

Project Minesweeper

Andreas, Evy, Martin, Rebekka & Siripong

Basic idea

Possibility to reserve a group room



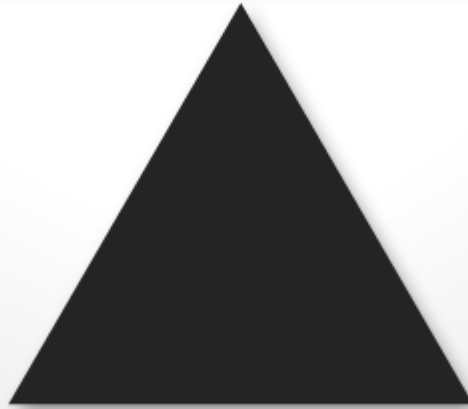
From this

Anarchy



To this

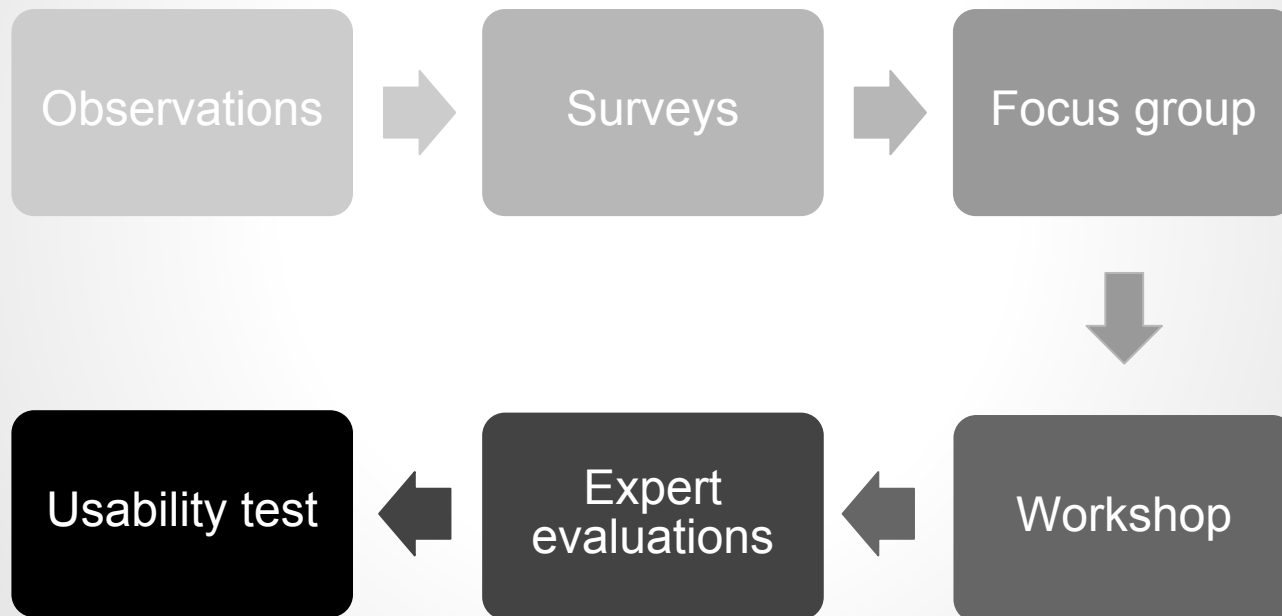
Democracy



Transcending the traditional role of the library



User-centered design



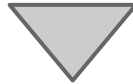
Data collection

- ◆ Meeting w/ student administration
- ◆ On-site observation
@ Vilhelm Bjercknes' hus
- ◆ Survey

Questionnaire

How often do you use the library?

please state _____

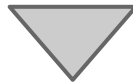


How often have you used the library *this semester*?

never

few times

use it frequently



How often have you used the library in the *past month*?

0-3 times

4-8 times

More than 8 times

Issues



Focus group

Purpose

- gain insight
- involving stakeholders
- validating data

What we learned -

- often used for discussions
- hard to find rooms
- wish to validate reservations (to be implemented)
- wish for information on equipment
- great interest in social aspect
- treasure room function was not of interest



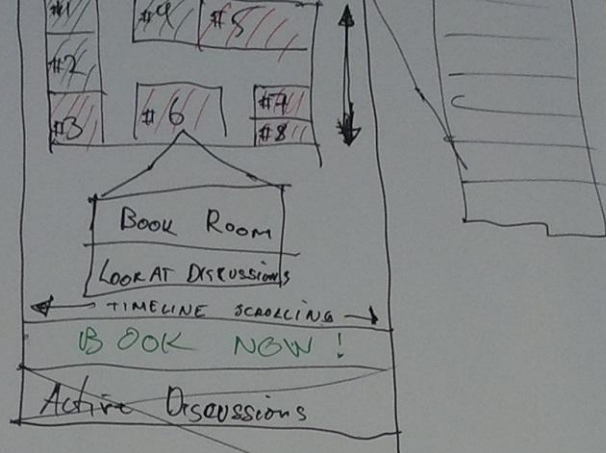
Workshop

Purpose

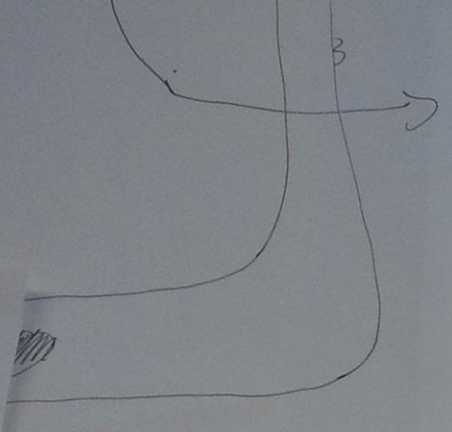
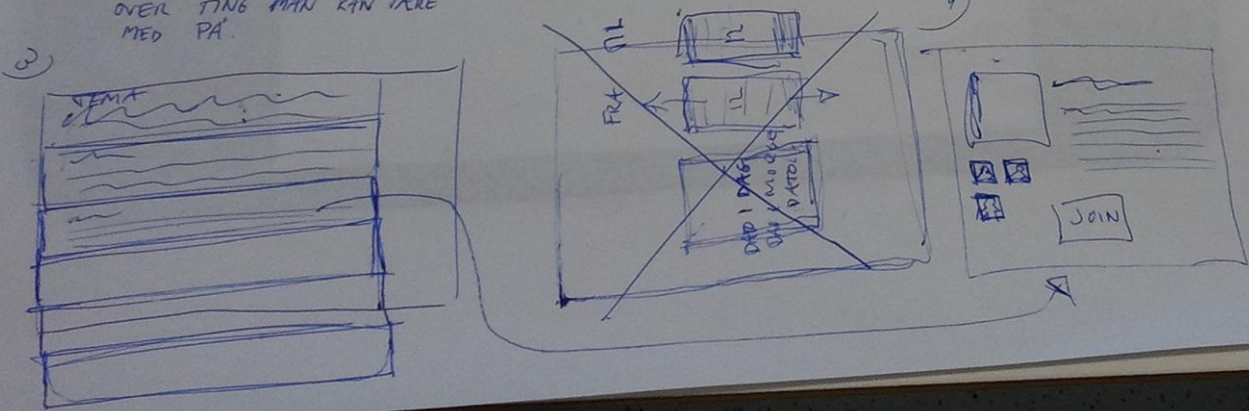
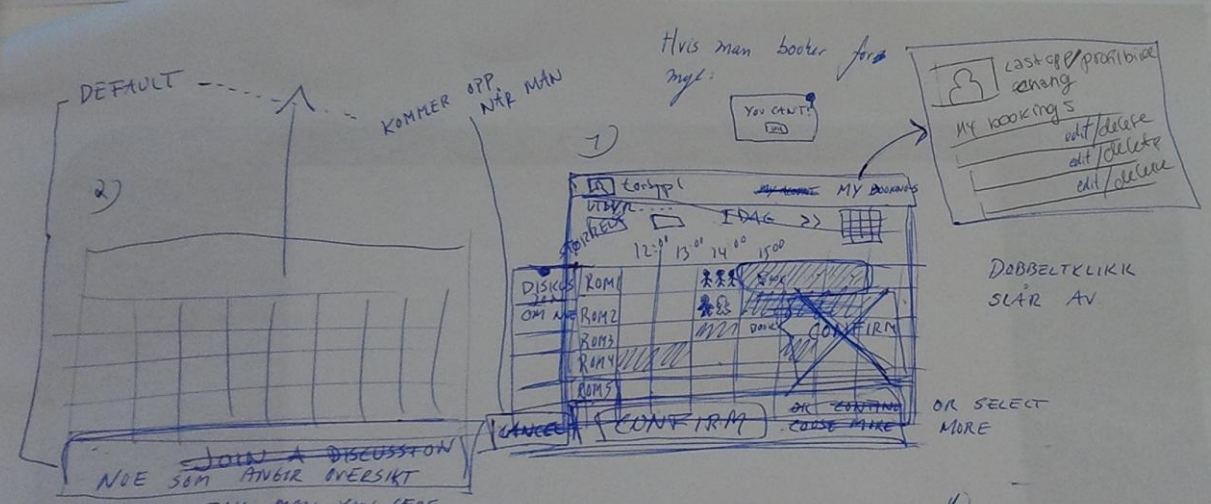
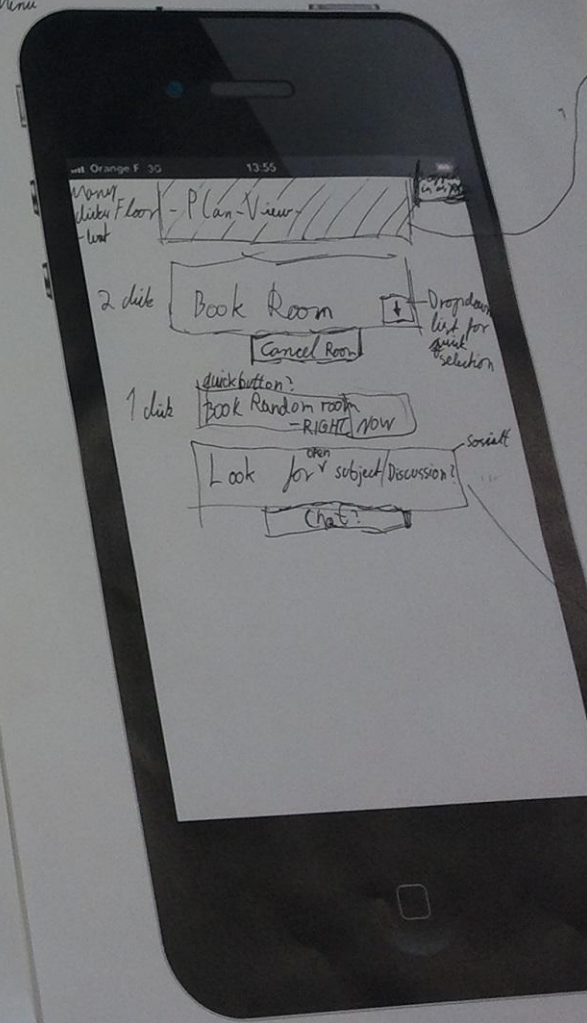
- low fidelity mockups
- first stage of visualizing the prototype
- two groups with ideas and discussions

What we used -

- "map" of rooms available
- slider to change time
- book now idea (realtime / quickbook)
- colouring of rooms
- profile pictures



Main Menu



DEFAULT

KOMMER OPP NÅR MAN

JOIN A DISCUSSION
NOE SOM HVIS OVERSIKT
OVER TING MAN KAN VÆRE
MED PÅ

FUNCTIONS



QUICK BOOKING

"ADVANCED" BOOKING

ROOM INFO

- # OF SEATS
- EQUIPMENTS

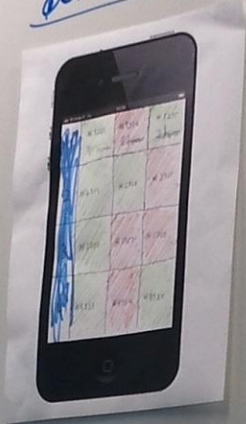
CALENDAR

MAP? 2ND EDITION

DISCUSSION LIST

NOTIFICATIONS?

QUICK BOOKING



ROOM #1234
 12:00 ENDT
 13 00
 14 00
 EQUIPMENT
 - SCREEN
 SEATS: 6
 Book Now

TIME DATE PICKER

BOOKING OK

REAL TIME

				☰
W				
		W		
	W	W		
			W	

- AVAILABLE
- N/A

				☰
◀	MON 8/10/12			▶
Sun 8/12/12				

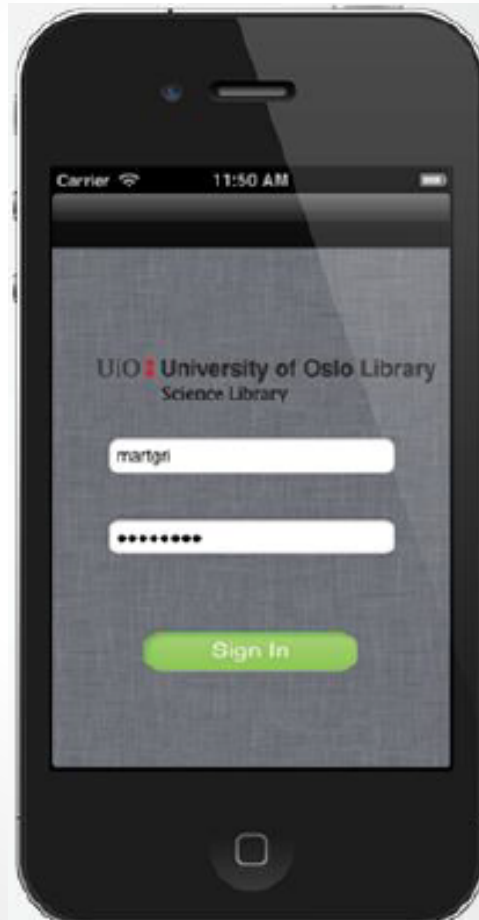
Expert evaluations

- Netlife Research Presentation



- Feedback from Alma Leora Culén
 - Enhanced "book now" feature

The Prototype



Usability testing

- Goal: measure usability and user satisfaction
- Hi-fi prototype
- 5 participants
- 4 tasks
- Roles
- SUS test
- Results

