Web Design

Best Practices, Part 2: Navigation

Layout

Two Key Ideas



Navigation



The way a user moves from one page to another.

A well designed website that has good navigation will allow the user can find what they are looking for.



- Searching for Information
- Buying a new pair of shoes
- Trying to find the best meme
- etc.

What are the 3 basic User Actions on the web?

Clicking (now also tapping)



Purpose?

- To select an item
- To go to a new location
- To press a button

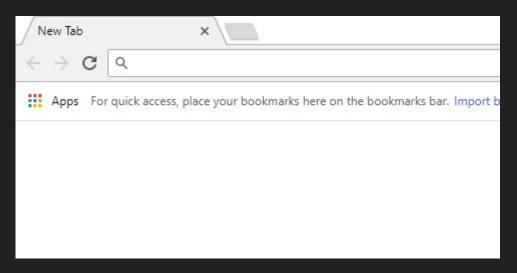
Scrolling (now also swiping up/down)



Purpose?

- To see more info when it doesn't all fit into one screen.
- Sometimes also to zoom in / out

Another "key" interaction on the web?





Typing using a keyboard (either physical or virtual) is essential for telling your browser where you want to go and for communicating information on the web.



But how does the user know what to click on?

Humans have actually learned a lot of special symbols and cues that tell us how we can interact and how to navigate.

But how does the user know what to click on?

<u>Underline</u> and different color tells us that this link is something we can click on!

Specifically for clicking, the **mouse cursor** switches between many icons that tell us information about what you are about to click (mouse over).



Point

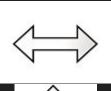
Select (used for hyperlinks)



Select / Edit Text



Zoom in / out



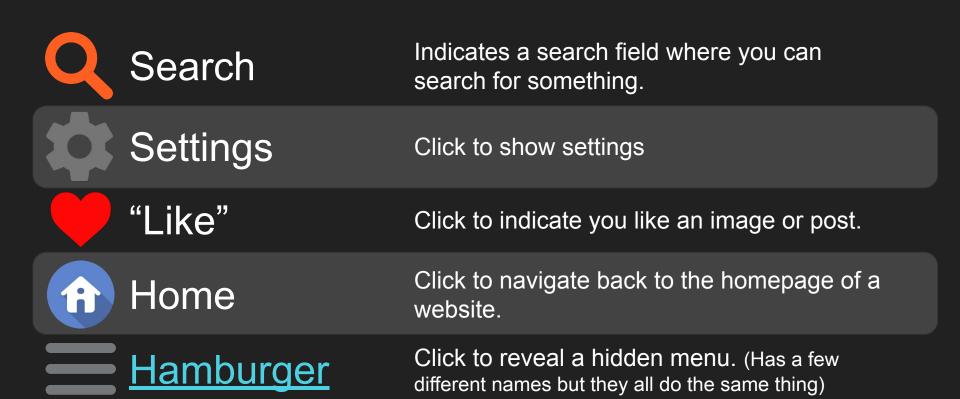
Stretch



Grab / Move

Unfortunately, this doesn't work as well anymore because we don't have a mouse on touch devices.

Iconography: Know Your Icons



Iconography: Know Your Icons



Edit

Resembles a pencil. Allows you to edit a post.



Attach

Resembles a paper clip. Allows you to add an attachment (file, photo)



User / Profile

A silhouette. Allows you to view your profile



Arrow entering or exiting through a doorway. Log in or log out of a website



Like a link in a chain. Allows you to embed a link or to follow a link (depending on the context)

view a full list of web icons

https://blog.spinweb.net/50-web-and-technology-icons-explained-infographic



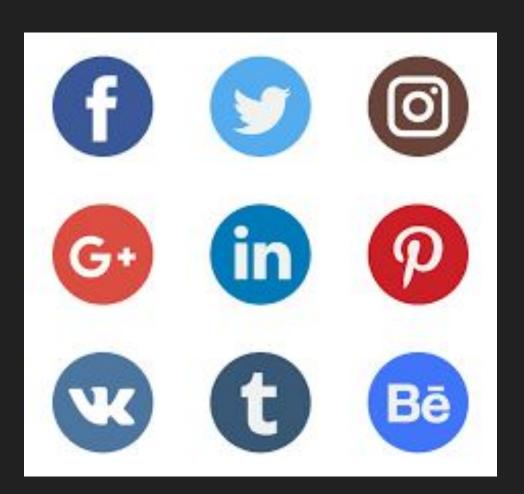
			∆ LIKE
SAVE	⚠ ALERT/ERROR	USER/PROFILE	
⊥ DOWNLOAD	U POWER	erase	TWITTER
		○ REFRESH	p PINTEREST
EMAIL EMAIL		LOADING	INSTAGRAM
	🗱 всиетоотн	(i) INFORMATION	
Х мите		UPLOAD	Р УООТИВЕ
SETTINGS	CLOSE/DELETE		← MOVE
SHOPPING CART		sitemap	X TOOLS /SETUP
< SHARE	MAP/LOCATION		LOGIN
	SECURITY/PASS		LOGOUT
ADD FOLDER	FILE MANAGER	C PHONE/CONTACT	
🔎 гоомоит	WEBPAGES		
		RATE	IMAGE
Q SEARCH			I PIN
PLAY			
ENTER	? HELP/FAQ	MICROPHONE	▶ PDF



Web Company Icons: Interacting and Sharing

Some companies have very distinct icons related to sharing on social media.

Because they allow people to communicate in new ways they have become *more* than just company logos.



Common Navigation Trends

- Search bar at the top
- Use of icons to reduce need for text
- More information available when you scroll down. Keep scrolling to find out more
- **Use of links** to jump to different parts of the site or sometimes to jump up or down to a different part of a page (anchors)
- Navigation Bar or Column somewhere very visible on the page
- Hyperlinks in paragraphs and hyperlinks in images to allow the user to find out more about things they click on.

Meeting #5

In this meeting, the goal is to share the HTML pages each person in the team created last week.

Part 1

- **A.** Share each layout (show the team your work and explain).
- **B.** Get feedback (positive and negative).
- C. Include photos / screenshots as well as links to the Repl.it projects
- D. Make a list of the layout ideas you all like
- **E. Be specific** with which idea was from which person or if one idea was shared by multiple people.

Part 2

- A. Create a Multiplayer Repl.it project and start building your homepage and other group pages. Remember that the minimum requirements:
 - a. The Homepage
 - b. The Product Page
 - c. The About Us Page which should link to individual pages.
- A. Describe the key features of this layout plan in the meeting minutes.
- B. Describe what navigation techniques you will use.

Some of this process may be completed outside of class.



How do you *implement* good navigation in HTML?

We will discuss later this week!

<u>View Next Presentation If You Want</u> <u>to look ahead. (how to implement)</u>