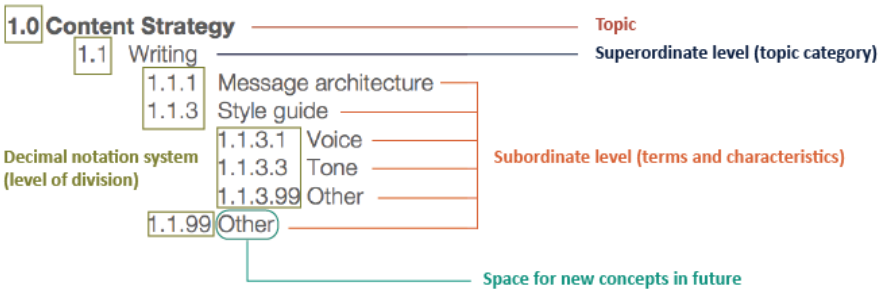
Taxonomy and notation



To assist users in locating information by IAKM topic or course subject-matter, I developed a hierarchical-based taxonomy. This format type reflects the conceptual hierarchy of classification levels through expressive notation and sequential progression. Beginning at the superordinate class level, users can locate information by searching through generalized categorical themes. These categorical themes serve as an umbrella model, which help describe the meaning of the grouped subordinate terms. These terms have been grouped at the subordinate level because they share similar relationships and characteristics. To assist users in locating superordinate and subordinate terms, a numeric notational system has been applied to the entire taxonomy. The notational system follows a simple expressive model which mirrors the structure of the taxonomy itself. By using decimals, each notational digit represents one level of division in the taxonomy. The advantage of an expressive and decimal notational system is that it allows for the accommodation, expansion and division of new terms in the future.

Organized by Topic

1.0 Content Strategy

- 1.1 Writing
  - 1.1.1 Message architecture
  - 1.1.3 Style guide
    - 1.1.3.1 Voice
    - 1.1.3.3 Tone
    - 1.1.3.99 Other
  - 1.1.99 Other

- 1.3 Content lifecycle strategy
  - 1.3.1 Lifecycle criteria
    - 1.3.1.1 Promotion
    - 1.3.1.3 Optimization
    - 1.3.1.5 Measure
    - 1.3.1.7 Retirement
    - 1.3.1.99 Other
  - 1.3.3 Redundant, outdated and trivial content
  - 1.3.5 Editorial calendar
    - 1.3.5.1 Guidelines
    - 1.3.5.3 Content stages

1.3.5.99 Other
1.3.99 Other

1.5 Audits
1.5.1 Qualitative analysis audit
1.5.3 Quantitative analysis audit
1.5.5 Types
1.5.5.1 Full content audit
1.5.5.3 Partial content audit
1.5.5.5 Content sampling
1.5.5.7 Rolling content audit
1.5.5.9 Content inventory
1.5.5.99 Other
1.5.99 Other

1.7 Content governance
1.7.1 Roles and responsibilities
1.7.3 Workflow
1.7.5 Models
1.7.99 Other

1.9 Content Management System
1.9.1 Templates
1.9.3 Content types
1.9.3.1 Collections
1.9.3.3 Leaf-level
1.9.3.5 General
1.9.3.7 Events
1.9.3.9 Topics
1.9.3.11 Contact information
1.9.3.13 Directory
1.9.3.99 Other
1.9.99 Other

1.11 Return on investment
1.11.1 Key performance indicators
1.11.99 Other

1.99 Other

3.0 Information Architecture
3.1 Organization systems
3.1.1 Schemes

- 3.1.1.1 Alphabetic
- 3.1.1.3 Chronologic
- 3.1.1.5 Geographic
- 3.1.1.7 Topic
- 3.1.1.9 Task
- 3.1.1.11 Audience
- 3.1.1.13 Metaphor
- 3.1.1.15 Hybrid
- 3.1.1.99 Other

- 3.1.3 Structures
  - 3.1.3.1 Hierarchical taxonomy
  - 3.1.3.3 Polyhierarchical taxonomy
  - 3.1.3.5 Database model
  - 3.1.3.7 Hypertext
  - 3.1.3.99 Other
- 3.1.5 Social classification
  - 3.1.5.1 Folksonomy
  - 3.1.5.99 Other
- 3.1.99 Other

- 3.3 Labeling structures
  - 3.3.1 Contextual links
  - 3.3.3 Headings
  - 3.3.5 Navigation system
  - 3.3.7 Index terms
  - 3.3.9 Iconic labels
  - 3.3.99 Other

- 3.5 Navigational structures
  - 3.5.1 Global navigation
  - 3.5.3 Local navigation
  - 3.5.5 Contextual navigation
  - 3.5.7 Guides
  - 3.5.99 Other

- 3.7 Search
  - 3.7.1 Indexing
  - 3.7.3 Recall and precision
  - 3.7.5 Displaying results
  - 3.7.99 Other

- 3.9 Controlled vocabulary
  - 3.9.1 Thesaurus
  - 3.9.3 Metadata

3.9.5 Authority files
3.9.7 Synonym rings
3.9.9 Semantic relationships
3.9.11 Facets
3.9.99 Other

3.11 Designing information architecture
3.11.1 Wireframes
3.11.3 Sitemaps
3.11.5 Blueprints
3.11.7 Personas
3.11.99 Other

3.99 Other

5.0 Interaction Design

5.1 Interaction design foundation
5.1.1 User journeys
5.1.3 Content hierarchy
5.1.5 Storyboards
5.1.7 User goals
5.1.9 Technical requirements
5.1.11 Interaction design wireframes
5.1.11.1 Fidelity
5.1.11.1.1 Low-fidelity
5.1.11.1.3 Medium-fidelity
5.1.11.1.5 High-fidelity
5.1.11.1.99 Other
5.1.11.1 Annotations
5.1.11.99 Other
5.1.13 Prototypes
5.1.13.1 Static prototypes
5.1.13.3 Interactive prototypes
5.1.13.99 Other
5.1.99 Other

5.3 Interaction design elements
5.3.1 Navigation
5.3.3 Interactions
5.3.3.1 Microinteractions
5.3.3.99 Other
5.3.5 Buttons
5.3.7 Icons

5.3.9 User interface
5.3.11 Visual patterns
5.3.99 Other

5.5 Interaction design layout
5.5.1 Web
5.5.3 Mobile
5.5.3.1 Portrait
5.5.3.3 Landscape
5.5.3.99 Other
5.5.5 Tablet
5.5.99 Other

5.7 Interaction design evaluation
5.7.1 Usability test plan
5.7.3 Usability testing
5.7.99 Other

5.99 Other

Learning objects – testing the taxonomy
To test the taxonomy and notation system, I selected four learning objects from previous IAKM courses. This test helped affirm the organization and hierarchical relationships of the taxonomy.

"Assignment: Supporting Tasks with Content, Labeling & Taxonomy"
- 1.5.5.9 Content inventory
- 3.1.3.1 Hierarchical taxonomy
- 3.1.3.3 Polyhierarchical taxonomy
- 3.3 Labeling structures

"Presentation: Optimizing and Promoting Your Content"
- 1.3.1.1 Promotion
- 1.3.1.3 Optimization
- 1.3.1.5 Measure
- 3.9.3 Metadata

"Assignment: Style Guide"
- 1.1.1 Style guide
- 1.1.3.1 Voice
- 1.1.3.3 Tone
- 1.1.1 Message architecture
- 3.9 Controlled vocabulary

“Presentation: Site Maps and Content Hierarchy”

- 3.11.3 Sitemaps
- 5.1.3 Content hierarchy
- 1.5.5.9 Content inventory