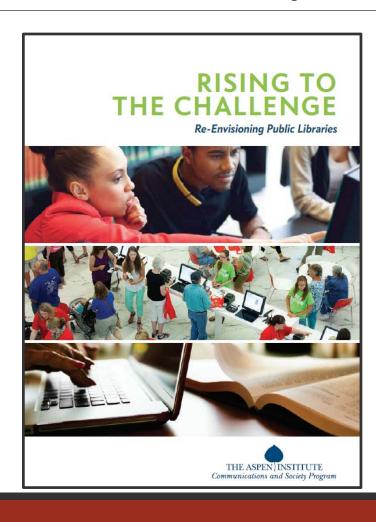


## Techniques for Enhancing User

## Experience

JULY 12, 2018

# Reimagining and re-envisioning the public library



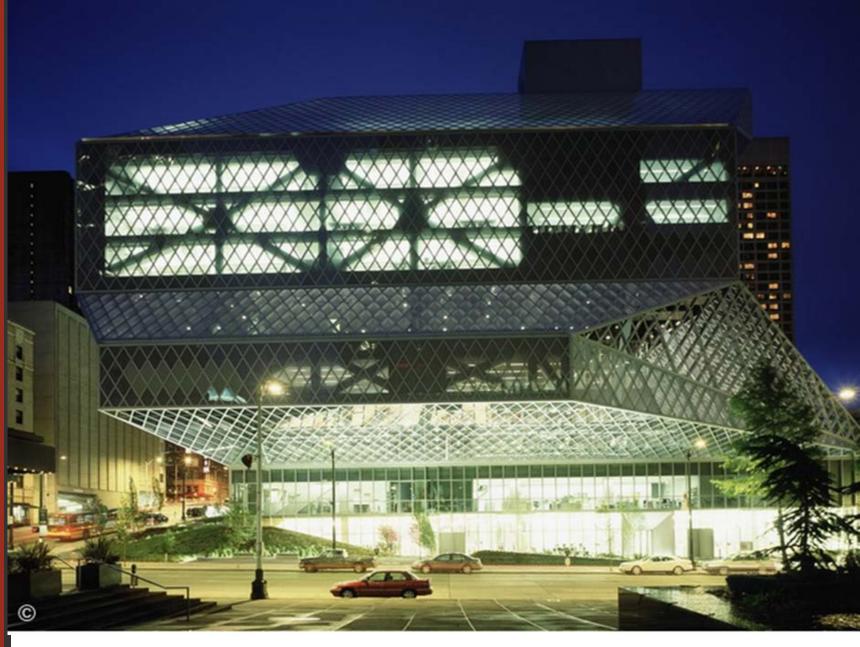
- People
- Place
- Platform

"The library is first and foremost a place...a place that promotes development in society. It is a family room of a community. That's the vision, that's the future."

Aljtar Badshad Rising to the Challenge: Re-Envisioning Public Libraries, pg. 13

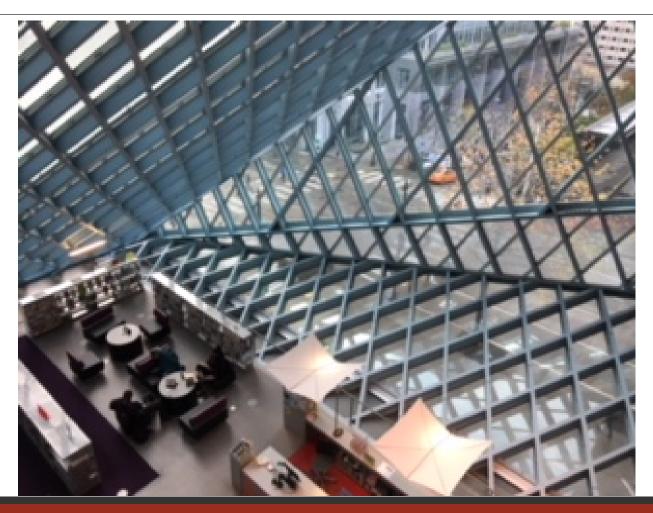
## Seattle Public Library

Photograph by Philippe Ruault



archdaily.com/11651/seattle-central-library-oma-lmn

## Building design impact users experience.



# Renton Public Library

Photograph by Lara Swimmer





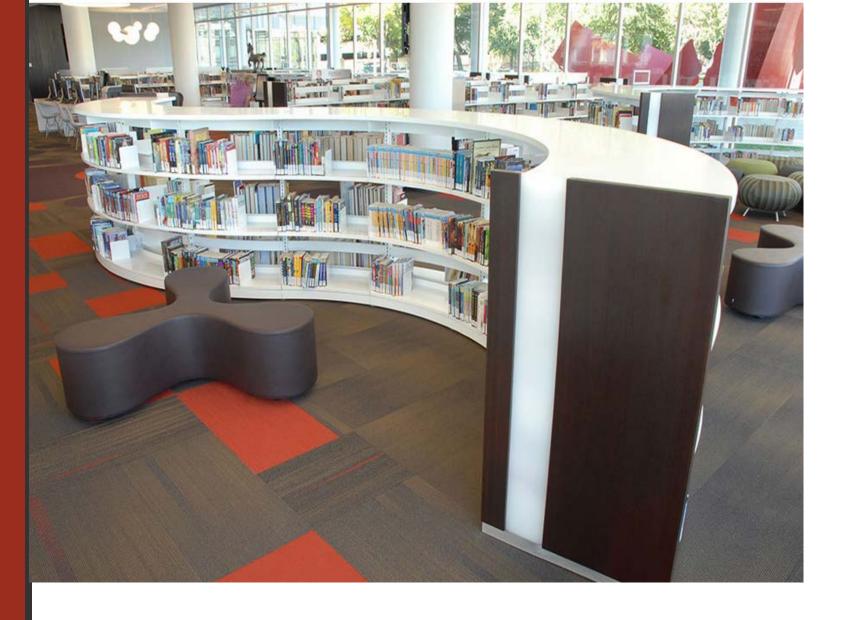
# Wasilla Public Library

Open space with clear sight lines



### Cedar Rapids Public Library

Natural sunlight and flexible spaces



http://bcilibraries.com/tag/public-library-design-best-practices/

## Loussac Library

**Creative spaces for active learning** 





## Who is using the public library?

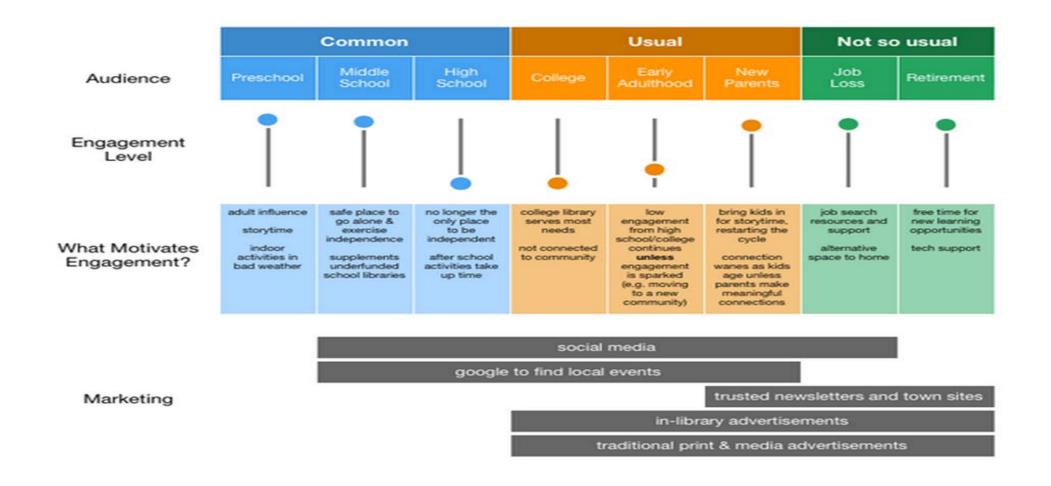
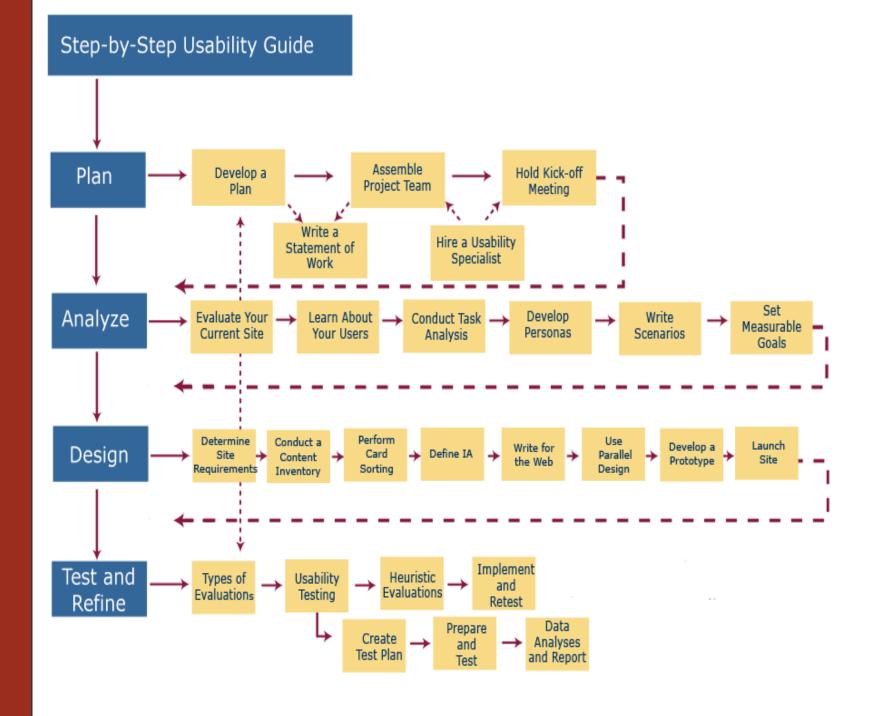


Figure 1. When do your patrons engage with the library? And how? (Graphic by Suzanne Chapman).



# User-Centered Design Process Map

Used in website development





## Touchpoints

A point of contact or interaction (including encounters where there is no physical interaction) that might alter the way that a customer feels about your product, brand, business or service.



# Touchpoint examples

**Physical layout** 

**Furniture** 

Cleanliness

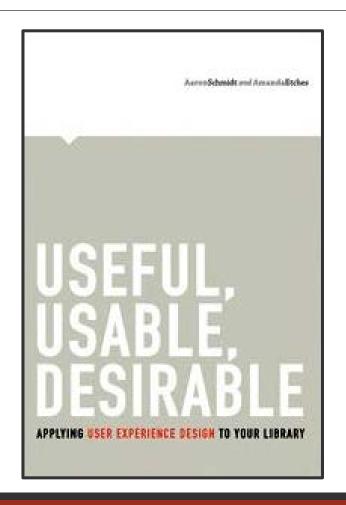
**Temperature** 





## USER Experience (UX) for Libraries

- Useful
- Usable
- Desirable



# First Four Principles of Good Library User Experience Design

1. You Are Not Your User

- 2. The User Is Not Broken
- 3. Requires Research
- 4. Requires Empathy



# Final Four Principles of Good Library User Experience Design

- 5. Must Be Easy Before It Can Be Interesting
- 6. Is Universal

7. Is Intentional

8. Is Holistic



## Attitudinal Research

Focus groups

**Interviews** 

**Surveys** 

Designed to measure how a consumer "feels" about something.

#### Behavioral Research

Contextual Inquiry
Journey Mapping
Usability Testing

Behavioral data refers to information produced as a result of actions

## Focus Groups



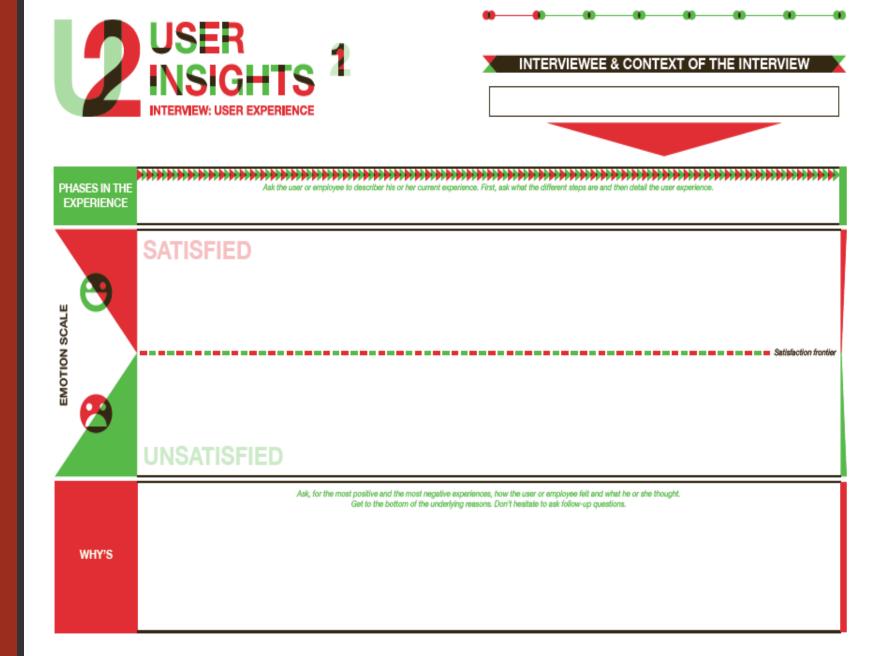
## Interviews





## Interview template

Service.designtoolkit.org



## Surveys



## **Contextual Inquiry**



## Contextual Inquiry-example

	User 1	User 2	User 3	User 4	User 5	User 6
Photo						
Transportation	Ride a bike	Drive a car	Ask a ride (with #2)	Drive a car	Take a bus	Drive a car
Shopping Frequency	Twice a week	Once a week	Once a week	Twice a week	Every other week	Once a week
Shopping Quantity	• Buy for 1 • Buy for next 3 day	• Buy for 2	• Buy for 1	• Buy for 2	• Buy for 1	• Buy for 2
Variety of items	Low (No more than she needs)	High (Experienced)	Low (Inexperienced)	High (Liked to try new)	Low (Same items as before)	• Low (Know what to buy)
Shopping list (Y/N)	N (Mental)	Y (Written)	N (Mental)	N (Mental)	N (Mental)	Y (Written)
Budget sensitivity (Y/N)	Y	Y (\$50)	Υ	N	Y (\$50)	N (\$150)

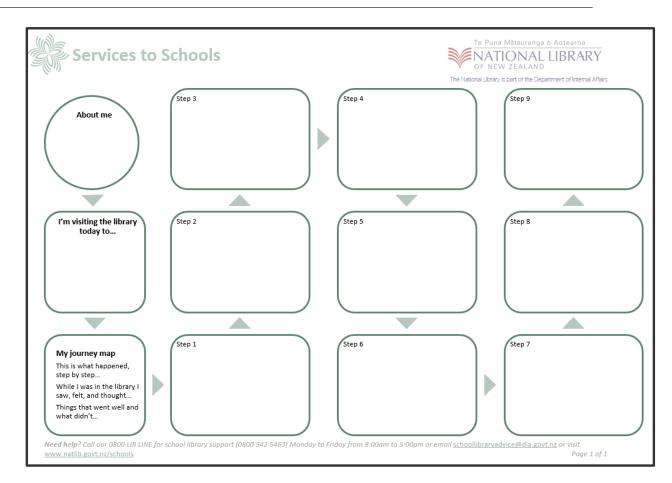
Created by Sophia Lay



## Journey Mapping-template examples

Steps	What did you think?	What did you feel?	What did you do and see?

**Customer Journey Mapping** 





## **Journey Map**example

User

**Purpose** 

**Stages of Journey** 

**Activities** 

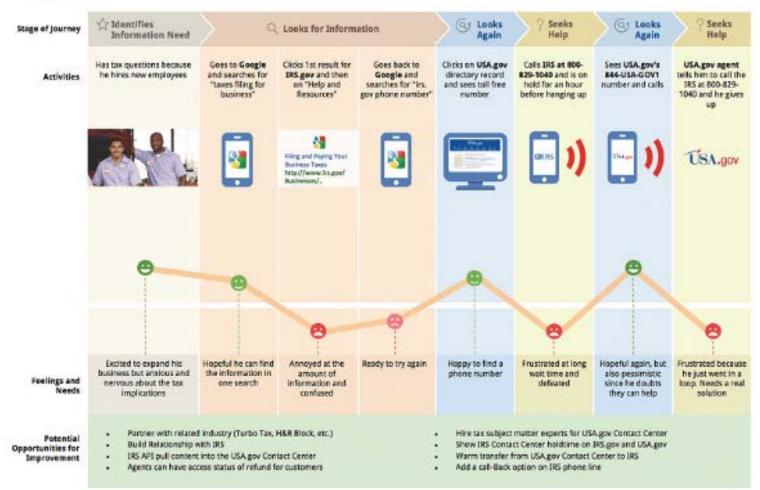
**Feelings (Pain points)** 

**Opportunities** 

#### EXAMPLE OF A CUSTOMER JOURNEY MAP FOR THE US GOVERNMENT



#### Michael's Journey Map Find contact information for an agency or elected official



Source: Infotoday.com



## **Usability Testing**

#### **Usability Testing**

- Real users, doing real tasks
- Prototypes or live products
- Observed, not guided



https://www.quora.com/What-is-usability-testing

## Other Research Techniques

Personas

A/B Testing

Empathy Maps

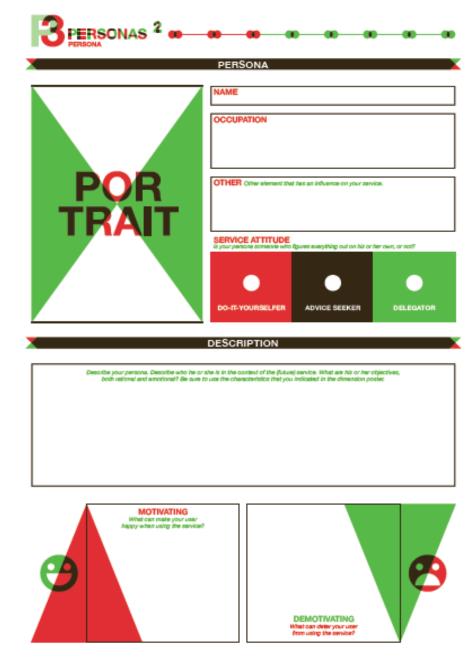
Five-Second Tests



#### Personas



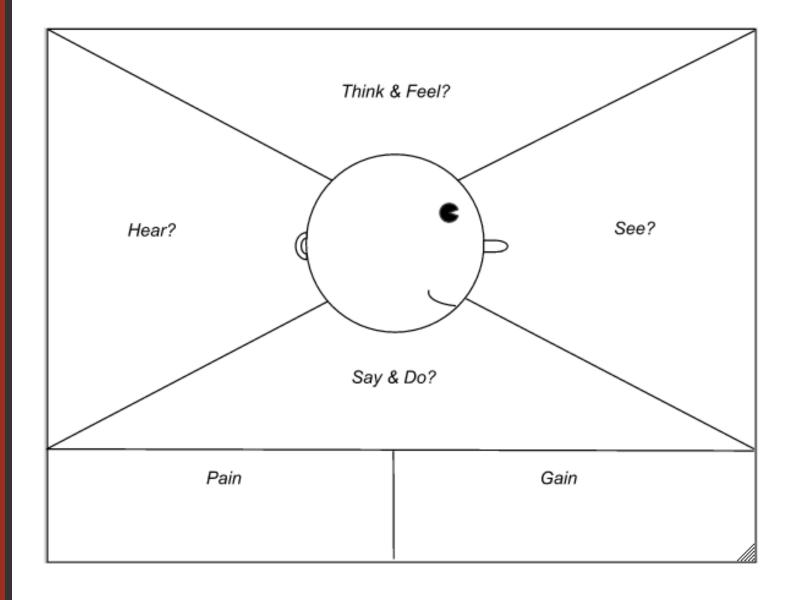
Caitlin
Part-time barista
20 years old
Lives with her parents



Service.designtoolkit.org

### **Empathy Map**

Originally created by David Gray

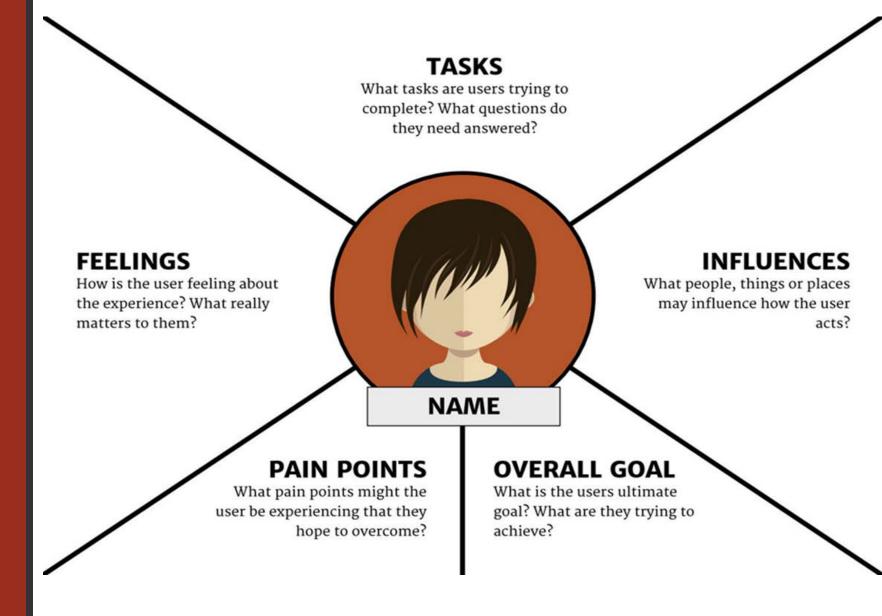


www.solutionsiq.com/resource/blog-post/what-is-an-empathy-map/



## **Empathy** maps

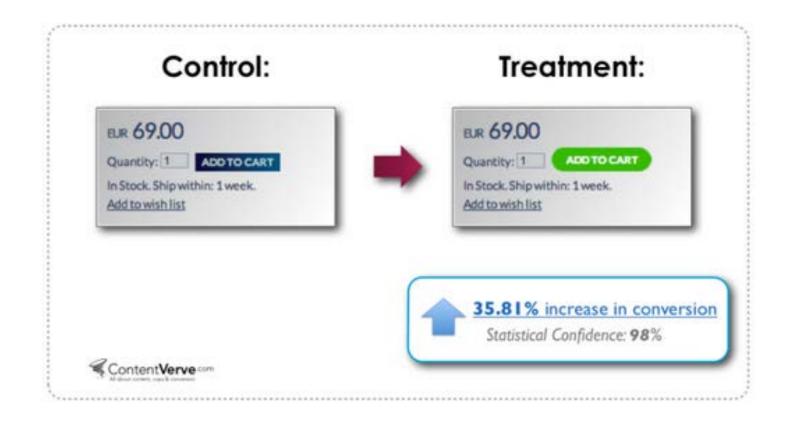
**Created by Paul Boag** 



https://boagworld.com/usability/adapting-empathy-maps-for-ux-design



## A/B Testing





Search
Search
Library State of Alaska

HOME

FOR LIBRARIANS +

FOR STATE EMPLOYEES -

FOR THE PUBLIC +

FOR STUDENTS -

FOR HISTORICAL RESEARCHERS +

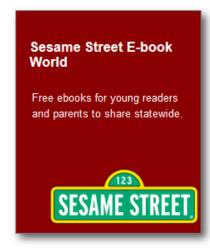
Libraries, Archives, & Museums / Alaska State Library / Free Books

#### Free Books for Alaska

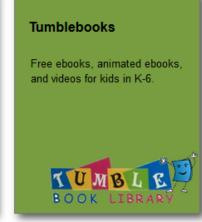
#### Enrich Your Life with Books

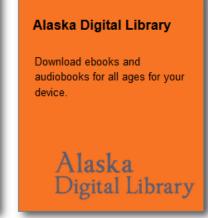
#### **Five-Second Test**

books.alaska.gov

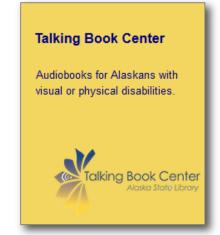














# Then ask them to recall what they remember about the page.

### **Example 1**

Does your library furniture support users needs?



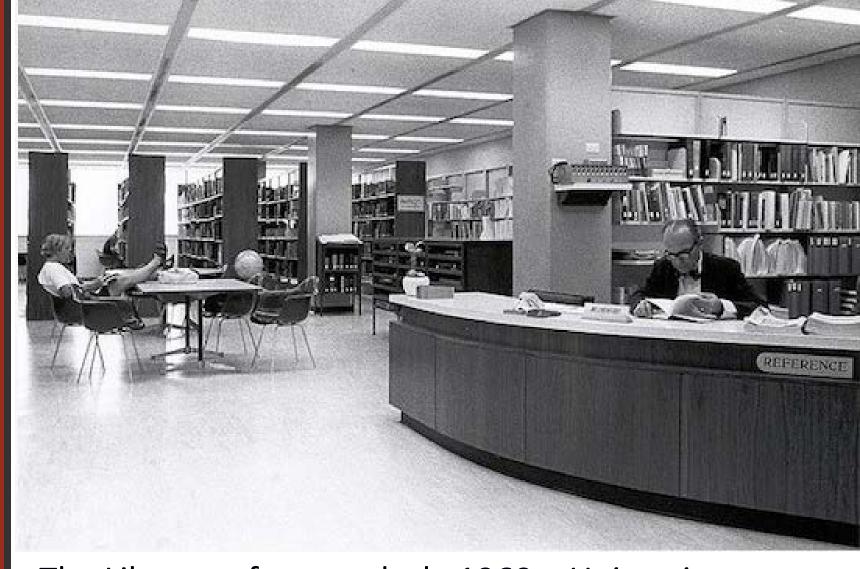
Research Methods: Contextual Inquiry Survey



#### Example 2

Do you think this physical desk looks approachable and friendly?

Yes No



The Library reference desk, 1960s. *University Archives and Special Collections* 

http://www.library.fullerton.edu/about/history.php

## **Example 3**

Can a 1<sup>st</sup> time visitor easily locate all the areas of your library?



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### Questions?

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