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#### Wayfinding Meets Library App: What Students Want From a **Mobile Library Experience**

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Wayfinding Meets Library App: What Students Want From a Mobile Library Experience

Teagan Eastman, Whitney Lewis and Breanne K. Litts



### Our Mobile App Goals

Help patrons find their way around the library

Connect patrons with librarians

Demystify the research process







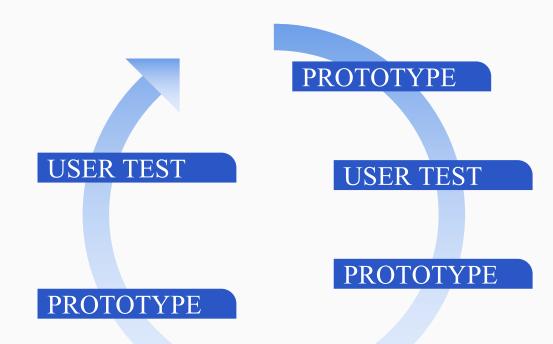
### The Process

# Rapid Prototyping

#### **GOAL**

Identify students' wants and needs from a library app with a focus on wayfinding technology.

#### **DESIGN PROCESS**



**USER TEST** 

### Rapid Prototyping Process

Test (1) Prototype (paper) Revise Prototype (digital & paper) Test (4) Revise Prototype (digital) Test (5) Revise

#### User Tests

#### **GOAL**

To make the user feel comfortable, so we could get honest feedback.

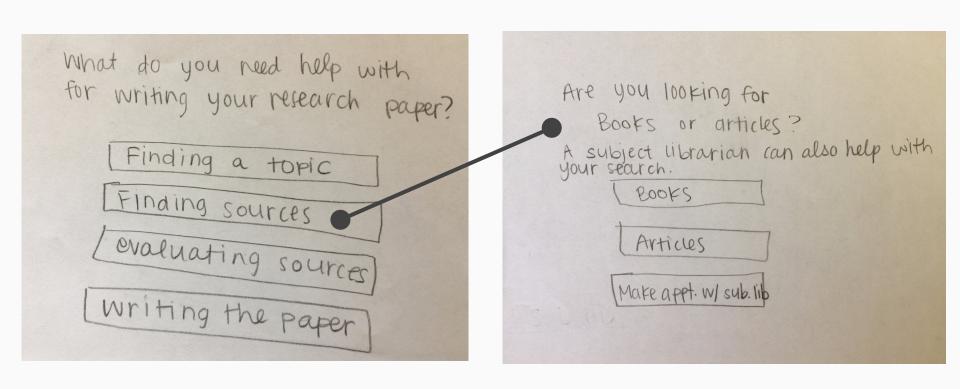
#### Making the user feel comfortable

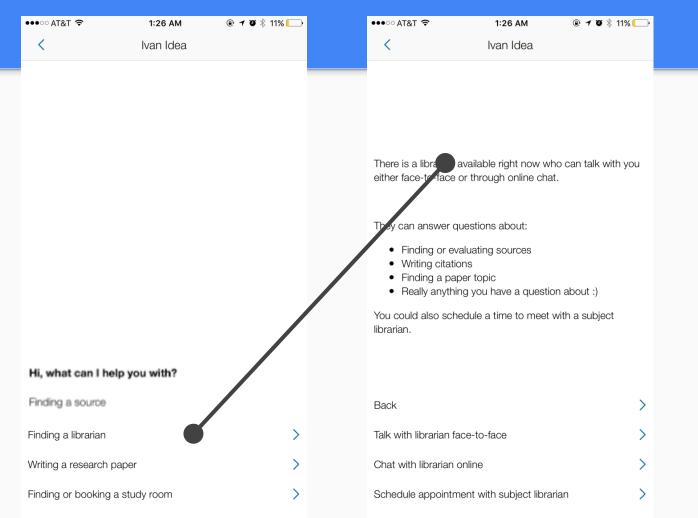
- "Evaluating the app NOT you
- Giving the user the prompt to hold
- "Don't worry about hurting our feelings"

#### **Getting honest feedback**

- Think aloud strategy
- Let the user explore and even struggle
- Good prompts

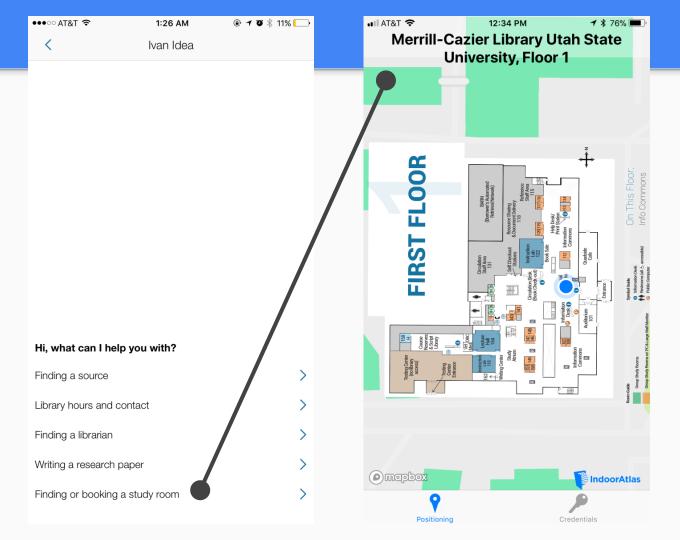
### Prototype 1





### Prototype 2

TOOL arisgames.org



### Prototype 3

TOOLS arisgames.org indooratlas.com

### What Students Want

### Navigation

- Situational or "task-based" navigation
- Back button
- Integration with institutional login

## Hi, what can I help you with? Finding a source Library hours and contact Finding a librarian Writing a research paper Finding or booking a study room

### Research Process

- Research broken into steps
- Quick tips with optional links for more information
- Connection to library experts

#### Evaluate an article using the CRAAP test.

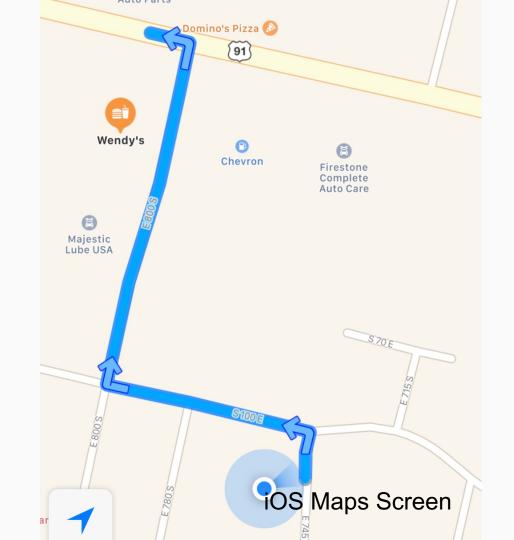
- 1. Currency How recent is this information? Has it been updated?
- 2. Reliability Is it fact or opinion?
- 3. Authority Who is the creator or author? What are their credentials?
- 4. Accuracy Is the information supported by evidence?
- 5. 5. Purpose Is it biased?

You could also chat with a librarian.

More tips	>
Talk with a librarian	>
Back	>

### Wayfinding

- Searchable database
- Picture of location
- Point A to B directions
- Directional arrow
- Multi-level
- Locate books



#### Look and Feel

- Familiar language
- Simple, clean
- Clickable boxes

#### Would Students Actually Download This?

#### Majority of users stated yes

- Especially underclassmen
- Helps overcome library anxiety

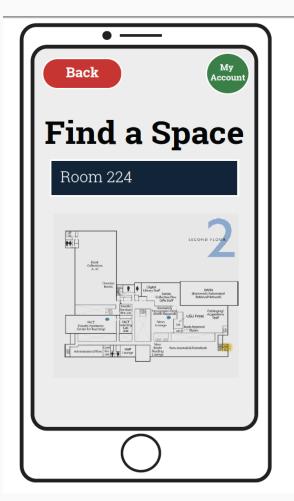
#### **Marketing Suggestions**

Tasked based marketing (i.e. Need to book a study room? Download this app)

Heavily market to orientation and English Composition courses

### Outcomes







#### Future

Stage 1: Integrating wayfinding into our website

**Stage 2:** Using more task-based learning on our website for online learning

Stage 3: User testing with more sophisticated prototypes

## Questions?