

mit220

The five elements - design

- Colour -scheme, good contrasts
- Typography -- text, fonts, typfaces
- Tastes of the audience taken into consideration?
- Does the design get in the way or help?
- Good design <u>improves</u> communication.
- Sometimes content and design are called "context" together

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The five elements - usability

• site organization or architecture

- is the information presented in a coherent and easy-to-follow manner – does it make you think?
- does the site identify itself, and what you can do there?

The five elements - usability

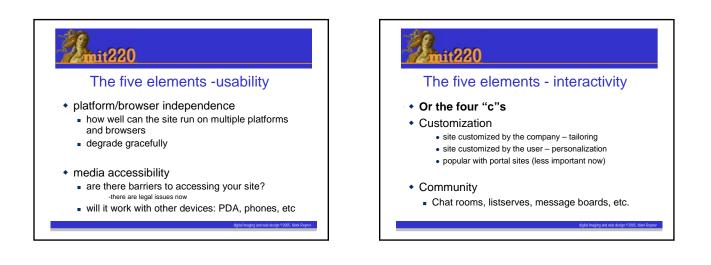
- navigation
 - is there more than one way to find your way around the site; does it help you form a "mental map"
 - what happens when your users try to access info in a non-linear way?
 - Navigation can be innovative and still work, but generally, we want to use <u>conventions</u>

The five elements - usability

- speed
 - time required to display a page on the user's screen
 - dependant on: bandwidth, computer, connection, what is on the page
 - the more stuff you have on the page, the longer it takes

reliability

- does the site have any downtime?
- does it download correctly?



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The five elements - interactivity

- Communications
 - site-to-user (email)
 - user-to-site (direct requests, forms, etc)
 - server-to-user (see community)
- Commerce
 - are there opportunities for the sale of goods, products or services

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The five elements - technology

- is an appropriate level of technology used for the site's purpose?
 - I was torn where to link this, under technology or usability
 - Flash, Shockwave, Java, Visual Basic, CGI Scripts, etc.
 - Database or content management system?