



navigation

Have you designed more than one way to navigate the experience? Are these alternative paths based on point of view? experience? need? subject matter?

Are there ways of weaving alternative navigations throughout the experience through kinks, jump words, icons, or other signs?

Would a map help?

Would directions help? If so, can they be built right into the experience rather than be separate?

Are there any indications within the experience that help orient people to where they are in the experience? Do people know where they are at all times? Even if they didn't enter the experience from the beginning? Are both broad and deep navigation represented and available?

Are there adequate indexes to key elements of the experience? Are they easy to find and use?

Can a novel view of the navigation (such as a fish-eye) or use of transparency, layering, or other visual attributes help navigation? Would audio clues help?

Would the experience be better if there were advisors or guides available?