







## Instructional Design Metaphor Navigation

Newer (third generation) sites use a navigational method that is based on *metaphor*. A third generation site not only has an overall theme for the site, but the organization of the information and the navigational scheme is based on a metaphor of the theme

"A strong metaphor can guide a visitor and glue a site together....Metaphors pull in visitors, making them feel at home while giving them features to explore." (*Creating Killer Web Sites:* Hayden Books, 1996: p. 35).

Web sites using metaphors often don't have home pages with links. Instead, they use "splash" pages as the entrance to the site. Splash pages are designed to load fast and create visions of the metaphors being used, thus engaging the imagination and emotions of the visitors to enter the sites and explore the worlds of fantasy presented there. In effect, the splash pages introduce stories, and we all love stories!

## Stephanie's Office

http://www.stephanieburns.com/office/menu/office3.asp



## Web Site Metaphors

http://www.stephanieburns.com/office.html







## Web Site Navigation

Your navigation system is the backbone of your information structure. Navigation should be defined by your information structure.

The maximum clicks principle: "No matter where a visitor is on the site, it won't take more than 3 clicks to get specific details about any product or service.



By providing your own consistent and predictable set of navigation buttons you also help give the user a sense of your site's organization, and makes the logic and order of your site visually explicit.

Recommended web sites: http://zing.ncsl.nist.gov/hfweb/proceedings/tiller-green/

http://www.efuse.com/Design/navigation.html#GlobalLocalHeirarchal

