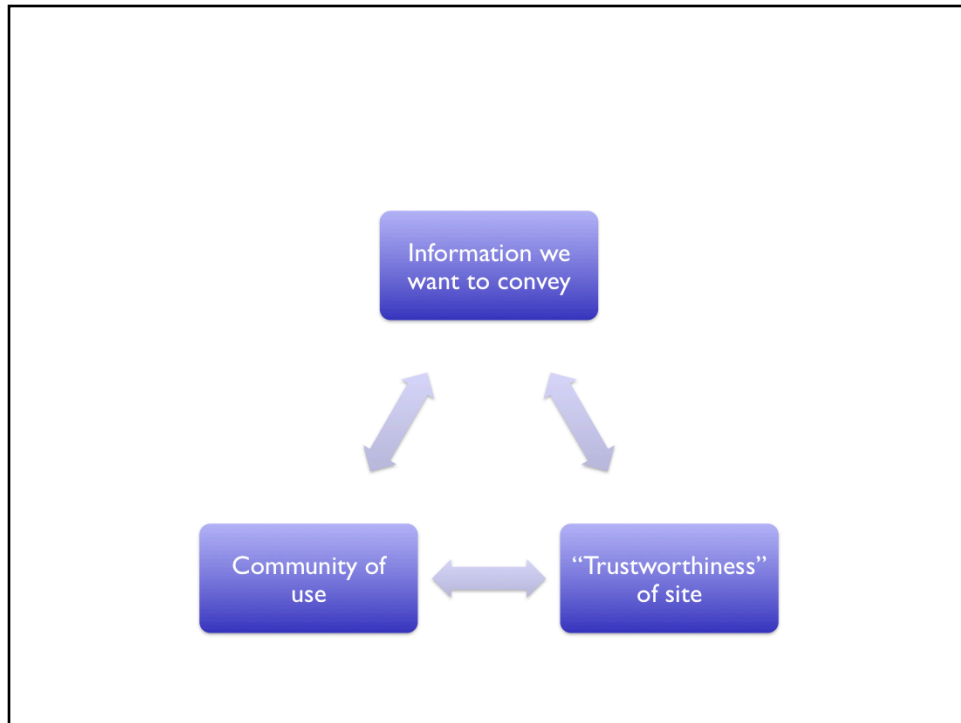
- CSSD had a legacy website, completely hand-managed
- any changes to the navigation had to be made on 50+ pages individually
- navigation had grown from planned few items to many disorganized items over several years

templating was simple!

- CSSD was not using a CMS
- We were using Dreamweaver, which has a built-in templating system.



1. Information architecture: make site readily navigable by the community of use, with easily findable items
2. Hand the architecture off to the design firm
3. Take the HTML handed back & wrap Dreamweaver templates around it. if changes do need to be made, only make them once!



architecture considerations

What is the community of use?

What are the needs of that community?

What vocabulary conveys information accurately to that community?

What information do we have?

What do we want people to know?

“Trustworthiness”:

Accuracy of information

Does the site look professional/official?

Does it look as if the people who created the site understand the community of use? That is: is the information on the site what the people using it actually WANT?