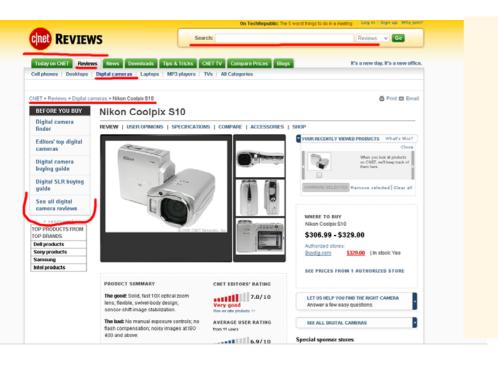
Book: "Don't make me think", chapter 6 and 7

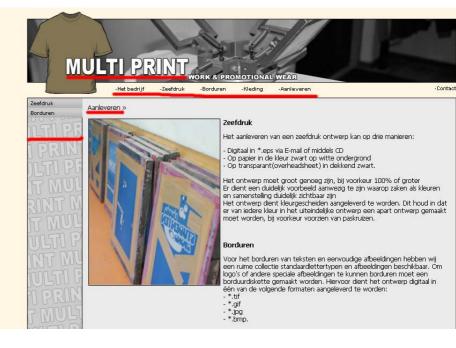
GUI – Second Meeting

Thump rule – Website navigation

Make sure the viewer doesn't get 'lost'.

Navigation - Examples





Good

Bad

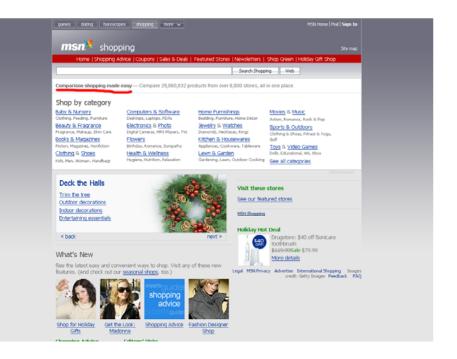
Thump rules – Website Homepage

Show what the point of the site is

"why should I be here?"

Make clear where the user has to start

Homepage - Examples





Good

Bad