

GLIS 625: Information Architecture

Course Syllabus, Fall 2020

[Prof. Max Evans](#)

Calendar Description

Information Architecture (IA) is the process of analyzing, designing, implementing and evaluating information spaces. The course provides an overview of use-design aspects of human information and computer interaction. Topics include: human factors in IA; IA and information systems (IS) design principles and methodologies; work, task, and process analysis; IS modeling, requirements gathering and evaluation; and information visualization.

Learning Outcomes

By the end of this course students should be able to:

1. Critically assess selected IA conceptual tools, techniques, and methods.
2. Identify the important elements of an IA strategy and the steps it takes to bring that strategy to life.
3. Understand the role of an information architect and how they contribute to organizational activities and business processes.
4. Systematically evaluate information environments and suggest design improvements using IA theory/principles.

Grades and Evaluation:

Deliverable	Proportion of Grade
Quizzes	35% (2x17.5%)
iSchool “Design Studio” Assignments	30% (Pass/Fail)
iSchool Information Environment Analysis and Redesign Group Project	35%

* Please note that assignments, as well as their corresponding grade proportions are tentative and may be subject to change.

Quizzes (Individual)

The two quizzes will be posted and completed on the course portal. It is each student’s responsibility to complete and submit their quizzes on the portal on or before their due dates. Late quizzes will not be accepted. Dates TBD.

iSchool “Design Studio” Assignments (Individual or Group)

The design studio assignments are meant to be used as IA practice exercises. As such they are graded for completeness on a pass/fail basis. Each assignment is judged

completed if it is submitted on time and if all of the relevant parts of the assignment are present. Students wishing to get feedback on their specific design studio assignments are encouraged to share and present their design studio work during allocated in-class time. Students who are not able to attend online design studios may email specific questions to the professor directly, or post them on the course discussion forum.

The (~ 4-6) “design studio” homework assignments may be done individually or with your *iSchool Information Environment Analysis and Redesign Group Project* partners. All work done during these design studios can and should be used toward your group project.

iSchool Information Environment Analysis and Redesign Group Project (Group)

For this assignment, you are asked to work in groups of 2-3 students to evaluate the digital information environments (websites, apps, etc.) of [iCaucus Members](#) schools, and then select one (1) [iSchool](#) website to analyze. Your deliverable is a strategic IA report for your selected school with lessons learned from your benchmark and content analyses, as well as recommendations for new IA strategies and redesigns (approx. 20 pages).

Required Readings

Rosenfeld, L., Morville, P., & Arango, J. (2015). *Information architecture: For the web and beyond (4th ed.)*. Sebastopol, CA: O'Reilly Media. ISBN 1491911689 (Hereinafter referred to as RMA) [e-Book Available]

Krug, S. (2014). *Don't make me think revisited: A common sense approach to web and mobile usability*. Berkeley. [e-Book Available]

Additional Comments (if needed)

**note that readings and assignments can vary from year to year; updated detailed course outlines will be available on myCourses prior to the first class.*