

# Visual Design Strategies to Increase the Effectiveness of Cancer Communication



THE UNIVERSITY  
*of* NORTH CAROLINA  
*at* CHAPEL HILL

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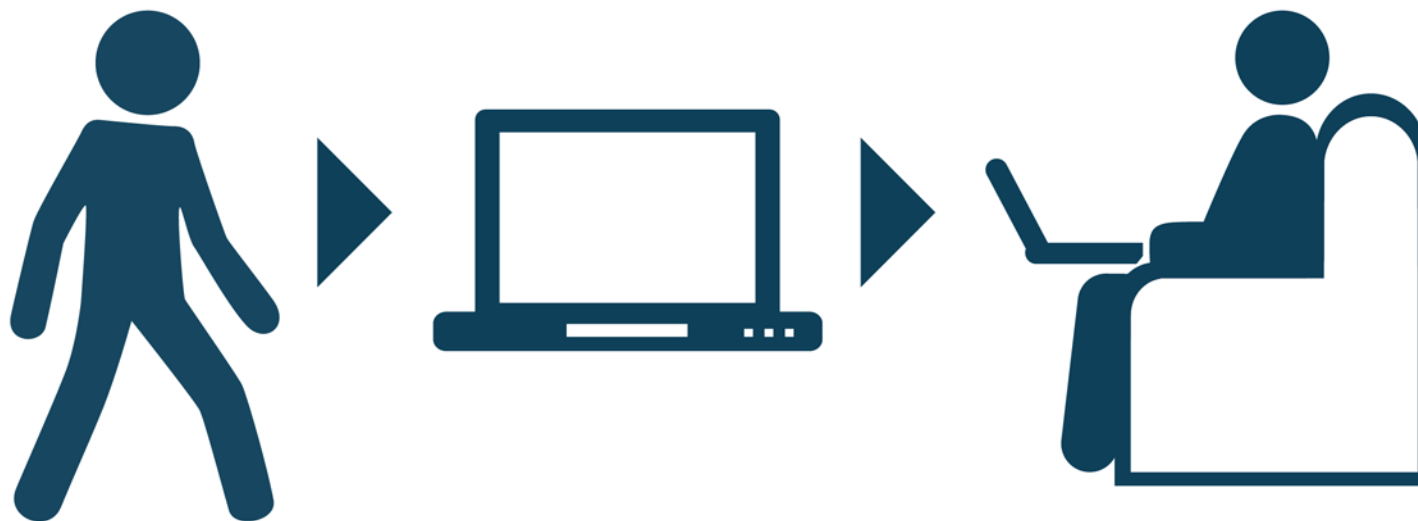
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Lindsey Horrel

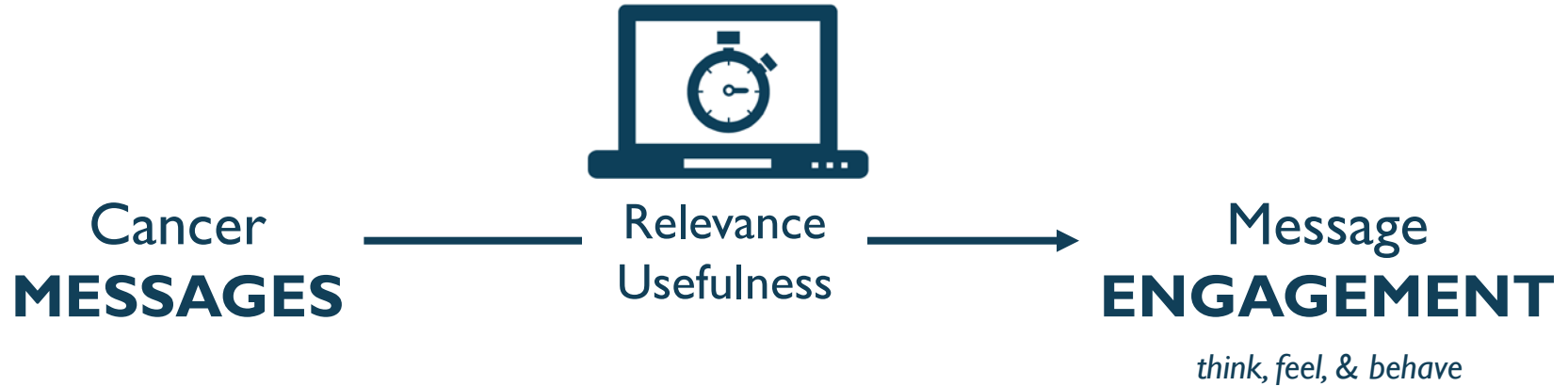
Jessica Pikowski

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# Use an engaging design.

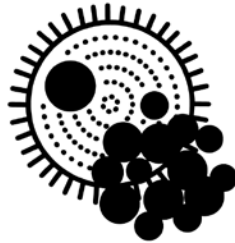
*(not always helpful advice)*





## RELEVANT IMAGES

Select images that resonate



Lazard, Schmidt, Vu, Bryon, Peters, Boynton, & Brewer, 2017



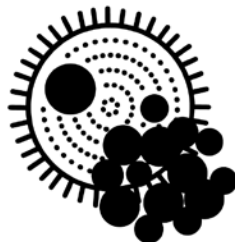
## RELEVANT IMAGES

Select images that resonate

*Single item*

“Choose the icon that best represents  
**CANCER** caused by smoking.”

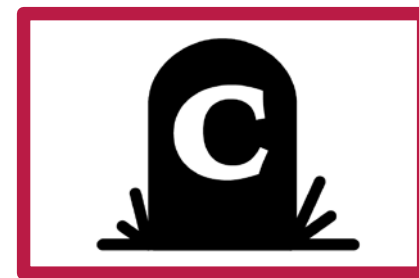
**SELECTED** (n=701)



15%



21%



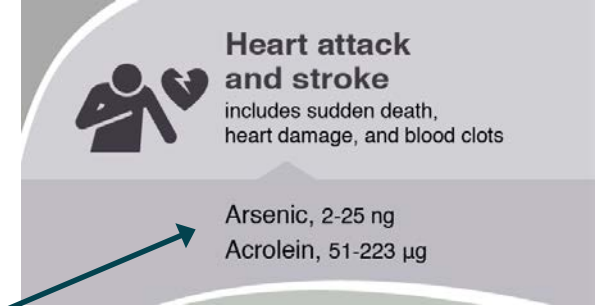
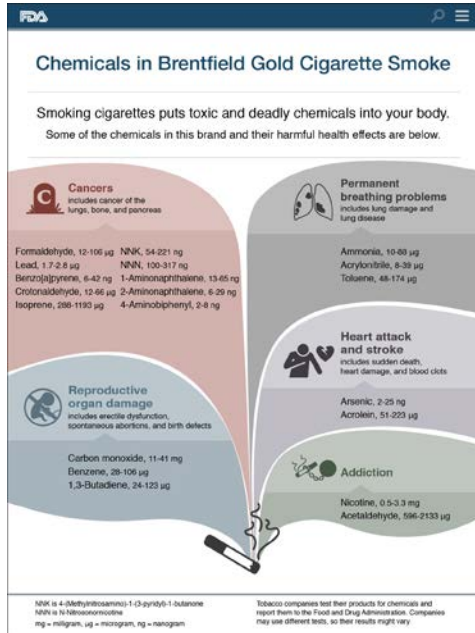
64%



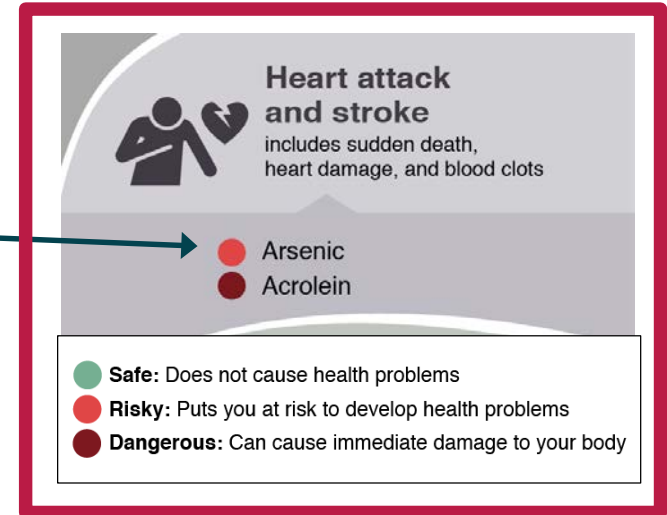


# COMPLEX INFORMATION CUES

Present information so it is interpretable, at a glance



> **USEFULNESS** (n=1,441)





# VISUAL HIERARCHY

Guide users' attention

Large font

Redundant visuals

Color shift

Lazard, Pikowski, Horrell, Ross, Noar, & Sutfin, online first



(n=55)



## SOCIAL PRESENCE

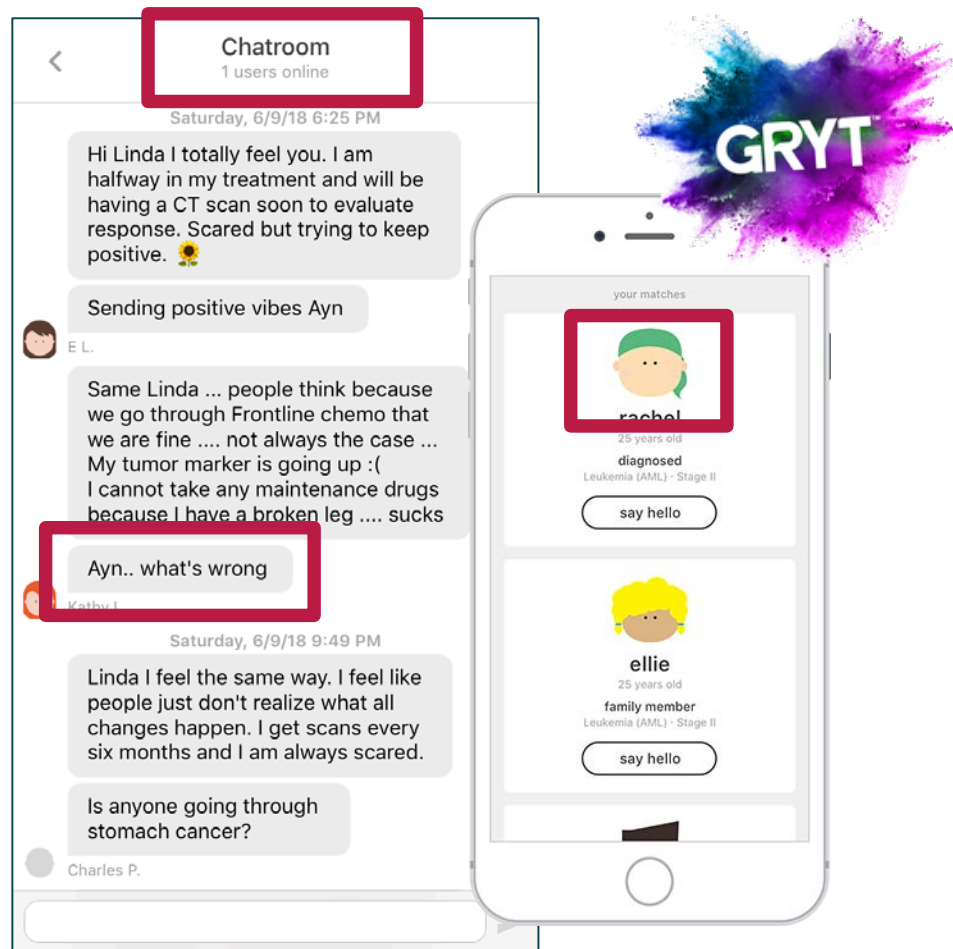
Give cues for others

Evidence of activity

Interpersonal text

Human imagery

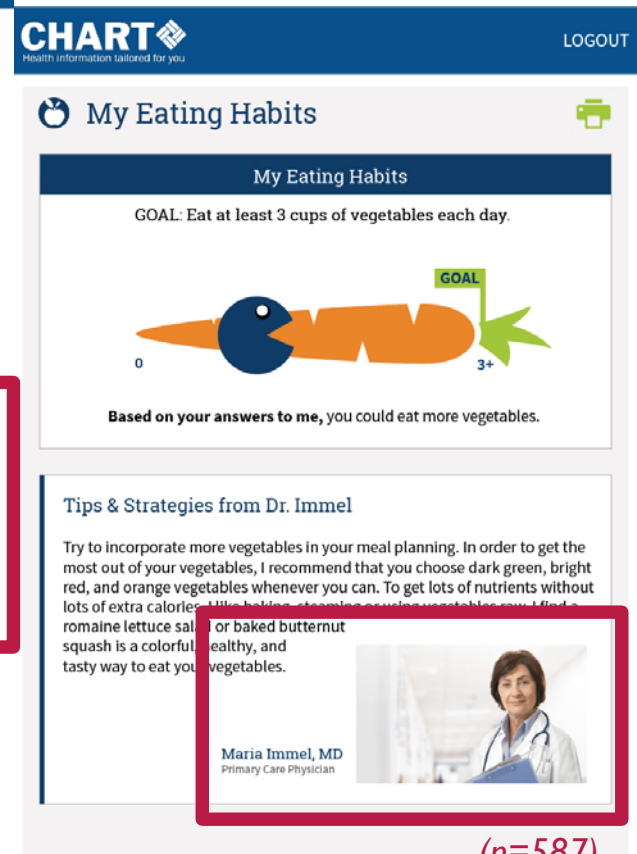
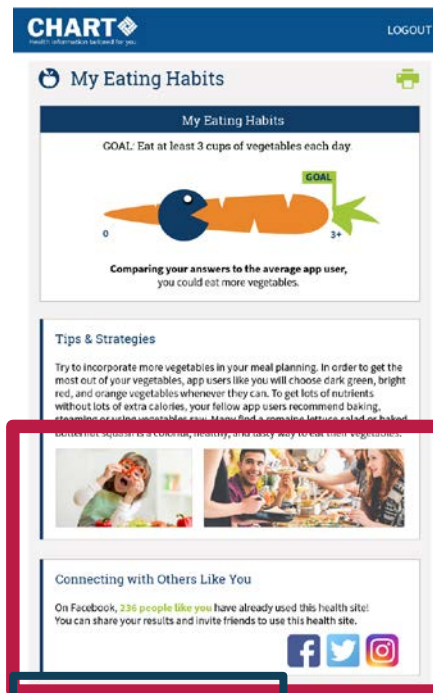
Lazard, Saffer, Horrell, Benedict, & Love, under review





# SOCIAL PRESENCE

## Give cues for others



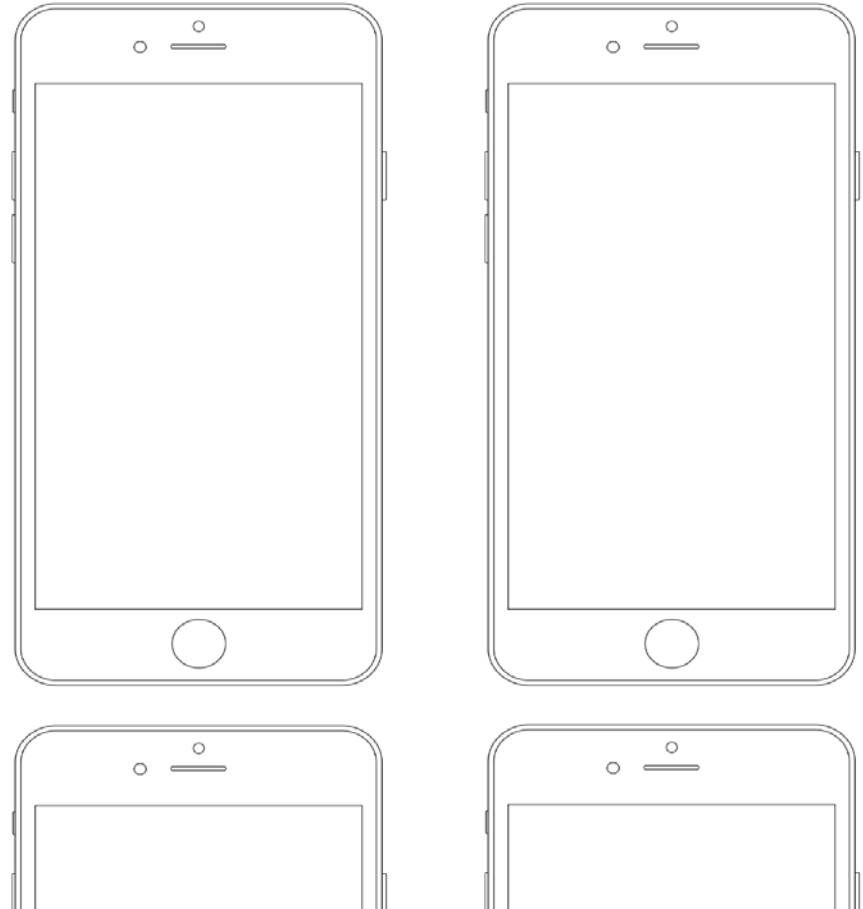
Lazard, Brennen, Adams, & Love, under review

(n=587)



# MENTAL MODELS

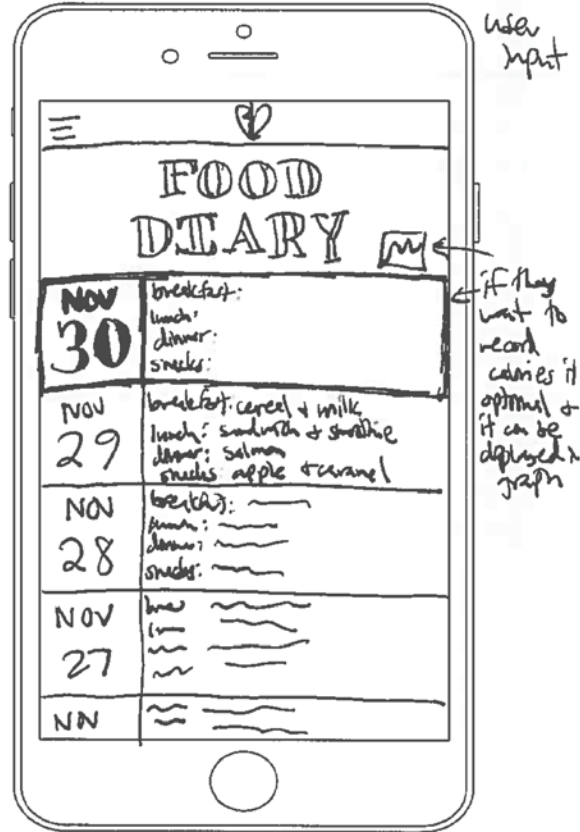
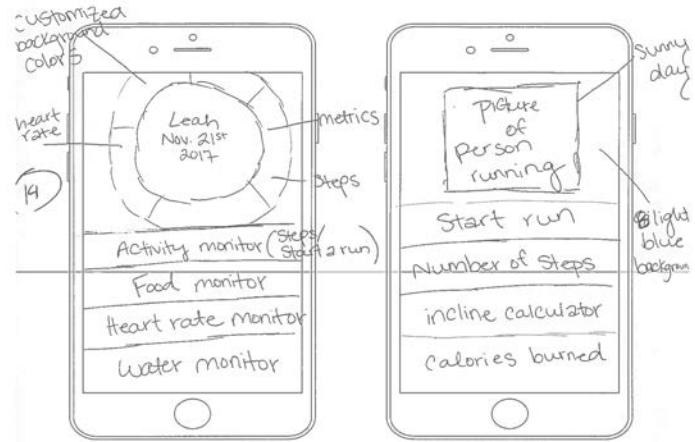
Understand to meet expectations





“I like really simple interfaces [that are] clean looking”

“What I think is most appealing to me—I like apps that have a more minimalist approach, [that are] more simple and quick to navigate”





Your audience might not think of “cancer” or “health” messages the way you do.





## **IMAGE RELEVANCE**

Simple choices can help select images that resonate

## **COMPLEX INFORMATION CUES**

Present data so it is interpretable, at a glance

## **VISUAL HIERARCHY**

Guide users' attention

## **SOCIAL PRESENCE**

Give cues for others

## **MENTAL MODELS**

Understand to meet expectations

# THANK YOU!



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