# COMMUNICATING WITH VISUAL HIERARCHY

LUKE WROBLEWSKI WRITERS UA CONFERENCE, MARCH 2008





### Luke Wroblewski





#### Yahoo! Inc.

• Senior Principal, Product Ideation & Design

#### LukeW Interface Designs

- Principal & Founder
- Product design & strategy services

#### Author

- Site-Seeing: A Visual Approach to Web Usability (Wiley & Sons)
- Form Design Best Practices (Rosenfeld Media) -Upcoming
- Functioning Form: Web applications, product strategy, & interface design articles

#### Previously

- eBay Inc., Lead Designer
- University of Illinois, Instructor
- · NCSA, Senior Designer

#### http://www.lukew.com



### **Outline**



- · Why does visual hierarchy matter?
- How do we construct a visual hierarchy?
- How do we use visual hierarchy to:
  - Communicate messages
  - Illuminate actions
  - Organize information

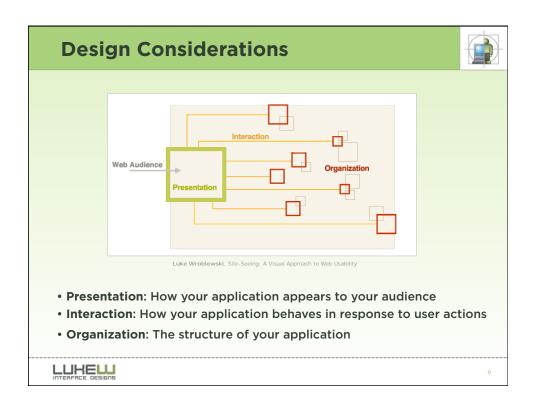


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#### How We Use the Web "Look around feverishly for anything that is interesting or vaguely resembles what you are looking for, and is clickable." -Steve Krug WHAT WE DESIGN FOR... THE REALITY... Look around feverishly for anything that a) is interesting, or vaguely resembles what Read you're looking for, and [Pause for reflection] b) is clickable. Finally, click As soon as you find on a carefully a halfway-decent chosen link match, click. If it doesn't pan out, click the Back button and try -Steve Krug, Don't Make Me Think: A Common Sense Approach to Web Usability





#### **Presentation**



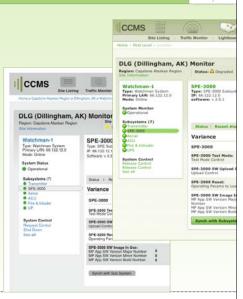
- All interactions occur through the presentation
- Inform users
  - Establish relationships between content
  - Guide users through actions
- Make organizational systems clear
  - Provide situational awareness
  - Maintain consistency to create a sense of place
- Effectively convey brand message to your audience
  - Emotional impact
  - Engage and invite
  - Provide a unique personality



#### What Makes a Great Presentation?



- Visual Organization
  - Communicates the relationships between user interface elements
  - Enables Interaction Design
  - Information Design
- Personality
  - Communicates the brand essence of a product
  - Visceral design
  - Color, font, image, pattern selection



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### **The End Goal**

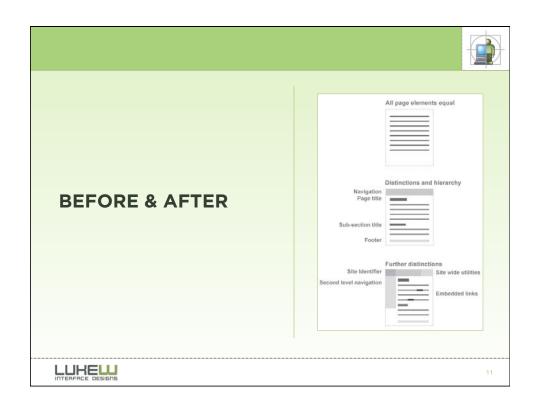


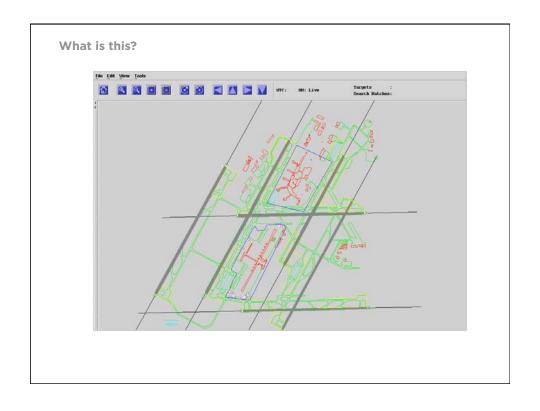
### • Quickly Communicate

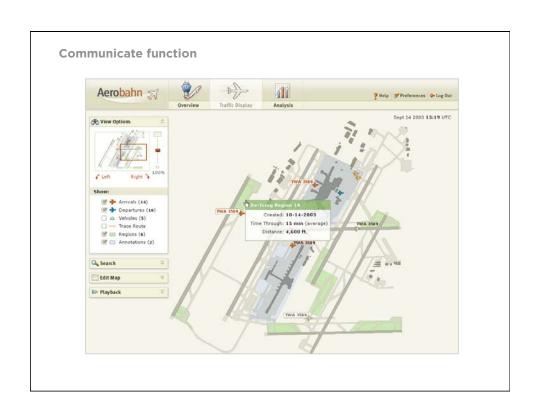
- What is this? Usefulness
- How do I use it? Usability
- Why should I care? Desirability

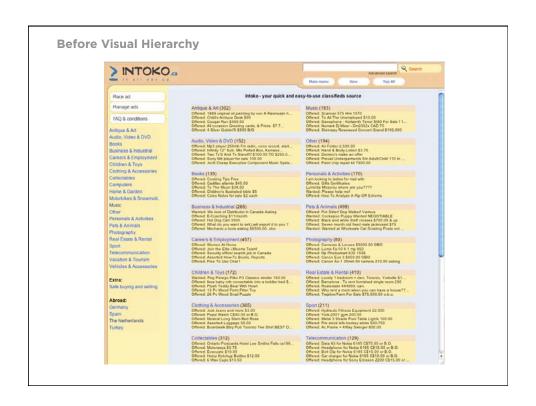


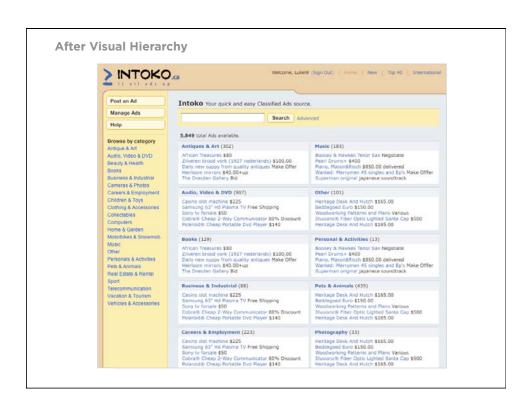


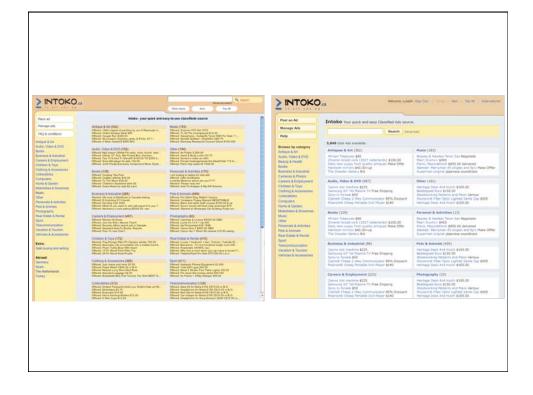




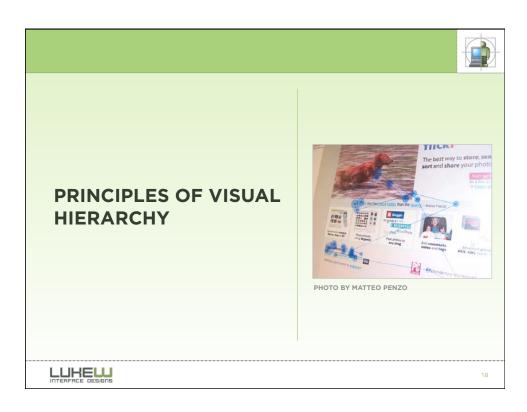












### **How We See**



- How we make sense of what we see
  - Recognizing similarities & differences
  - This allows us to group information
  - And give it meaning

#### Relationships

- Between individual elements
- To the whole (story)



Flickr: Uploaded on August 19, 2006 by Tom-Tom

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### **Understanding Perception**





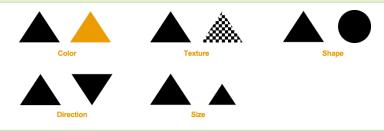
Luke Wroblewski, Site-Seeing: A Visual Approach to Web Usability

- Several principles tell us how (why) we group visual information
  - **Proximity** -elements close together are perceived as a group
  - Similarities -of shape, size, color can group elements
  - Continuance -grouped through basic patterns
  - Closure -group elements by space filled between them

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### **Forming Relationships**





Luke Wroblewski, Site-Seeing: A Visual Approach to Web Usability

- Creating relationships requires an understanding of what makes things different
- Introducing variations in one or more of the above categories creates visual contrast
- Also created through positioning



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### **Using Relationships**





## **Type**



- Use visual relationships to
  - Add more or less **visual weight** to objects
  - Difference is created by contrast between objects
  - Why do we want to vary the visual weight of objects...

Luke Wroblewski, Site-Seeing: A Visual Approach to Web Usability



### **Visual Hierarchy**



- Creates a center of interest that attracts the viewer's attention
- · Creates a sense of order and balance
- Establishes a pattern of movement to guide a viewer through a composition
- In other words, it tells a story
  - Like all good stories it has a beginning, end, and a point.



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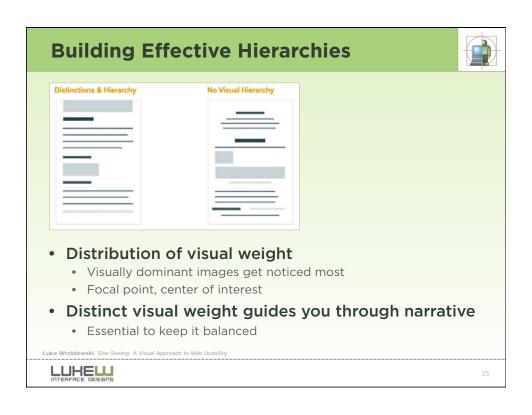
### **Hierarchy Applied**



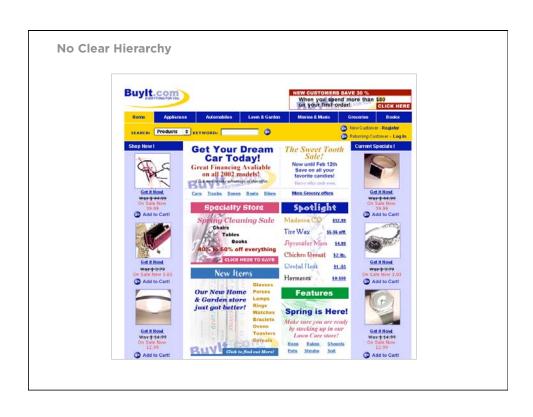
- Visual weight guides you through
  - Image
  - Title
  - Date & Location
  - Ticket Information
- Building an effective hierarchy
  - Involves use of visual relationships to add more or less visual weight to elements

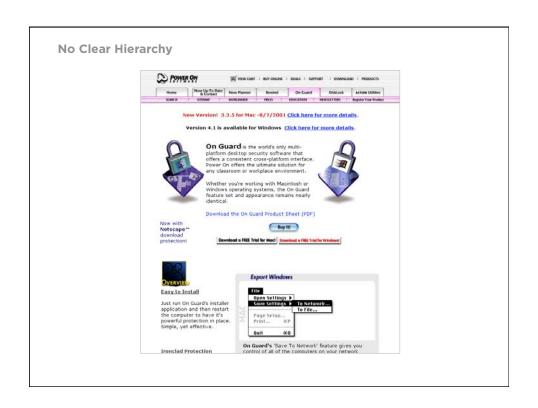


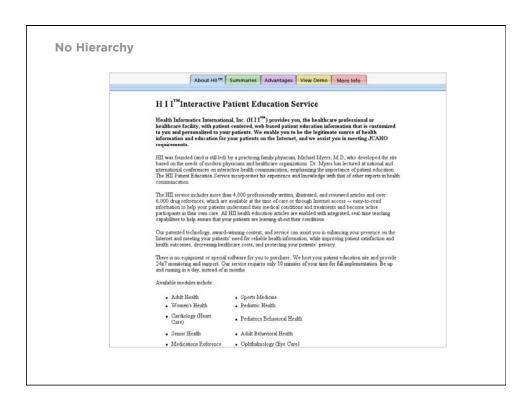
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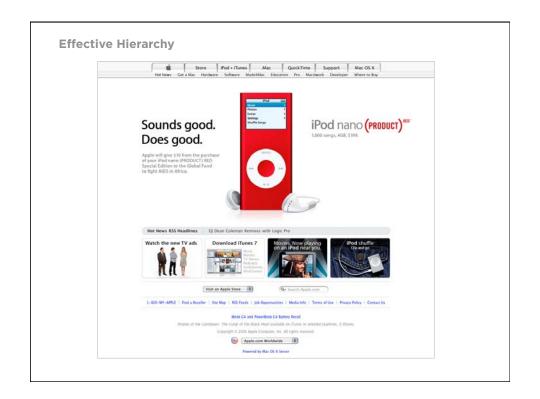


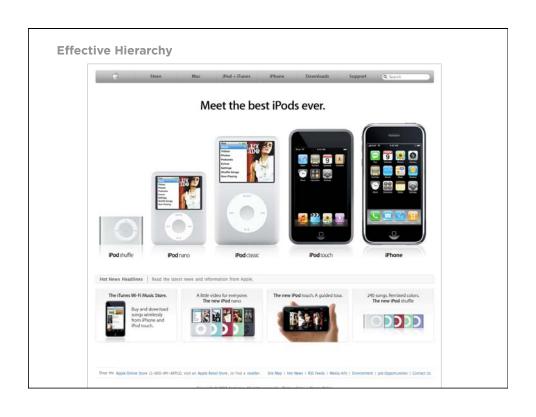












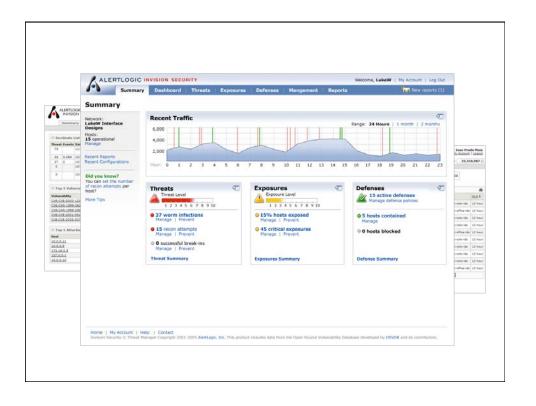


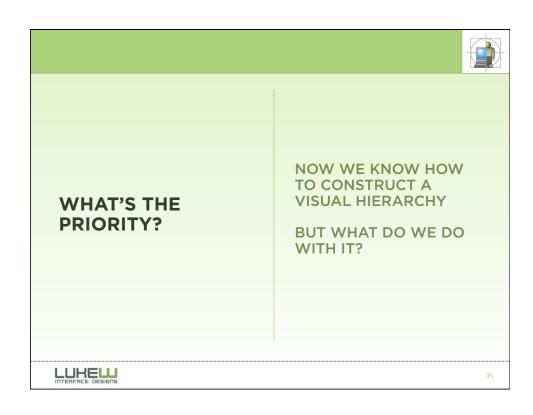
### **To Summarize**

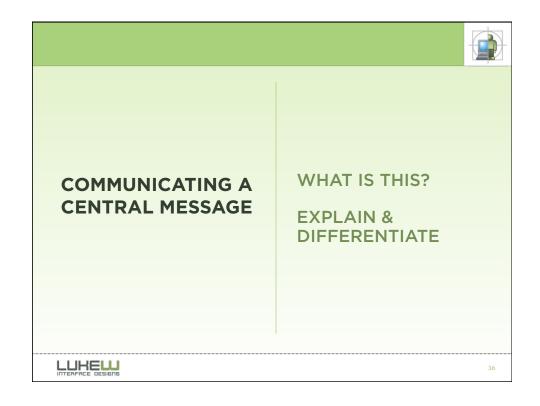


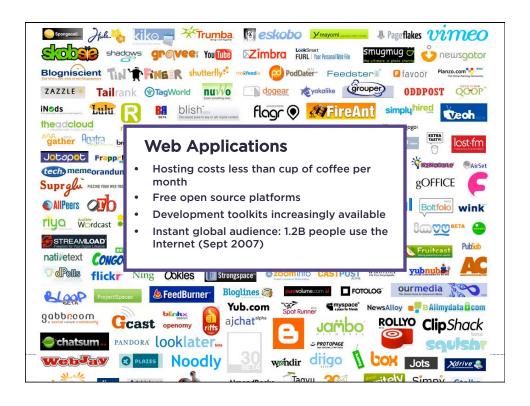
- Visual Communication is part
- Visual Organization and part personality.
- Visual Hierarchy is a deliberate prioritization of
- Visual Weight enabled by the manipulation of
- Visual Relationships to create
- Meaning for users.

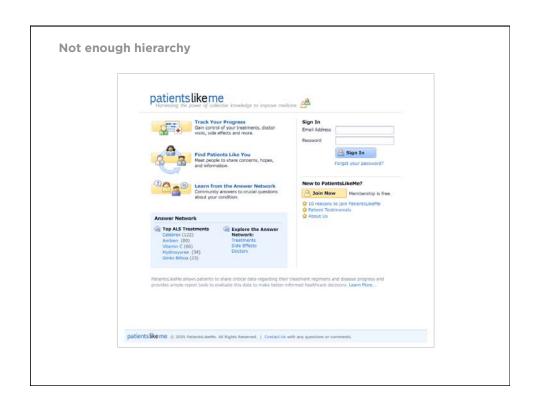
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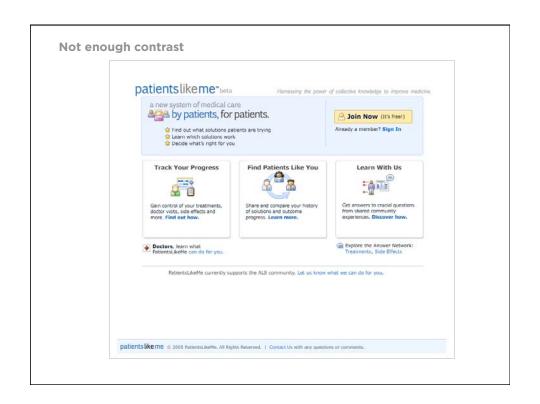


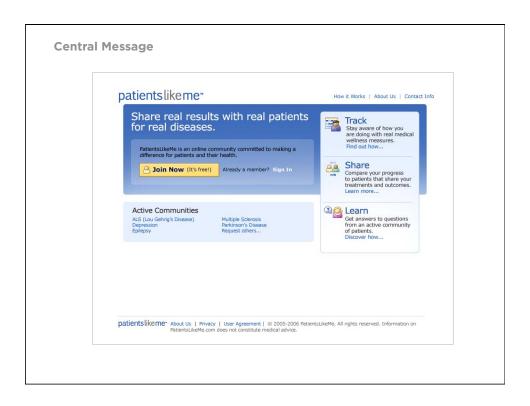




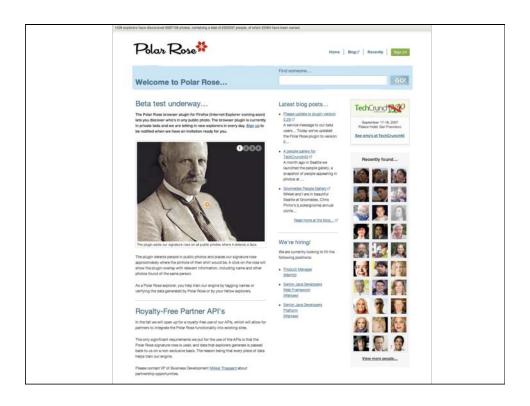










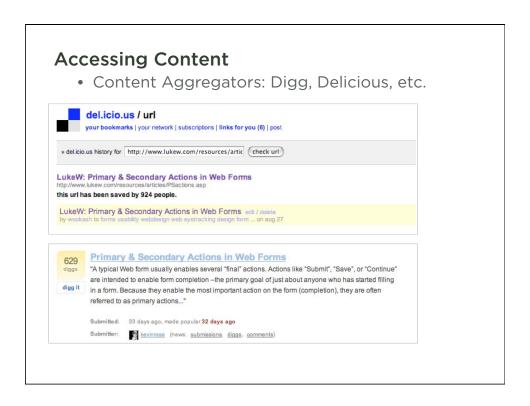


### **Meeting Expectations**

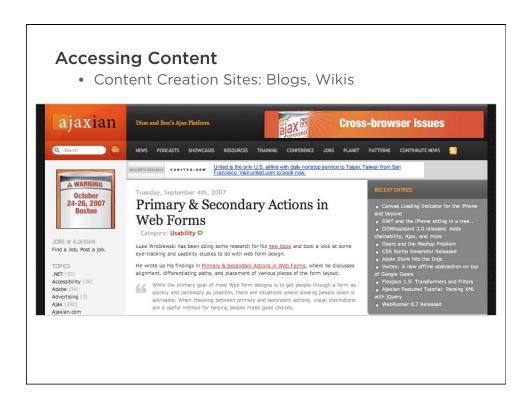


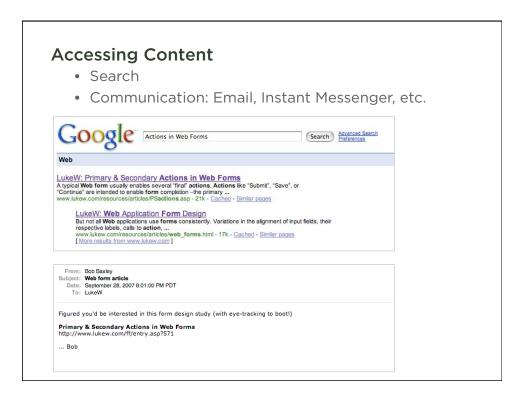
- Prioritization becomes especially important when you consider how people access content
  - Content Aggregators
  - Display Surfaces
  - Content Creation Sites
  - Search
  - Communication Tools
  - More...



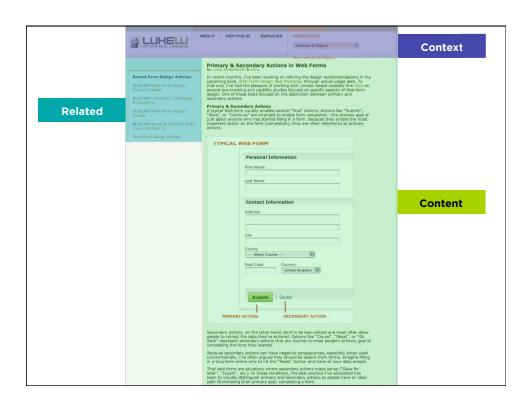


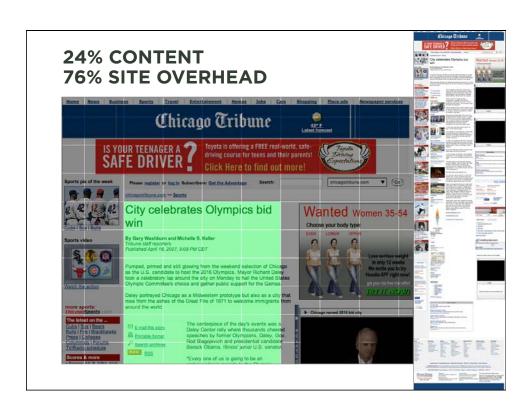


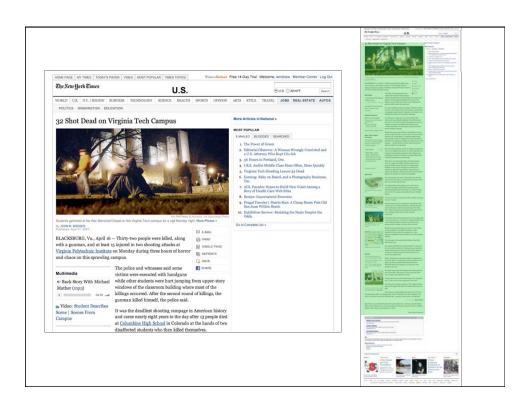


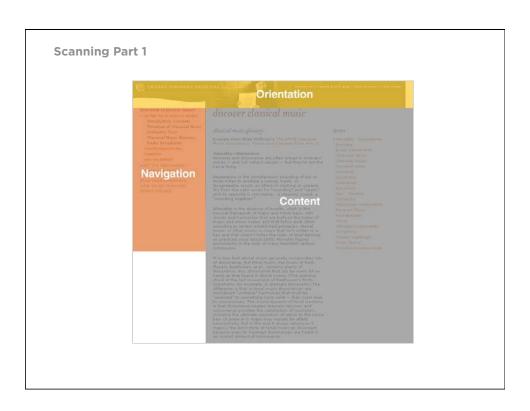


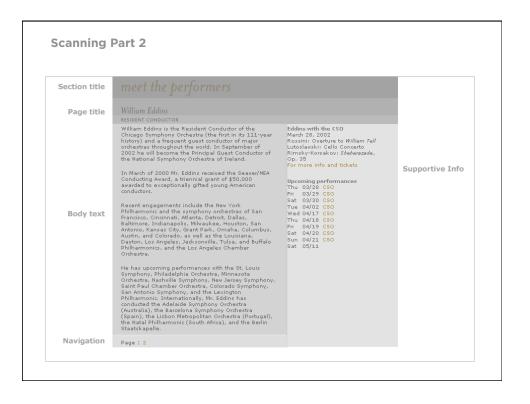
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people to retract the data they've entired. Options like "Curious", "Resets", or "Go Back" represent accordany actions that are counter to most peoples primary goal of completing the form they started.  Recause controlled actions can have meative prosperaumone, especially when used			PRIMARY ACT	TION S	ECONDARY ACTION		
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#### **TAKE ACTION**

WHAT DO I DO NOW?

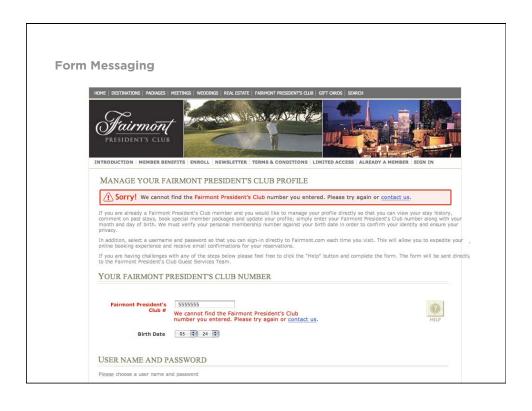
USER NEEDS & BUSINESS GOALS

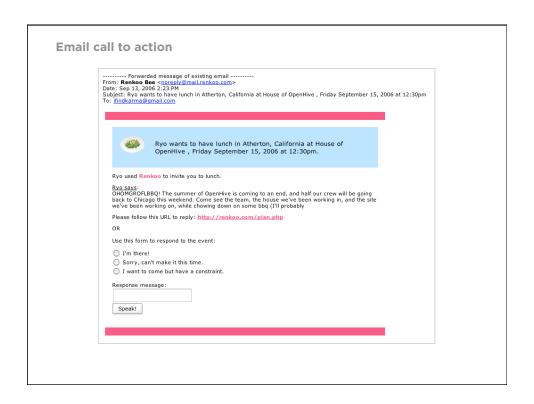


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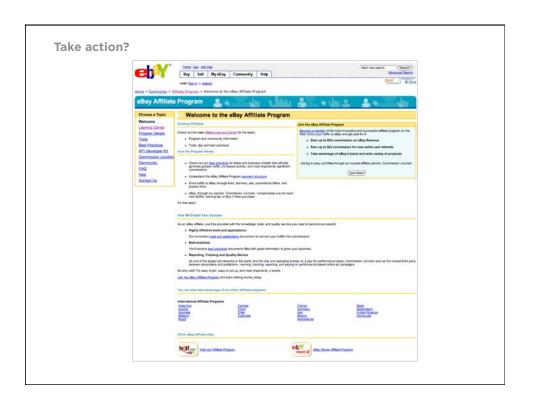
#### **Form Messaging**



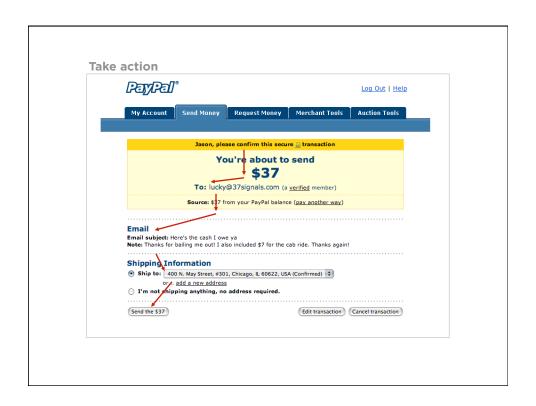


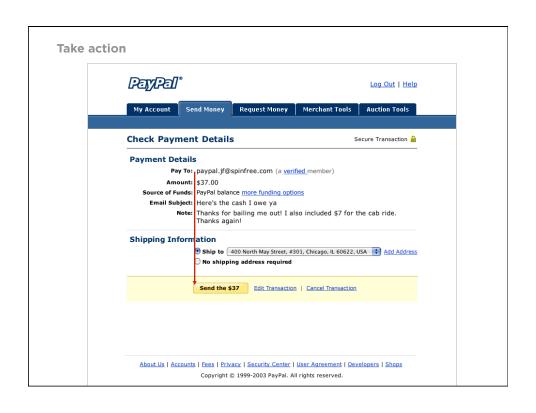




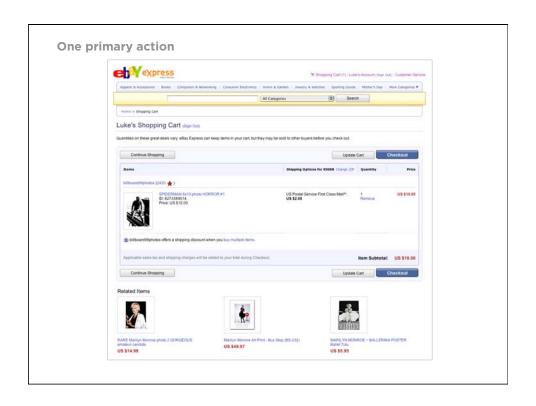


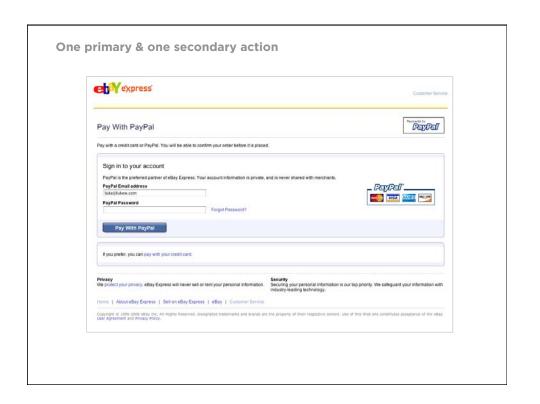


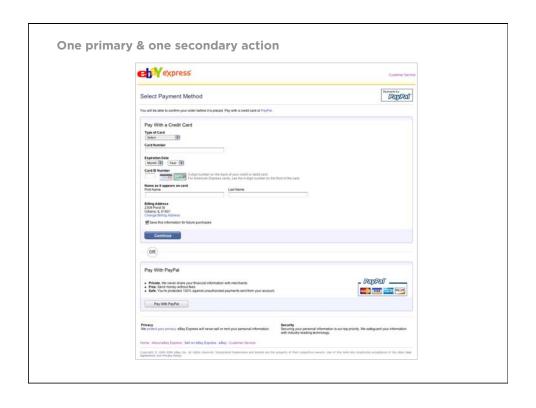


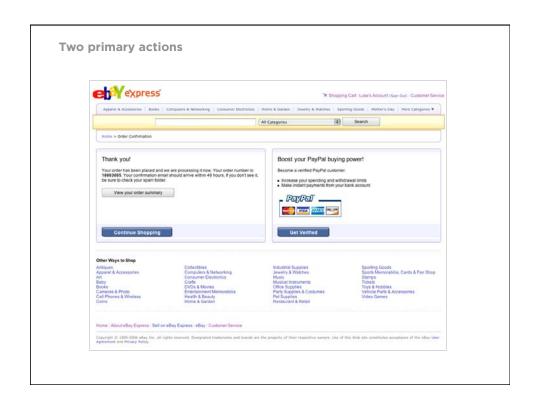


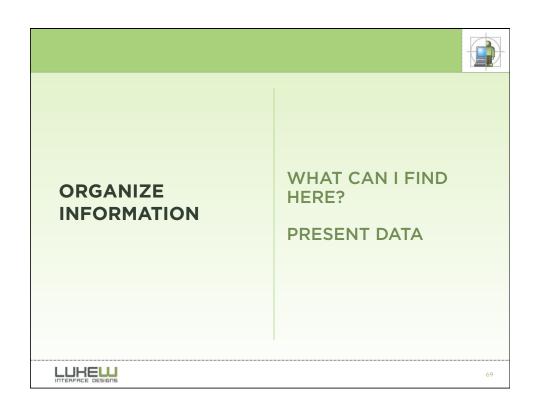




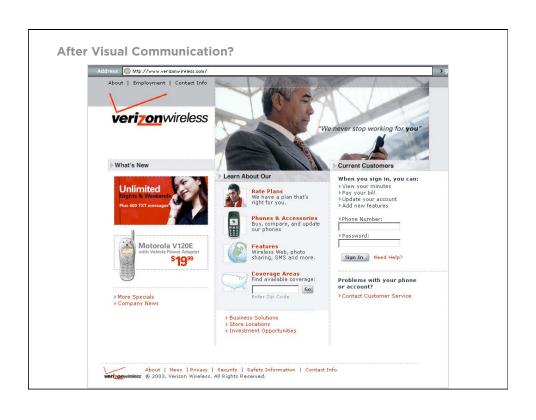


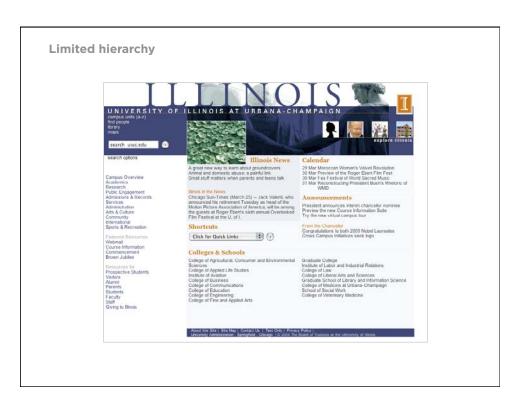


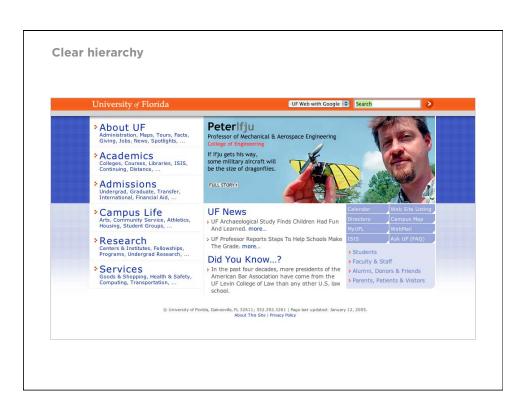












### **A Simple Table**



General Statistics		
Current Caseload:	10	
Number of Admissions Today:	5	
Number of Admissions This Month:	35	
Number of Admissions Last Month:	30	
Number of Discharges Today:	3	
Number of Discharges This Month:	22	
Number of Discharges Last Month:	34	

General Statistics	
Current Caseload:	10
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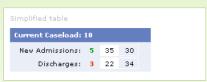
Statistics	
Current Caseload:	10
New Admissions:	5 today 35 this month 30 last month
Discharges:	3 today 22 this month 34 last month

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### **After Visual Communication?**



 "I think I found an even better solution to simplify this part of user interface." -One Creative Director's Journal



"This way I think users will need even less time to see all the information
presented in the table especially frequent users. For new users or users in
doubt once they rollover the number for which they don't know the meaning,
they will see a description."



http://andreysmagin.com/blog/redesigning-a-simple-table



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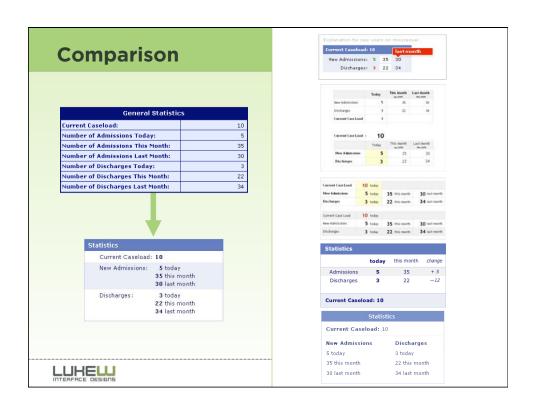
### **After Visual Communication?**

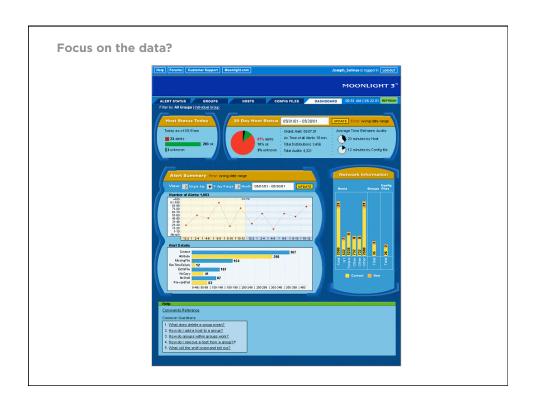


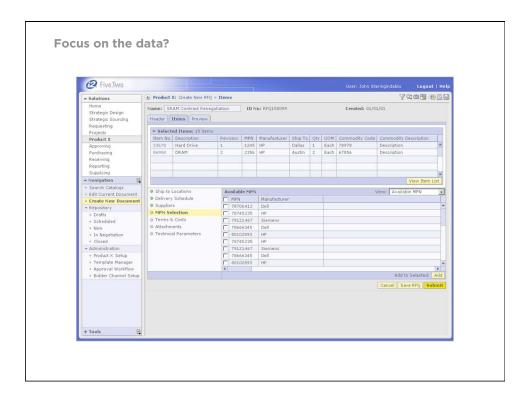


- Is there a prioritization of the data
- Is everything equally important?
- Introducing size and color variations might add visual noise instead of bringing extra attention to really important data

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### **To Summarize**



- Visual Communication is part
- Visual Organization and part personality.
- Visual Hierarchy is a deliberate prioritization of
- Visual Weight enabled by the manipulation of
- Visual Relationships to create
- **Meaning** for users.
  - Communicate messages
  - Illuminate actions
  - Organize information



