

Information Architecture, Taxonomy, and Ontology

INFORMATION ARCHITECTURE (IA)

IA borrows principles from both design and information science to optimize the structure and usability of shared information environments. These environments include information systems (such as office automation systems and knowledge management systems); interactive services (such as online commerce apps); and user experiences (such as websites and intranets). The two most important building blocks of IA are taxonomy and ontology.

TAXONOMY

Taxonomies are classification systems for arranging items into categories. Examples of taxonomies are the Dewey Decimal system for categorizing books in libraries, the Linnaean system for classifying plants and animals (class, order, genus, species), the disciplines of study at a university (Sciences, Physical Sciences, Chemistry), or the items in a grocery store (meat, produce, dairy, canned foods). Taxonomies are often, but not always, hierarchical.

ONTOLOGY

Ontology dictates meaning. Literally, it means, “the study of the names of things.” An ontology is a framework that establishes the classes, relationships, properties, and constraints that define the objects in any given system. An ontology is more complex than a taxonomy, but it includes taxonomic relationships. For example, the categories in a database form a taxonomy. An ontology explains the meanings of those categories – and the items within them.

WHY INFORMATION ARCHITECTURE MATTERS:

Information architecture (IA) is all about organization. Better organization means that users can more quickly access the information they need.

