Table of Contents

Pre	Preface xi			
Part I.		Introducing Information Architecture		
1.	Hello The I	roblems That Information Architecture Addresses , iTunes Problems Information Architecture Addresses Information Architecture	3 6 10 16 22	
2.	Defin Just E	ing Information Architecture aitions Because You Can't See It, Doesn't Mean It Isn't There rd a Damned Good Information Architecture	23 24 26 31 38	
3.	The " Infor Infor Learr	n for Finding Too-Simple" Information Model mation Needs mation-Seeking Behaviors ning About Information Needs and Information- king Behaviors	39 40 42 46 49 50	
4.	-	n for Understanding	53 54	

The Architecture of (Real-World) Places	55
Places Made of Information	56
Organizing Principles	59
Structure and Order	60
Typologies	63
Modularity and Extensibility	67
The Happiest Place(s) on Earth	69
Recap	75
-	

Part II. Basic Principles of Information Architecture

5.	The Anatomy of an Information Architecture	79
	Visualizing Information Architecture	80
	Top-Down Information Architecture	83
	Bottom-Up Information Architecture	85
	Invisible Information Architecture	88
	Information Architecture Components	90
	Recap	95
	n in the second s	4
6.	Organization Systems	97
	Challenges of Organizing Information	98
	Organizing Information Environments	
	Organization Schemes	104
	Organization Structures	116
	Social Classification	127
	Creating Cohesive Organization Systems	120
	Recap	130
7.	Labeling Systems	. 133
	Why You Should Care About Labeling	134
	Varieties of Labels	140
	Labels as Headings	144
	Designing Labels	153
	Recap	173
8.		. 175
	Types of Navigation Systems	
	Gray Matters	177
	Browser Navigation Features	178
	Placemaking	179

	Improving Flexibility	182
	Embedded Navigation Systems	183
	Supplemental Navigation Systems	193
	Advanced Navigation Approaches	202
	Recap	208
9.	Search Systems	211
	Does Your Product Need Search?	212
	Search System Anatomy	216
	Choosing What to Index	218
	Search Algorithms	227
	Query Builders	232
	Presenting Results	233
	Designing the Search Interface	252
	Where to Learn More	266
	Recap	267
10.	Thesauri, Controlled Vocabularies, and Metadata	269
	Metadata	270
	Controlled Vocabularies	271
	Technical Lingo	283
	A Thesaurus in Action	285
	Types of Thesauri	290
	Thesaurus Standards	293
	Semantic Relationships	295
	Preferred Terms	298
	Polyhierarchy	301
	Faceted Classification	303
	Recap	308

Part III. Getting Information Architecture Done

11.	Research	
	A Research Framework	315
	Context	316
	Content	323
	Users	333
	Participant Definition and Recruiting	338
	User Research Sessions	341
	In Defense of Research	349

	Recap		353
_		a fa tha an	355
12.	Strategy		356
	What Is an Information Architec	ture Strategy?	358
	Strategies Under Attack		
	From Research to Strategy	. · .	360
	Developing the Strategy		361
	Work Products and Deliverables		367
	The Strategy Report	the second s	373
	The Project Plan	$\left\{ 1, 1, 2, \dots, 1, 2^{N_{n-1}} \right\} \in \left\{ 1, 2^{N_{n-1}} \right\}$	385
	Presentations		386
	Recap		388
		م يون ¹ کې د د وې _{کې}	
13.	Design and Documentation		389
	Guidelines for Diagramming an	Information Architecture	391
	Communicating Visually		393
	Sitemaps		394
	Wireframes	1	407
	Content Mapping and Inventory	r at	414
	Content Models		421
	Controlled Vocabularies	$= \sum_{i=1}^{n} \left(\frac{1}{2} \sum_{i=1}^{n} \left(2$	428
	Design Collaboration	and the second	431
	Putting It All Together: Information Architecture Style		
	Guides	and the second second	435
	Recap		438
	-		
Co	da	• • • • • • • • • • • • • • • • • • • •	441
		a second second second	
A.	References	••••••	447
In	dex		451
		· · · · · · · · · · · · · · · · · · ·	
		and the second	
		1 generation and	
		1.11 A.	
		2	