

Question 1: What's obviously new in IA? Over the past five years, what major trend(s) have emerged in the field of information architecture?	Question 2: What's new in IA that's not so obvious? Over the past five years, what's changed in information architecture that hasn't received the attention it should?	Comments: Anything else you'd like to add or suggest?
<p>The definition and the acceptance. Although, as if to contradict my own statement above, while it is becoming something that is evolving in its definition and acceptance, I do not know that any one person or company can stand on anything even close to universal. My definition often changes depending upon where I am interviewing or who a potential client may be. And I always hope I get to ask the question first. If I want the gig, that is.</p>	<p>That it is no longer ... or at least not as much... the role of the 'graphic designer' or 'web designer'. It's more specialized and cannot be easily filled in-house by a single person / role. Wow. These almost blend into the same thing. The same general principals seem to always apply to me, so it doesn't seem to me that the core has ever really changed. Trial and error and evolving based upon findings, well, it's still kind of the same, you know?</p>	<p>Good luck!</p>
<p>The way that AJAX allows complex menus to be presented in quicker/more fluid ways seems like it may change some of the ways we categorize websites. In the past it was simpler to argue against the desire to have everything readily accessible from the homepage or a main page and there used to be technical barriers (as well as the cognitive overload, etc issues) that supported this; this is becoming less true and is going to pose new challenges to IAs. The web is becoming ever more database driven while databases are simultaneously becoming more flexible/functional/powerful than ever before and this is impacting our jobs too. I think that IAs are already thinking about data structures more than ever before, especially when it comes to creating XML DTDs, etc. but I also think this is just going to become more complex and more important.</p>	<p>It's really tough to find a role as a pure IA. The 'are there information architects or just people who apply information architecture' question seems to be diverging into two streams, at least in corporate america: the IA/ID blended role (which has been around longest) and the BA as IA role (which has some powerful promise and also some scary potential). If we can change the BA role into a role that is largely an IA role that has the potential to powerfully influence corporate web design b/c the BA's have access to the process earlier in the design cycle--but it's tricky, because in some environments they're pretty low on the food chain.</p>	<p>I'd love to see you cover card sorting &amp; cluster analysis in a fairly in depth way--it seems that folks have given up on software to support this with the death of EZSort; I can't figure out whether that death knell means this isn't a valuable area and as such the market has spoken or means that there is a big gap just aching to be filled by the next app from Axure/IRise/et. al. I'd also like to see a sophisticated discussion about IA and usability in terms of how to best leverage usability research methods and testing in the development of IAs--companies have really bought in to paying for the sort of usability testing that happens at the near end and is really focused on interface design; this kind of testing can give us information about IA problems (especially around labeling) but it is occurring way too late in the game to give us information that can be actually used to revise/improve data structures, taxonomies, etc. This has been covered somewhat in Mike Kuniavsky's book, but it bears looking at with a purely IA focused lens.</p>
<p>The importance of IA for networked devices that aren't traditional computers: mobile phones, PDAs, etc.</p>	<p>I'm actually surprised you are keeping the 'for the World Wide Web' in the title, as there has been so much talk about moving IA beyond the web lately.</p>	
<p>?</p>	<p>I've seen it. I've recorded it. I've talked to some leaders about it. It's been dismissed. The artifacts can be seen in the IAI discussion group. Where 'a role' is being embraced internal to organizations, it covers three 'distinct' groupings of responsibility in one: usability, information architecture, interaction/experience design (that's really 4, but would be splitting hairs). At Texas Instruments the role was for years called 'Information Architect'. As the label has caused misunderstanding and misinterpretation of the 'breadth', the label is in the process of being changed to 'User Experience Architect'. In this case I don't have an issue with the term 'User' because the charter of this group is exclusive to the web site.</p>	<p>A good look at the issue of limiting the discipline to the 'digital' space and the opportunities of going 'cross-channel' (and how frankly, I'm not sure how you can effectively do one justice without coordination/collaboration with the others).</p>
<p>Folksonomy, deliverables for rich interfaces, social networking (social computing/web)</p>	<p>How to select the level of detail in deliverables. The experience gap between senior and junior IAs (how to move junior IAs up quickly). Refindability. IA beyond the Web page. Sub-page level content analysis.</p>	

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I want to know more about faceted developments and software like Endeca and Siderean (and Adiuri over in GB).	International IA!!!	It is just smashing that you are doing a third edition. Get it into press asap.
tags and folksonomies etc simple CMS systems for everyone eg weblogging software people who care about good sensible urls feeds everywhere meaning rss is the means of access to content for many people	representation of time, how do I point at the version of a map from 1901 long term persistent identifiers eg the pips project at the BBC or IMDB topic maps moving towards the main stream	I'm really interested in long term views on website data, well stuff worth keeping. Inspired in part by the longnow foundation. this is of course closely related to the persistent identifiers stuff
SEO, tagging, folksonomy, UI states within pages, web standards, web analytics as IA design input	Faceted classification/Endeca type stuff, microformats Dynamic merchandising/context shaping based on realtime site analytics	Polar Bears Rool!
Faceted navigation and faceted search results are areas of interest for many entities.	I think the integration with the actual technologies available is not always addressed, as, if XML is being used for content, to push it out to different devices, how should my architecture for each of these devices be differentiated?	
Folksonomies; social navigation; Semantic Web; RSS; Design Theory and Process; Ethnography over user testing;	Collaborative Spaces and Information Architecture - basically wiki's and rich collaborative environments present points of collision for personal information architectures;	
folksonomies, blogs	user, user centric design, documentation management when you are designing an interface	social software, semantic web, website or software project maintenance (documentation and process)
Enterprise Architectures and the rise of (allegedly) personalized portals.	The rise of Google and the expectations that it brings to IA and search.	The gorilla of the enterprise architecture is growing day by day, and while we can bite off little pieces and fix them, without an overall strategy, it's like swatting mosquitoes in Minnesota in August...
All the web 2.0 stuff -- wikis, collaborative knowledge management, rss feeds. It's possible to read news feeds all day long and never catch up -- information overload necessitates very careful IA. The responsibility of filtering information inputs appropriately rests on the IA, which many business managers are not aware of.	A trend towards simplicity over design, functionality over flash. More Google-like interfaces - clean, streamlined, NOT designer-ish.	
The raise in function over content. IA's are increasingly functional NOT information architects. Most working IA's in the UK have never created a control vocab. The rise of XML and it affects on process are also important.	Tools. At the moment we are using tools unfit for purpose. Certain practices have also come under scrutiny for not being quite as useful as first thought. These include eye tracking, card sorting and user profiles.	The polar bear books have been great but always removed from what I, as an IA, actually does. The diagrams in the books would have me fired if I delivered them and the exploration of working with other methodologies, from what I can remember, isnt there. For example wresting UML to be compatable with a UCD approach. Also cross over of rolls - for example Planners in media companies and Business Analysts in corporate places.
incorporating interactivity, eg AJAX	designing for web accessibility?	
Technical things such as tagging, Web 2.0, etc. - also an increased awareness of design and the importance of creating an experience.	How an organization deals with the increased awareness of design. How to navigate org charts, expectations, and ownership issues to get something accomplished. Persuasion questions perhaps - less IT and more on achieving organization's goals.	

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<p>Blogs &amp; RSS. Of these, Blogs are the more problematic, as it is very difficult to tag/sort/authenticate this information. Beyond that, many Blog tools have limited (or no) mechanism for permalinks that work well. If a Google search points you to a Blog, you're more than likely to get a five-mile-long page to read. Once you've read all of it, you notice that the item Google searched has 'scrolled off' and is 2-5 pages away. I've often called Blogs 'write-only media' -- unless you try to keep up with them every day (impractical), retrieving information from a blog is difficult.</p>	<p>More and more, we are becoming an email culture. During the past few years, I've noticed more and more email lists. These contain some fantastic information. However, there are no good ways to harvest, sort, tag, and retrieve this information. Mailing list archivers (MHonarc, Hypermail) will turn email into volumes of HTML pages (that you can point a search engine at), but this is only a hack. Email has no Meta information. No way to separate the content from the 'Thank Yous' and flames. We really need a way to harvest this information and make it available. ----- More and more, web sites are designed as trees, not webs. There are a few notable exceptions, but with many of them, you must traverse a particular path to get the information you need. And if you don't follow this path, you don't get what you want. (I.e. -- you get nothing, or find inconsistent information) Web sites should be organized like webs.</p>	<p>Sorry to say that the first book was pretty useless to me. I bought it with high hopes, but it did not provide any new insights. Edward Tufte has some wonderful ideas for organizing and visualizing quantitative data (i.e. numbers, graphs, etc.) It would be interesting to extend his approaches to cover other types of information.</p>
<p>Social networking. Personal and business collaboration. New apps and tools that allow communication and expression to play a major part in defining a user's Web experience. Information clouds. AJAX. In a nutshell, Web 2.0 technologies that affect the approach to IA.</p>	<p>The discipline has gained credibility. People have begun to recognize the importance of a sturdy, well-planned information architecture. The increased emphasis on IA and usability has resulted in markedly better Web sites in the last five years. But there are still a lot of questions about the benefits of professional IA. So many people within an organization understand a few basic concepts of IA and therefore think they can develop and implement a Web site's IA.</p>	
<p>The convergence and cross-fertilization of formerly siloed disciplines (UXD, ID, IA, Visual Design, HCI) and the whole evolving concept and implications of the Social Web.</p>	<p>From my perspective, this may be a shift in thinking more than something altogether new: while business and traditional visual design disciplines have become familiar with the term 'IA,' they still have no real grasp of the intersection of concepts at play. Either the attitude is 'anyone can do that' or 'that's just content organization and navigation - nothing creative here.' We've been so busy defining who we are internally that we've become devalued externally.</p>	<p>Thanks for listening.</p>
<p>Presenting wireframe or whatever else to develop the content and structure of AJAX/Flash/non-paginated environments offline in a way that can be delivered quickly and at low cost (time/learning/presentation) If we don't find a way to do this, it seems that we will be back to square one with things being developed without a process to turn up issues before they hit the live and IA being an afterthought.</p>	<p>There's a lot more of us now and the field itself may be diversifying: content architects; structural architects; visual designers; usability experts; taxonomists etc etc. Where we once convened, the depth of the interfaces and current interest in utilising IA tactics alongside the natural increase in practitioners seems to be creating a number of different specialisms. Also, has anyone "really" planned for a non-screen based future for information display? Or even and non-PC screen based future?</p>	<p>Like everyone else, the polar bear sits on my shelf like a badge of office and, like everyone else, I have moments where I wish I could burn it. Your work in the field and in publishing has been openhearted and invaluable. Please continue. Like children maturing, it is only when we want to break the rules we have been given that we can realise how much we've grown. Thank you for the rules against which we can creatively rebel.</p>
<p>I think having to deal with dynamic options on a regular basis. Flash has gone from being an isolated, cul-du-sac sort of element ('click here to see our product spin in space') to being the framework of a user's entire experience with information.</p>	<p>I've seen more clients recognize the phrase information architect and say, either verbally or with a wallet or both, 'I gotta get me some of that.'</p>	

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Newer examples! Enterprise IA is great, but don't go overboard with it.	More on info org. Synonym rings are interesting, but more depth into the topics would help.	powerpoint slides downloadable on your web site for use to complement your book (esp. the graphics you use)
Greater use of IA techniques by those in related disciplines; IA is now more integrated into the complete web design process. More people than just IAs are doing IA. More enterprise-wide projects.	Integrated software tools for IAs are just starting to be developed.	
More tools have built-in IA support, as more people/companies adopt DITA-style content development and make it cost-effective for developers to build and sell programs that make it easier to support content models (e.g., XMetal).	Indexing strategies and search technologies. People are using them (Google has seen to that), but not as many people are thinking about them and enterprises are not taking advantage of them to the extent that they should be.	
- web 2.0/web applications that need to integrate content in real time at the presentiaon layer; yet still require the structure and taxonomy and meta-data to deliver the 'right' content at the 'right' time in the 'right' context - enterprise strength		
tagging (duh, except we used to call it metadata or keywords, so I guess I really mean user-created tags) a greater emphasis on microcontent (as opposed to pages)	a more clear division of labor (i.e., a truce) between IAs and graphic designers in the UX realm a subtle shift toward empirical validating and analysis information architectures (such as via user-acceptance and A/B testing supplanting the guru-centric intuition-driven approach.	IAs should be careful not to define the life out of their discipline and not to take themselves so seriously that they forget that the Web is still an incredibly new medium and that we have a great deal more to learn from it.
Everyone's using personas, but not everyone's using them well. Recognition of Interaction Design as a discipline. Not sure about party line on relationship between IA and IxD.	The growth of blogs and wikis as evolving product specs. Lack of good tools to build and communicate IA. Product development has shifted from 'release based' to continual push out of new features. Temptation to be in eternal beta. Temptation to keep adding features until products are bloated and unusable. Hard to get good prodcuts with iterative design/build cycles, faster to market, more user resistance to change.	
cross channel/multi channel user interaction (it is not just 'the web' any more) personalization	that we as practitioner's must truly speak the user's language, and not be stuck in an ivory tower of theory. in essence, our users range from biker to banker.	love your current release! can't wait to see more!
The increasingly important role of rich media, animation, audio and video, being integrated into the web experience calls for an expanded role, that includes content architecture and media architecture.	The inter-connection between sites, social computing, ambient findability (you're thing), the whole web 2.0 thing, web sites being accessible to other web sites, IA is not just about people and web sites, it's also about web sites and web sites.	25% of the net profits of the book should go towards helping the endangered Polar Bears survive.
While social software itself isnt so new, the importance of it is. Partly this is because it has matured and is meeting more varied user and biz needs.	The role of product managers - people with MBAs who are the product of programs that now include online strategy and tactics. Because these people can communicate with upper management more fluidly, they are a serious challenge at times to achieving user-centered IA.	
?	user experience	

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<p>If we're talking IA and web: Obviously the introduction of dynamic content delivery. Therefore the deliverables are much different. At some level sitemaps (as we made them in the 90ies/early '00) doesn't make sense any more. Same goes for wireframes/prototypes. They have become prototypes for the CMS-solution's templates (where does content elements go). They talk less about communication. I guess if you look at web-projects as IT-projects, it's obvious, that IA has moved closer to content management. IA and business: The marketplace has matured and now acknowledge information as an asset. The client are now more demanding. This has had an impact on IA; we now have to work harder to unleash the business value of any information asset.</p>	<p>It still amazes me, that those of us who was introduced to dot-com IA and IAI/polarbear'ish IA still is unable to see and communicate with other folks who work with information technology, and has an interest in IA. But seen from an other angle. The most prominent of these groups are of cause enterprise architecture. The huge EA projects have made huge progress in both research and development in related disciplines. Even under the same lable. Many of us work in major enterprises on regular basis. I meet IT-architects, and they don't get why 'we' don't want to talk. Are we scared of the tech'ish approach?</p>	
<p>web 2.0 ria ubicomp portability &amp; designing for digital info not strictly attached to computers... the idea that to further the field you may have to give up the IA label for one that includes managerial duties (climbing further up the corporate ladder)</p>	<p>career development issues -- we all assume that we already all know what we need. For example, I want more prof'l development stuff as IA Summit pre-conf stuff, not just the ultra-tactical stuff.</p>	<p>I like what peterme has been saying when he pushes the idea of IA for physical spaces. It gets us off the computer, out of the taxonomy or navigation rut that we've gotten ourselves into. The 3 circles of IA don't say anything about 'computer' 'internet' 'web' or anything else like that... (haven't read peter mo's new book, maybe you address all this there? don't know)</p>
<p>IA has begun to discover the vast troves of longstanding expertise in library science. infoarchitectures user-generated.</p>	<p>Emergence of more solid patterns and best practice. information visualization methods as emerge tool of information architects.</p>	<p>lack of scientific research about specify information architecture field.</p>
<p>The most obviously is that the traditionally navigation (top, left) becomes less important. The site structure does not have to follow the navigation so strict in all cases. This is not true for company information sites (About company.) where the traditionally navigation with a semantic structure is still very common and functionally. Obviously new techniques in IA are Topic Maps and faceted navigation.</p>	<p>What i think is very important for the IA profession and pratice is to involve company brand values and business matters. This can sound a bit vague but what I think of is that naming and structure gives a website a feeling. It's not always the best to listen to what the user wants. - By listen to the user the brand values of what the company want to be is lost. - By listen to the user we can find problem but the user seldom knows what she want. The IA profession is to research and find problems (past and now) and to be creative and foresee future needs.</p>	<p>Good luck with the book! Looking forward for the day when i can buy it.</p>
<p>* AJAX and Flash Media server have really changed best practices in interface design. * The move from brochure-ware to web apps. has made IA significantly more complex. It is no longer simple classification and clear labeling. * Content management systems make it more important that testing be done up front and that growth plans be fully thought out.</p>	<p>* As more companies hire dedicated IA's, it is becoming more difficult to streamline processes (i.e. the line between design, IA, content, etc. is very blurry, and, as a result, workflow is much more complex, and we end up redoing work a lot). * More non-IA's are learning little pieces of IA and usability, making consensus more difficult.</p>	<p>Less dense, more tactical. The old polar bear book is a lot to wade through, and not that useful for answers to quick questions.</p>
<p>CMSs, Wikis, RDF, XML everywhere, OpenURLs, semantic URLs!, syndication, APIs, web standards!, tagging, versioning, blogging, social-software... where do you stop? Google.</p>	<p>Identity 2.0 and micro-formats.</p>	

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<p>- formalized, industry-recognized UI patterns - User Experience practitioners, businesses, and units in organizations - Cooper's ideas and methods - Spool's research - explosion of the use of search engines (esp. for circumventing carefully or not-so-</p>		<p>In my contracting work - and when looking for longer-term work - I run into lots of dot-com-boom-era workers from web design firms who got away with being jacks of all trades. After they got cut loose, they continued claiming their wildly inflated titles and skill sets to maintain their income and status. Many of these types still claim they are 'Senior Information Architects' - without a shread of formal education, training, or even experience working with true senior information architects. These folks have had very little trouble making and re-making themselves in the image of IAs or 'interface architects' or 'interaction designers' or 'user experience architects' as the situation warrants. This is partly because the industry itself encouraged them to make it up as they went along, partly because most IT or communications/marketing managers haven't a clue what to look for in this field, and partly because there are so few formally educated and trained IAs out there. I AM formally trained (MLIS), have over 10 years of experience doing this work, and have continued studying with other senior people. People like this are hired and put into positions of power because I'm saying all this not out of bitterness - I'm sure it's a cycle that will repeat. Hey, I'd love the perks of being a brain surgeon, but...you know. Anyway, your book has helped me many times show the organization</p>
<p>1. Designing portals and working within existing portal frameworks like IBM's WebSphere Portal. 2. Archiving and indexing more info more rapidly due to growth in digital video, blogs, wikis, and other easy to start-up content sources.</p>	<p>These trends affect IA but are not in the IA field: 1. Agile development 2. Offshoring</p>	<p>More emphasis on true applications (rich or otherwise) that allow people to complete complex analysis, significant data entry with complex validation rules, and the continued need to apply web front ends to legacy systems. (Yuk but true.)</p>
<p>Folksonomy, Findability (in depth), Search as a sub-discipline</p>	<p>Bridges between Digital and Analog IA in the same conceptual domain</p>	
<p>rich internet apps.</p>	<p>how to be OWNERS vs a consultant.</p>	<p>use real life examples. not just theory.</p>
		<p>How much Royalty do I get for providing feedback to the above two questions? What is my stake?</p>
<p>Beyond ecommerce sites, beyond intranets, beyond websites - the complexity of web applications for enterprises.</p>	<p>All the technology under the hood that is required to support web applications for enterprises - e.g., the save model, how does undo work?, supporting enterprise-level search.</p>	<p>User research techniques that help illuminate the above design problems.</p>
<p>* Bucket Testing (testing 50% version A vs. version B and seeing the impact downstream) * Rapid Iterative Testing Evaluations (RITE method)- to test various designs real-time with users in the lab. * Button Gravity * Faceted navigation</p>	<p>* Tools search engines use: - synonym rings (did you mean?) - control(ing) vocabularies thru Google Suggest or page hi-jacking on commonly misspelled words like mortgage...</p>	

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I think IA has become more narrowly defined. It seems now to mean mostly UI and Web designers. It seems less and less to include metadata specialists, such as data analysts, database people, taxonomists, etc. Is that good or bad? I think it shuts a lot of valuable experience out of the profession.	See above.	
faceted search, a la Endeca; web credibility measurement ('captology')	source authority wars (blogosphere, government publishing, wikipedia editing by congressional aids)	Website of links, updates; search engine optimization (white hat vs. black hat)
The Web 2.0 list -- build stuff cheap, expose its innards through APIs etc., throw it against the wall and see if it sticks. How do you do IA in that environment? In particular, how do you do UX in that environment?	Hmm. Maybe my answer to question 1 isn't so obvious after all.	I asked a co-worker, an IA student who's been using the book in class, and she said: make it more concise; provide more templates, not necessarily of information design but especially of workflow (e.g., getting a user through registration and account creation); push it a little further in the direction of user experience.
Creating tools for other people to manage info instead of 'architecting information'. * web apps behaving like desktop applications (asynchronous javascript and d/x html). * folksonomys. * homogenization of search results from major search engines. * paid search & ad-driven content	the numbers of practitioners is growing rapidly. (or, that should be obvious, but maybe it isn't because most sites are still so darn badly done ;-)	
Standardization on formats and techniques for accomplishing common online processes. The demise of the web auteur and the dominance of the interface engineer. Novelty online is now more a matter of technological capability than creative design.	The autonomous development of indigenous communities, without the benefit of IA's or other instrumental designers. This has always been the case with online experience: users lead developers in the 'social construction of reality.'	Transcultural design is the next frontier of imaginative IA. With different cultures come different ways of organization visual space and narrative. Of course, maybe other cultures will mimic Western models...but only as long as technology dictates the necessity.
folksonomy	it's waning.	IA needs to focus. It's not design and never will be. the proliferation of the IA label only limits the ability of designers to participate in a strategic way within business, services, and agency environments.
'folksonomy' or tagging community contributed content aggregation, feeds and metadata standards information 'mash ups' increased importance of search and findability	personal ia over-reliance on search technologies and the centralising of 'factual answer finding' to 'what's top of google' the disappearance of IA as a distinct discipline and its integration into all spheres of professional life	discussion on responsive interfaces (ajax) - how to communicate design and structure of web applications without full page refresh - are wireframes still relevant? a chapter on alternative agile processes for small-scale enterprises, team-in-one information architects/ developers/ designers/ self publishers - the current focus is currently very corporate
tagging	algorithmic architectures... i.e. amazon	

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<p>RIAs have been a growing concern and subject. While I believe that the IA, IxD, ID and Usability principles are the same for its design, the major difference lies on the documentation aspect, and in the reduction of the previously established conventions. RIAs require a new set of design conventions, or we'll continue to confuse our users further (hehe). Tags are obviously another important new trend, the promiscuity of public-driven tagging that takes control away from us. I think the way to go on this is some sort of hybrid system where a central team cleans up the collective mess, also some bots should be able to recognize some emerging patterns. I believe we'll still see a lot on this for the next years. Social software, sometimes related to tagging, this is another important subject where people are putting their eyes on, I believe these will still grow a lot.</p> <p>Small screens and all sorts of gadgets... the landscape that Peter described in Ambient Findability, it would be nice to see some thoughts on how to design with those kinds of applications in mind (again, design principles shouldn't diverge much).</p>	<p>Please allow me to turn your question around, and say: "The more that things change, the more they stay the same" We still aren't recognized as an important discipline in most parts of the world. We still have struggle to convince stakeholders of the value of doing things with a thorough process. One of the things I'd most like to see on this new edition is a good section on how to manage relationships with the different people involved in our project. With the amount and quality of the experience you both have, it is something that would be incredibly valuable for all sorts of IA practitioners.</p>	<p>...it's very exciting to see an upcoming new edition. Another thing that would be good to cover on the book is search and search log analysis, I learned some great stuff on this at Lou's seminar and I believe search is a key tool for us. I'm yet to find an IA book to cover log analysis in a proper manner, it would be useful. good luck!</p>
<p>The increasing trend to using anthropological methods and understandings (though not in the academic sense.) The force of enterprise views of information flows. The growing importance of IA and health information/tasks.</p>	<p>I think a lessening of the importance of technology. China's impact on IA. Just like original DARPA grown internet, there are massive GIG efforts underway that will similarly impact how we make sense of information seeking. IAs impact on security issues and vice-versa. IA as a filter rather than structure.</p>	<p>I can not wait for the next book! I am excited!</p>
<p>My only beef with the books has been the little attention paid to interaction design vs. information design. I realize that may be your intention, but there are so few resources on the subject...</p>	<p>I feel that the 'power of the people' is great (the value of tags, folksonomy, etc), but the work you guys have done in defining the value of this approach over the last few months is great. How we go about our day to day job has seemed to change noticeably and the tools of course change so quickly. No one seems to talk about the fact that paper prototypes are great, but in this day and age it's so simple to create online prototypes with so many more benefits and the same amount of work...</p>	<p>Can't wait to see what you guys have in mind.</p>
<p>IA has become more than just managing static information, there's much more interactivity being defined via IA (ajax, interaction design, etc)</p>	<p>A lot of IAs are more involved in usability than they once were, and it would be nice to cover some methods that relate directly to IA (card sorting, paper prototyping, etc)</p>	<p>Get the book out soon! I can't wait to buy a copy for work.</p>
<p>Not 'all' are new, but more focus has been given to them in the last five years: AJAX, RSS, folksonomies, blogs, wikis, remote usability testing, automated usability testing (software like Keynote), wireframing tools (Visio vs. InDesign, vs. iRise Studio, etc.), search systems, SEO, taxonomy construction . . . the list is long.</p>	<p>globalization -- it's very hard to find IA-specific info on that.</p>	<p>IA Standards and/or Best Practices.</p>
<p>social software clouds of keywords</p>	<p>facetation polihierarquies</p>	<p>Waiting for something different. Probably personalized information architecture.</p>

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Okay, this is super obvious, but tagging/folksonomy; i.e., forcing-slash-permitting the user to classify their own content, with messy, ambiguous, inappropriate -- and often very powerful results.	Tough one. Maybe this is an extension of the first question, but collective tagging/authoring/collaborative use is creating an even more webby web, and it seems like it's getting harder to tell the boundaries of a publication or system. Like, if a site or app repurposes content from flickr using google's api and some custom code, and allows users to add comments and tag or track or classify, whose site is it, really? Whose hand is on the dials? Who's in charge of really saying how the thing's information structure should behave? Sites are becoming more like cognitive systems -- computationally complex, yet still reason-respecting, and deeply embedded in their environments. But the additional complexity can yield an unruly creature that nobody really owns.	Thanks in advance for Book Three!
Folksonomies proved to work well for certain types of sites. Tagging is a major trend that no one can overlook. That brought also the URL based structured browsing.	User need to navigate less (in an structured way) and search more. Search results became more accurate everywhere and navigational searches are replacing traditional web browsing.	
The importance of faceted search & nav.	Wikis are not new, but they have proven themselves in some	Maybe later.
Trendy stuff like folksonomies, tag clouds, etc, etc.	A better understanding of the importance of business strategy when designing sites and solutions (more than just classifying content in an abstract way). Getting out of the library and into the wider	
I think it would be good for you to include/expand information on: - Folksonomies - Metadata - Taxonomies, facets, controlled vocabularies, thesaurus etc - Tools for creating and maintaining IAs - Process stuff - Top down vs bottom up vs a bit of both (without blowing away the budget) - Diagraming techniques for representing IAs at different levels - Navigation models vs IA: How to choose the right navigation elements/techniques for your IA - Evolving navigation models via usage tracking(e.g. People who bought x also bought y, user rating systems, etc)	- What to look for in tools to manage IAs? - Accessibility considerations for IAs (eg labelling) It's not new, but one thing I seem to struggle with is how & when to create navigation models for multiple facets - e.g. Subject vs audience vs industry.	I can't wait for the book to be released and wish you the best of luck with the project.
Analytics - Optimising architectures for 3rd party analytic engines.	Concept modelling - Not seen much of this around but may be I couldn't find it :-)	Yeah back to analytics - using quantitative data to focus on problems in existing site architectures.
Perhaps not new as a concept, but new by being more widely adopted on actual websites is the idea of a website having multiple IAs from which users can choose instead of just one. An example of this would be the number of sites now offering faceted navigation.	It seems the number of people giving due consideration to the IA of their websites has increased dramatically, both on their public sites and on their intranets.	I'm really looking forward to the new edition of this book and would be happy to help in any way I can. IA is an area I'm struggling with as we re-architect our university library website. It covers a very wide variety of topics and educating non-Web people on the different facets of IA has been very challenging. The good thing is, we have more than our share of metadata

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Don't know. I find its back to basics - grey scale paper prototypes, detailed notes on wireframes, and content inventories are critical.	traditional business systems analysis is a major component of my job now more than ever. Previously, there was a division at my company (small to medium) where the business analyst wrote the requirements and the IA did usability testing and IA for the GUI. Now the expectation is the IA can step into the BA role and do both. I spend more time now keeping up with BA methodologies than before than with classification or IA literature. Maybe others were comfortable doing both before or this is how it has been for most, but it is new for me.	In the new book, I would like to see more examples of deliverables, and I liked the 2nd ed. expansion to strategy and would like more of that too.
I think accessibility is a much more prevelant topic than it has been in the past. People are realizing that good accessibility = good usability in so many cases.	This is going to sound crazy, but in the world of Web app development, anyway, there is this idea that has not gained a footing yet -- it has to do with building Web apps to meet the needs of your expert users instead of focusing only on the masses. It has to do with a term called 'graduated usability' which has been part of software design for years (think of keyboard short-cuts like ctrl+v to paste). I expect in the next 5 years this will become something to focus on, particularly in the area of Web application development. Here is a good article on the topic: <a href="http://www.developer.com/design/article.php/3585826">http://www.developer.com/design/article.php/3585826</a> .	
Structured Authoring	Taxonomies	
The increasing (and lazy?) reliance on directories as information architectures.	Web 2.0 tagging structures used as proxy for info and site architectures, and the interesting by-product of 'multi-tiered' architectures (e.g., my tags, my company's tags, the world's tags...).	
Greater awareness of the importance of IA and an increase in the focus of its usability	Increasing undocumented expectations on the part of users - as their experience on the web increases, they have increasing expectations about the presence of certain components of websites and navigation structures that are causing increasing levels of confusion and frustration if they are missing or if someone has been 'creative' with their naming or widget design	
Managing content by topic - DITA.	Medium sized corporations are becoming aware of the need and benefits. How it plays into the whole realm of user centered design.	
The rise and dominance of the term taxonomy and taxonomist. As the cover phrase for all info structuring. - The links between CM and IA. DITA - DC and other standards - Semantic what-have-you So how much do you want to tie IA to the metadata world? You could do a lot to untangle and embrace it for IA's	The rise of IA as the basis for executive decision making. I think you know my shtick here but the basic premise is, if delivering info to people is critical to the org's success and if IA's are the ones who deliver info to people, then IA's are critical to the org's success and need to have a spot at the decision table. I appreciated the way you guys handled IA and the org in the last e, but I think you could be a lot more proactive this time. Rather than poistioning it as how to sell the value of IA, you could position it as how to own and assert your rigt to a part in the strategic decision making of your org.	How cool that you are doing 3e. And, how is that fitting in with all the rest of what you two have to do??? happy to chat more with you guys.

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<p>Public awareness of the practical implications of IA has increased, particularly around personal content management and presentation. Now, many more people use and know something about IA and CM because they know about blogs, photo sharing sites, wikis, search, adsense, spam, IM, podcasts, wireless, etc. I'd say that the public is much more aware that there are better ways to design, manage, present and share information that each of us can directly influence simply by our usage of these new tools. So I'd say the biggest and most obvious trend is that personal information management has moved online and into devices connected online: the stuff of entertainment, work, family, politics, daily life -- music, images, stories, conversations -- are all now manageable and portable through IA.</p>	<p>Perhaps the infrastructure underlying and supporting the public IA: terabytes of data, massive automation -- scripting of everything, not so much replacing people, but adding a new dimension of machine interactions and activity (soap, xml are just the surface). Would be interesting to see 'a day in the life of the world of information automation -- not just packets zipping around, but the dizzying cascade of interactions between applications.</p>	<p>Please be sure to cover accessibility of information: screen readers, UDL (universal design for learning), IA in education.</p>
<p>The understanding, inside organizations, that content has to be managed, and content is not only structured or only documents</p>	<p>Network centric CM. very few but successful solutions are already out there</p>	
<p>making sense of chaos- a la Cynefin centres work in KM as a driver of IA, making chaos understandable or searchable through pattern analysis. Complex systems pattern analysis becoming more necessary in the face of data proliferation. Increase in personal publishing through blogging. Increased use of CMS/ IA approaches by those less skilled and capable (eg Not for Profit/NGO sectors) using OSS systems with kludgy IA handling.</p>	<p>Cultural aspects of IA as an interpretative overlay of chaotic data-focus on technology has continued despite fact that predominant issues are cultural- how do I as a user make sense of, and get to, the data I need when there is so much of it? How can I have simple tools that allow me to do this? Turnover in CMS systems and their impact on long term IA- I can think of 3 clients that have used &gt;6CMS systems in the last 4yrs. How can IA structures transcend system migrations and protect against bookmarked URL impacts? Wider changes outside IA that relate to improving levels of governance of ICT, and hence IA, with a view that data is missions critical, infrastrucutre to access the datat less so. Data (content) remains king, the plumbing a serf, but changing the plumbing can impact data location (esp across public sites).</p>	<p>Linkage of IA with business data governance approaches- who owns content, who owns structure, how do the two continue hand in hand. In my experiences working with federated organisations (multiple companies trying to operate under 1 brand) this is a difficult thing for them to do and understand. Heavily dependent on the level of governance and a co-operative focus.</p>
<p>Enterprise Information Architecture</p>	<p>Metadata, Metadata, Metadata....</p>	<p>Metadata, Metadata, Metadata.... I envision the role of an Information Architecture expanding to where we not only structure information for websites, but for entire 'systems'. This could include structuring information for the following areas: 1. Data Modeling 2. Metadata 3. Knowledge Management/Content Management 4. Grid Systems (graphic design) etc. If we consider what we do as simply as 'structuring information to be found by users', then this overlaps with a lot of other areas.</p>

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<p>1. AJAX (I know it sounds obvious but I have to say it): if Yahoo! hadn't published its design patterns a few weeks ago I should have had to write mine or ask the IA community to put hands to work :-). The deliverables must be reinvented to represent the new forms of interaction!</p> <p>2. Ready-to-go web pages (as blogs). Users don't have to worry anymore about the basic IA of their web sites. It has been standardized and made by professionals.</p> <p>3. W3C standards. It's not exactly IA but during the 'dark years' after the dotcom crash web professionals (IAs, web designers, programmers) have been cleaning their rooms and getting everything ready so that we can start anew.</p> <p>4. Seminars, courses, degrees... A few years ago there weren't degrees for us. We were self-made IAs.</p>	<p>1. Generalization of broadband. It means faster connections, videos and, lately, web applications, not only web sites. IA has to change to achieve this.</p>	<p>Excuse my English. IA'm sure there are more things to say but I just found this survey and wanted to contribute before I forgot :-)</p>
<p>Faceted metadata search/browse. You know about it but it's not much in the book. Entity extraction and natural language processing for documents rather than queries, to generate metadata! Content management systems</p>	<p>For search: content update date identification (not changed, but still a horrible problem, I have an article about it on the site)</p>	<p>Always happy to look at the search chapters for you!</p>
<p>UX BIG IA vs little ia What is the value of theory? Should there be more attention paid to theory in IA?</p>	<p>facets seem to have become embedded, without full understanding of the means by which to utilize them.</p>	<p>Glad to see you are doing this.</p>
<p>1. The end of the folder Tagging, etc. As described in 'ambient findability'</p> <p>2. That everybody who builds websites is an 'information architect' now - at least in Germany. It's been becoming extremely hip around here.</p>	<p>The requirements and possibilities of haptic interfaces and 3D visualization. The hardware is ready, the apps will come. The IA community should be prepared.</p>	<p>No.</p>
<p>acceptance (in some areas) of what IA actually is, what an IA does and what IA can bring to an organisation - fragmenting of the IA community/skillset to distinguish between interaction design, content modelling, taxonomy modelling / site mapping, content</p>	<p>- the whole idea of content modelling. everyone does it but not many people realise that they do it (eg when creating the fields for entry in a CMS) and even fewer people recognise the impact the a well-crafted content model can have on a set of content (</p>	<p>maybe split the book into two volumes according to what I said above? or if you want to stay away from the content modelling side, let me know and I'll go write a book about it myself ;-)</p>
<p>multi-platform convergence eg web, interactive TV and mobile tagging - or rather, how user-generated tags can be leveraged in cool applications by IAs how speeded-up web development (eg Ruby on Rails, agile methodologies, multiple iterations like Flickr do) affects the way IAs work in large or smaller enterprises</p>	<p>training and professional qualifications. There's a lot of people doing IA or IA-related work who would love to study for and have a qualification in the field (as broad as it is) Manchester Met University are considering an MSc - will be interesting to see how they do this</p>	
<p>IA was deprecated as a profession with Marketing and Engineering taking an enormous lead in terms of importance in the organization, with IA taking a back seat, with deliverables being valued sometimes at best as a nicety. Hence the field of IA did not have a lot of obvious innovation as it had in the previous 5 years. What did change was the value proposition needed to be articulated and justified at each juncture in the development cycle. Web 2.0 and Rich web apps may bring more incarnations of interactive systems but are not new in themselves.</p>	<p>IA has the opportunity to mature as a discipline into a structural core necessity for information organization and software development, for the perceivable future.</p>	

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<p>Analytics: The improvements in analytics tools and the launch of Google's free analytics service will be a driving force in changing the way we develop, monitor, evaluate and change/improve IA. I hope your new book can provide insight into how the IA process flows from the analytics process, how the incremental change process should be implemented and the skills an IA needs to understand and properly interpret user experience through analytic tools.</p>	<p>Search engine optimization / search engine marketing: Optimizing website structure and content in order to improve search engine marketing is burdened by 'black magic' practices and practitioners. IA has a lot to say about what can and cannot be achieved and how to go about these tasks. Especially interesting is the relationship between site IA and pay-per-click marketing such as Google AdWords. The design of a site that appeals to someone entering from a paid search engine placement is different than that of the person who accesses the site through organic search. A site has to at the same time appeal to the users' 'research' process as well as the users' 'consumer' process.</p>	<p>The biggest challenge to me today in my work is the increasing importance of highly personalized IA. It feels very different to go through the IA design process that seeks to create these unique and personal experiences. The strong user driven process can at times conflict with the offer driven process that the client requires. How can these processes be better integrated?</p>
<p>Methods and documents surrounding web app design. Web apps are mutable and harder to pin down in documentation... that's where new methods and deliverables are emerging.</p>	<p>Acceptance of the role has opened up the opportunity for entry-level IAs, who are having a hell of a time breaking in... IAs are in such demand, everyone wants only 'experienced' IAs. IA has changed as a profession, and now that we've gotten companies to recognize our worth, we have to help them figure out how to integrate new, less-experienced IA talent in their organizations. Sort of ironic, no?</p>	
<p>The use of AJAX in web UI</p>	<p>Rapid development processes (Agile, XP) vs. the older waterfall method. Shorter cycles. Less time for R&amp;D.</p>	
<p>1. Tagging all over the place. Without any apparent impact on end-users understanding of controlled vocabulary. 2. Plethora of tools which attempt to let users organize information. 3. Attempts by many users to use the latest buzz tool to organize information regardless of the fit. This may mean there is a great desire and/or need to organize information. Why should this be? What's missing?</p>	<p>Don't know. That's an interesting answer in itself. As a librarian interested in web and database design, 5 years ago I would have thought that I would be very 'up' on IA today, that it would be part of my everyday toolkit. However, not so much.</p>	
<p>Social taxonomies. The general understanding of the importance of metadata.</p>	<p>Web services as it relates to IA.</p>	
<p>Use of Flash</p>	<p>Not sure...touch screen usage.</p>	<p>More information on personas creation.</p>
<p>Peter and Lou, the obvious thing is the Lemur. It reaches the parts that the Polar Bear didn't, so be sure to include this aspect - how to account for IA for different client platforms.</p>	<p>I'm not so sure about this one, as I'm not an IA person as such, but again, the mobile aspect needs to be accounted for. It's only just now becoming an issue with 'early adopters', whoever they are - see Russell Beattie's blog, and the different Mobile Monday group websites for ideas and you'll soon get the picture.</p>	<p>Thanks for edition 3. Please say that it'll be out by Sept so that I can use it for teaching next academic year. I've been using the bear for a few years and it's been great.</p>
<p>IA being seen as the wider part of an enterprise information, knowledge and 'user' interaction spectrum. This means that how the IA works with usability, design, UI practice, programmers, and IT implementation and strategy units has become a thorny issue.</p>	<p>IA issues pertaining to rich internet applications are just starting to get touched upon, but there has been too much focus on AJAX (and not enough on other techniques, Flash, Flex, Laszlo, Java). Re-use Patterns for common IA issues and problems are also an area that has not - in my opinion - been focused on enough.</p>	<p>I'd like to see as clear a difference between v3 and v2 as there was between Polar Bear v1 and v2! I hope Lou's new publishing venture will inform the work on the new tome. Best of luck, Peter and Lou - look forward to reading the end result.</p>
		<p>I really like the case study in PB2 so would love to see more case studies.</p>