



# Information Architecture through the view of Social Communication:

# The Experience is the Message

 $\label{eq:Javier Velasco M.} \text{March } 7^{th}\text{, } 2005$   $6^{th}$  Information Architecture Summit. Montreal, Canada.

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### People (excerpts) by King Crimson (Words by Adrian Belew)





People are the main spring Turning the world around



People, they're the main spring Spinning this world upside down



Photos : Carnaval 2005, Rio de Janeiro / terra.com.b

## What is Social Communication?

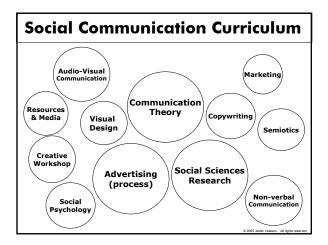
Design of communication campaigns

Message

Media

Applications:

Advertising Propaganda Marketing Education



## Internet, the new Medium



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### Communication Theory: Information Theory



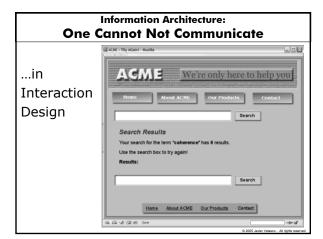
Sender - Message - Channel - Receiver - Effect - Feedback

Information Theory

Claude Shannon, 1948

# Communication Theory: Interactional View Axiom 1: One Cannot Not Communicate Paul Watzlawick & Palo Alto Group, 1960s

# Information Architecture: One Cannot Not Communicate ...in Classification "War in Iraq" Society > International Conflicts > Terrorism > War on Terror Economics > Fuel > Oil



### Communication Theory: Interactional View



Axiom 3: Communication = Content + Relationship

Paul Watzlawick & Palo Alto Group, 1960s

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## Information Architecture: Communication = Content + Relationship

"... Sound **content** helps both parties to get to know one another better, creating a mutually beneficial **connection**.

...user experience design of websites not as a matter of managing **content**, but as a matter of nurturing and maturing **relationships**."

Peter Merholz, January 2005

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# Communication Theory: Biology of Knowledge



**Communication = Behavior Coordination** 

Humberto Maturana & Francisco Varela, 1970s

## Information Architecture: Behavior Coordination



**Corporate Websites** 



**Communities Social Software** 

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#### Information Architecture: Behavior Coordination

"...Content is interesting only in the way it allows readers to successfully perform some task, while creators achieve an organizational goal."

Peter Merholz, January 2005

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## **Processes**

**Test** 

Design

Strategy

Research


# Processes : Stage 1/4

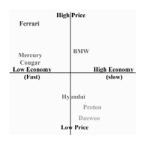
## Research

Social Communication	Information Architecture		
Analysis	Analysis ?		
Audience	Users		
Stakeholders	Stakeholders		
Context	Context		

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# Social Communication: Analysis

## **Positioning Map**



www.marketingteacher.com

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# Social Communication: Analysis

## **SWOT Analysis**

**Strengths** - own **Weaknesses** - own

**Opportunities** - others **Threats** - others

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## Processes: Stage 2/4

Social Communication	Information Architecture
Media Strategy	Scope Content Functionalities
Creative Strategy Communication Strategy	Explicit Strategy ?
Target Audience	Personas
Goals	Goals

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# Social Communication: Strategy

- Central Communication Concept
  - What to Say
    - With MC you can buy anything
- Central Creative Concept
  - How to Say it
    - There are some (PRICELESS) things that money can't buy, for everything else, there's MC.
      - Tone: Emotional / Humorous

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## Information Architecture: Strategy

Building a Vision of Design Success "It captures the **essence** of what you hope to **accomplish**."

- **"Reminders** of a shared vision are invaluable"
- "...if we incorporate vision into our work, our work is more **targeted**, more **effective** and more **meaningful**."
- "... the vision must be clear, meaningful and shared."

Christina Wodtke, December 2003

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## 

Processes : Stage 4/4				
Social Communication	Information Architecture			
Samplers Focus Groups	Usability Testing			
	Social Communication Samplers			

## **Galvanizing quote**

Home page as Communication
"A home page is a
communication device.
This implies that home pages
should/could/might be
usefully analyzed from within
communication theory..."

Denis Hlynka. April 1996





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# Thanks!

Bring your questions on...

Special Thanks:

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