



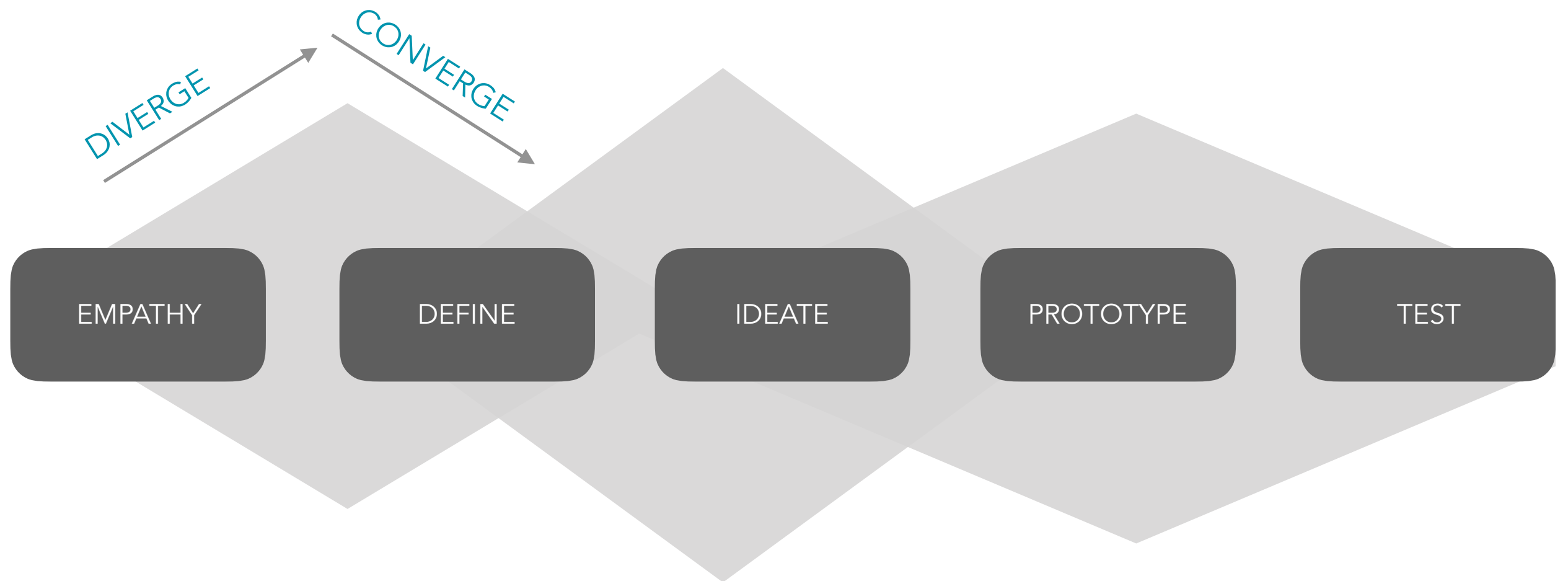
AI for library

Kunstig intelligens i biblioteket - INF2260

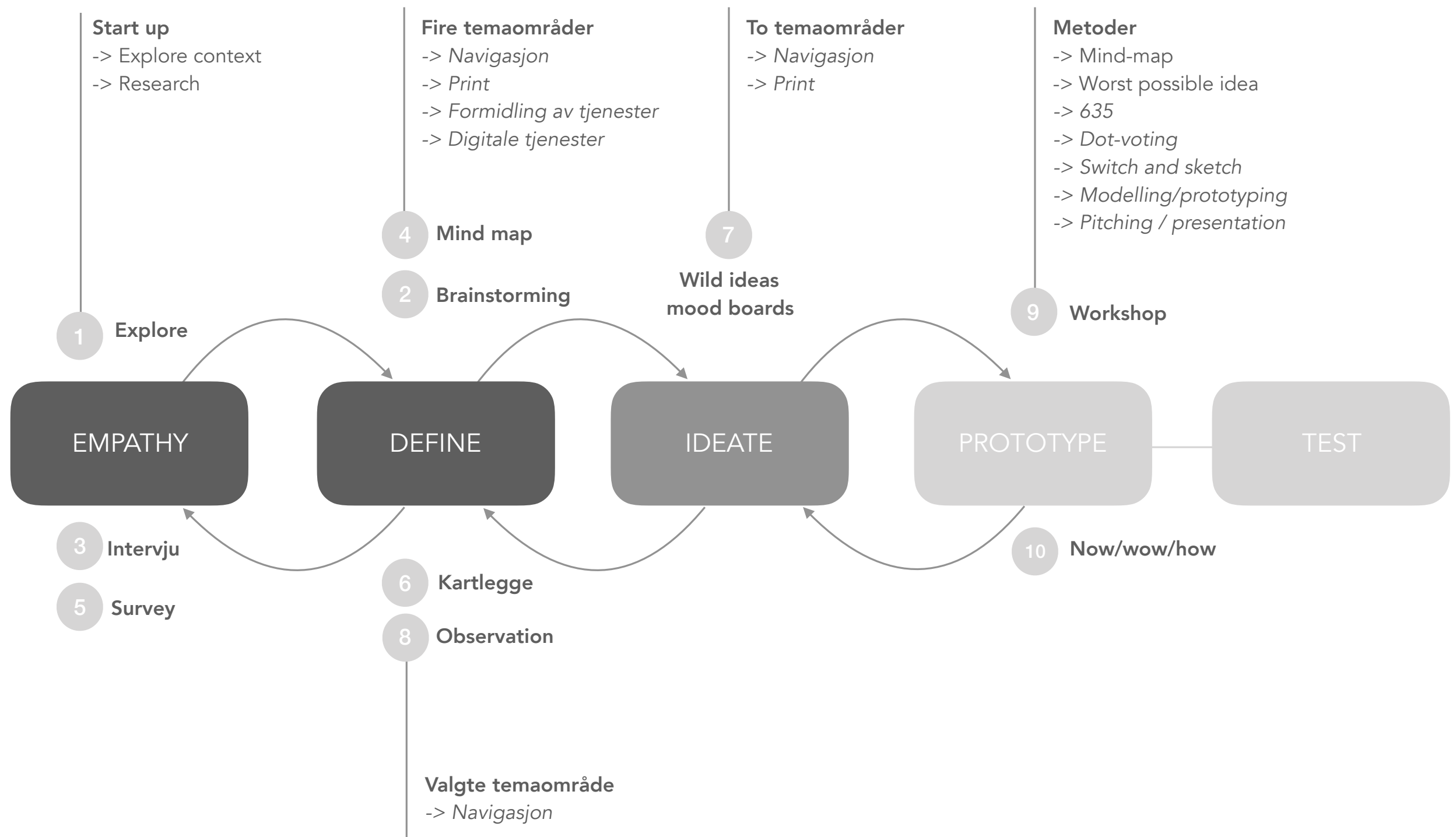


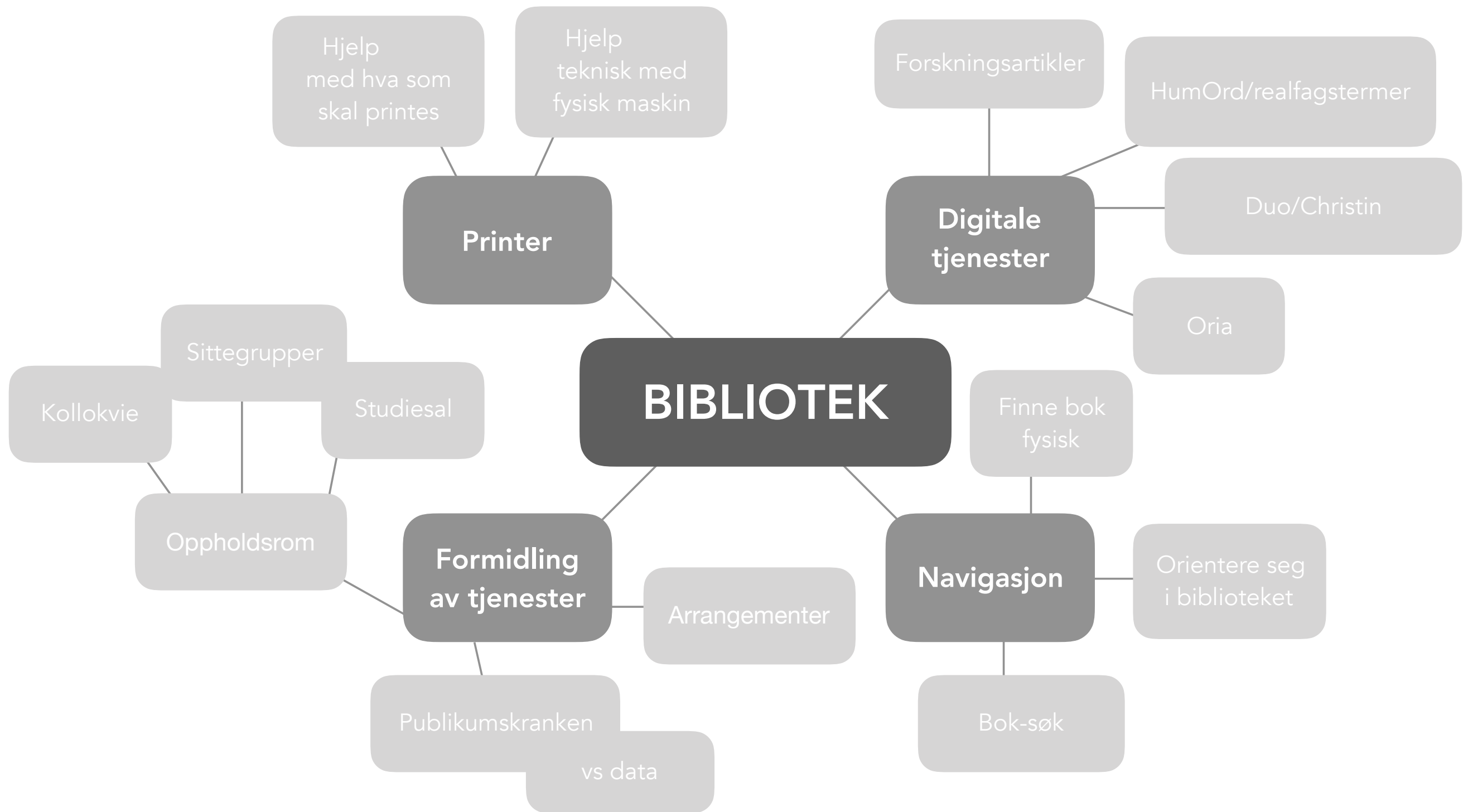
Vil AI ha en negativ eller positiv innvirkning på brukernes *opplevelse* av biblioteket, og hvilke konkrete *bruksområder* vil AI kunne støtte opp under?

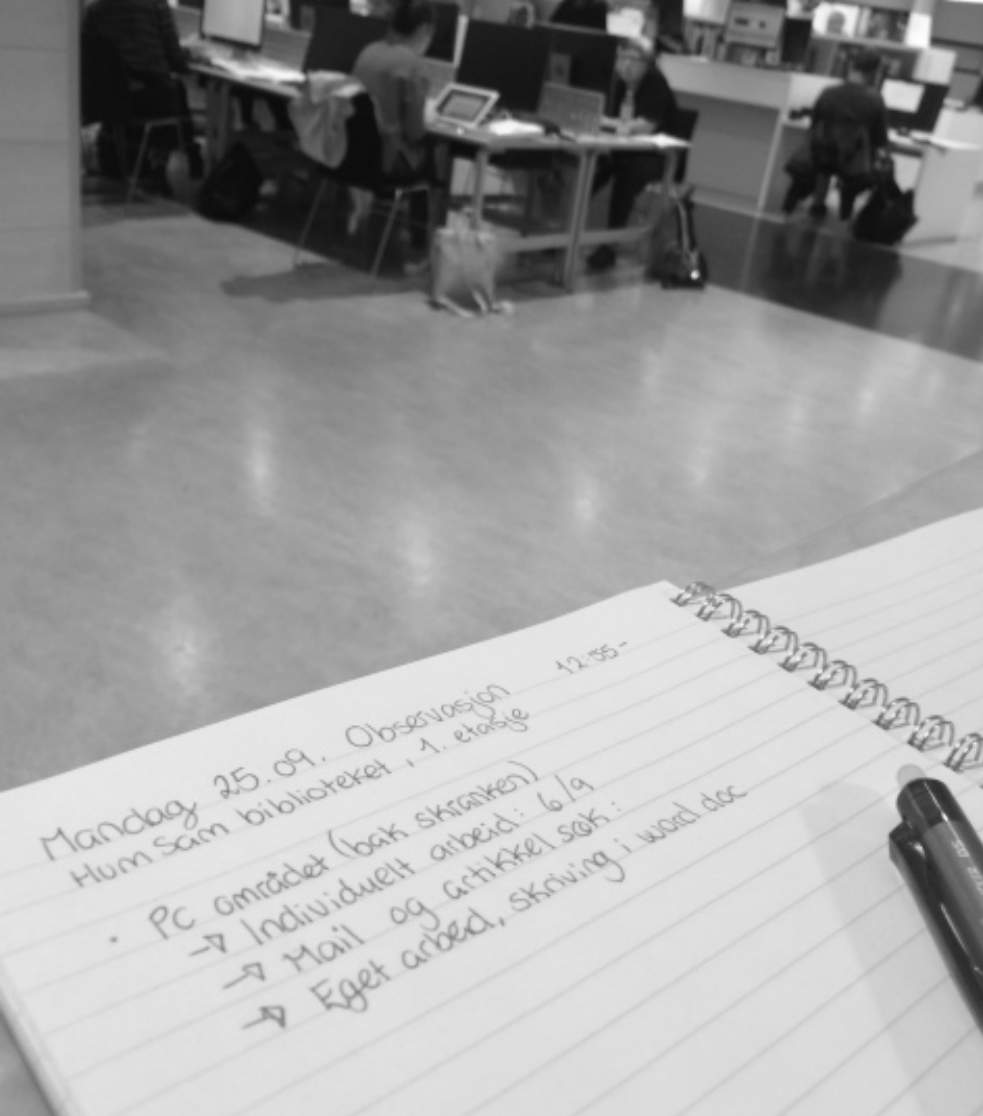
Design thinking



Metoder





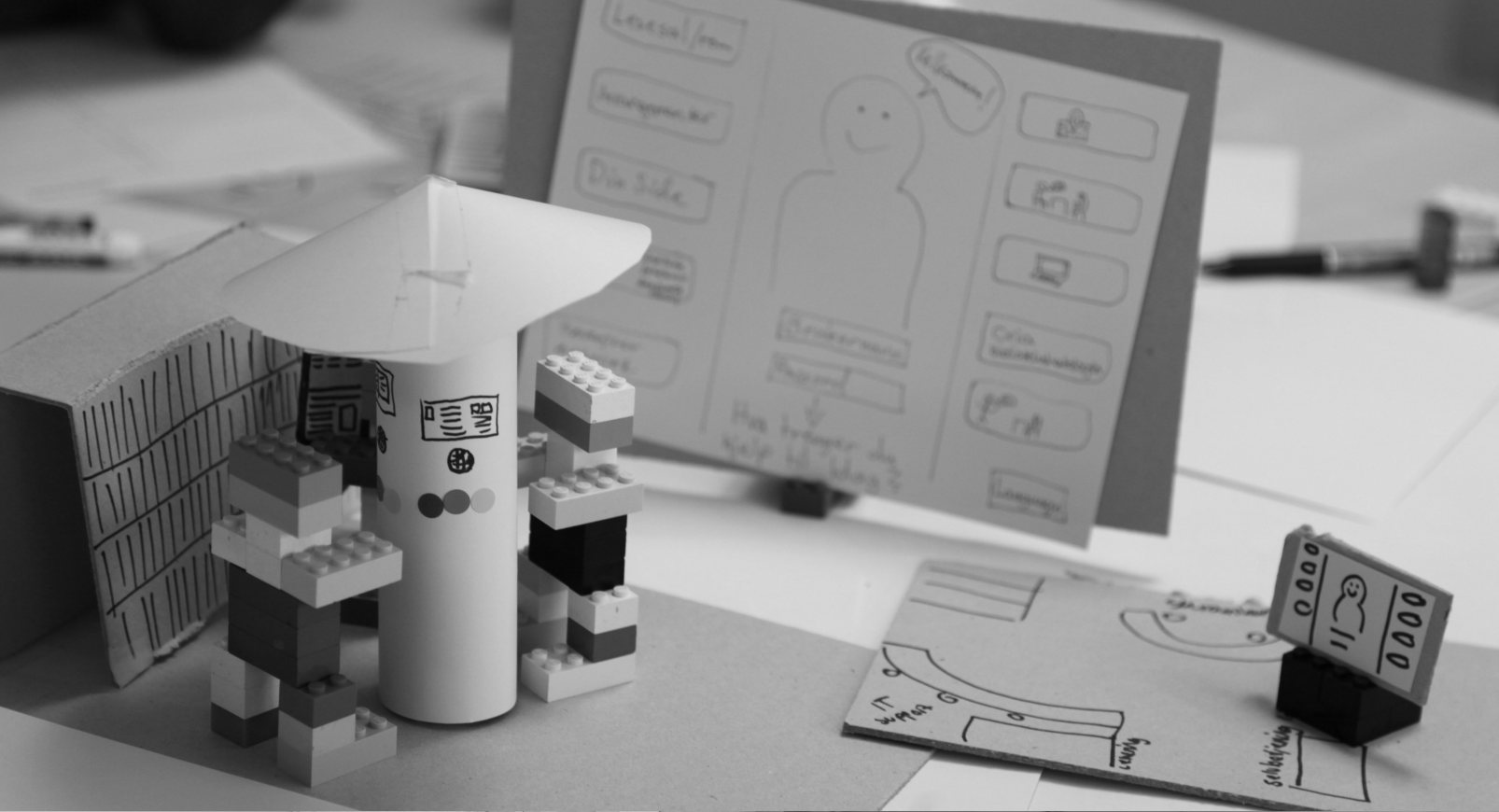


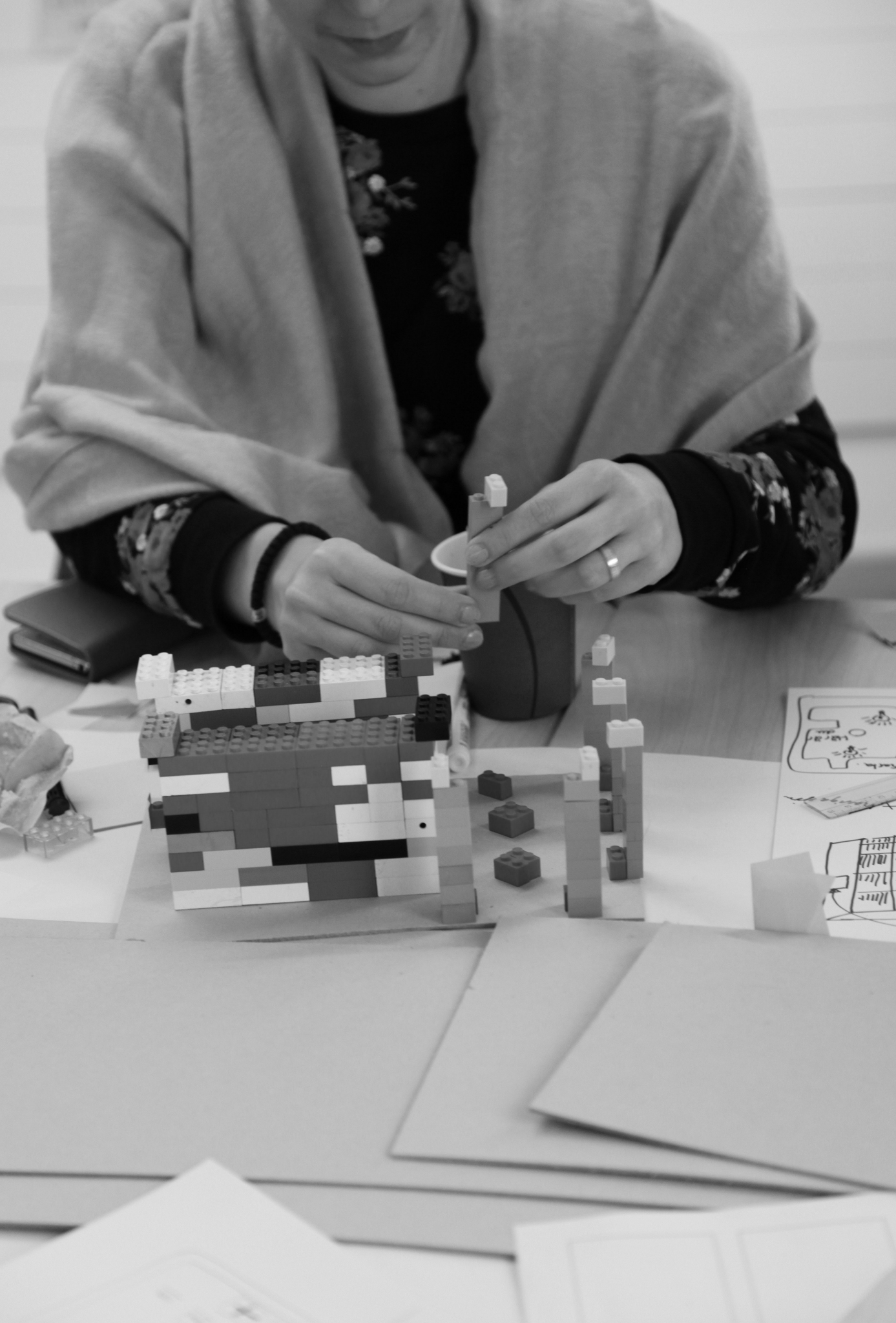


TEMA:

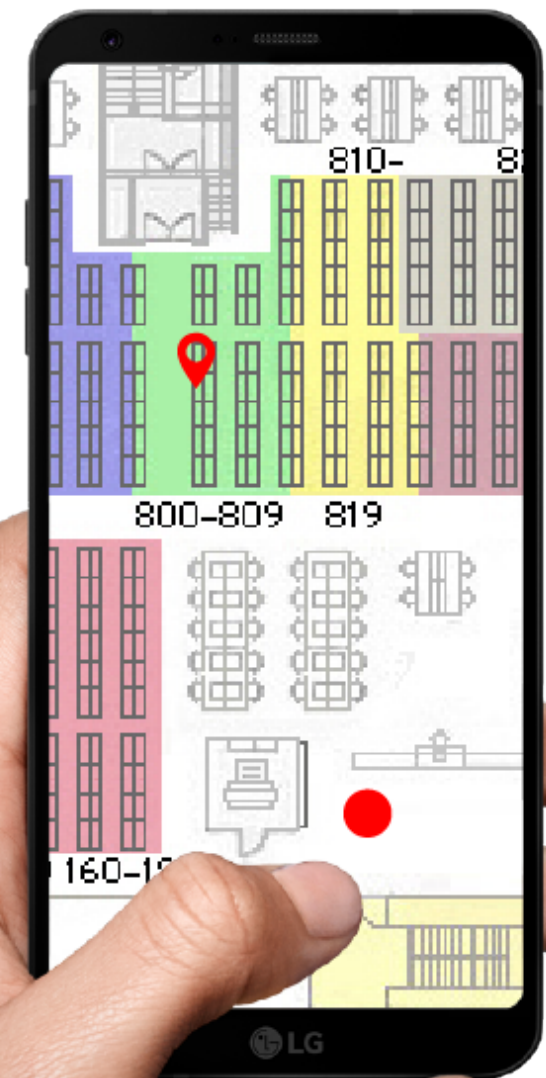
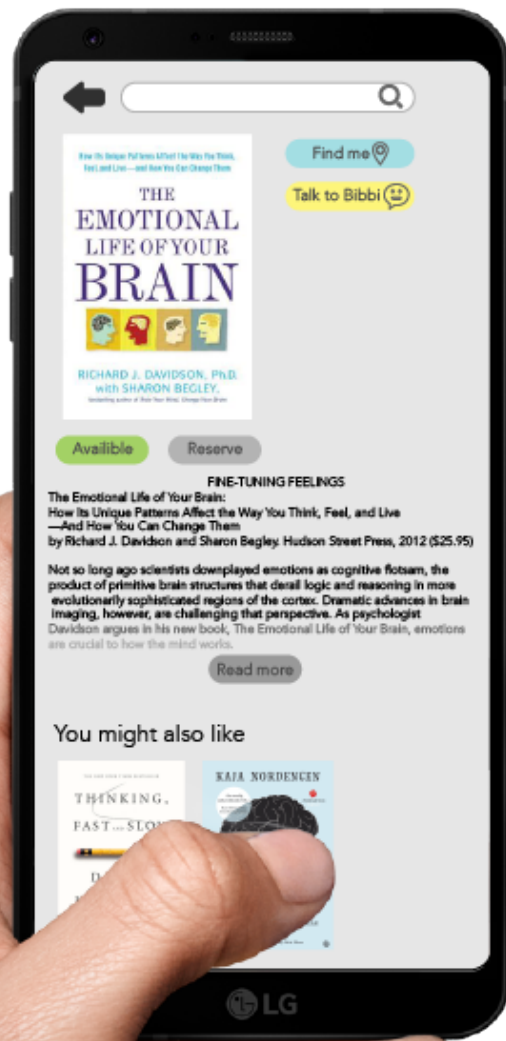
Navigasjon

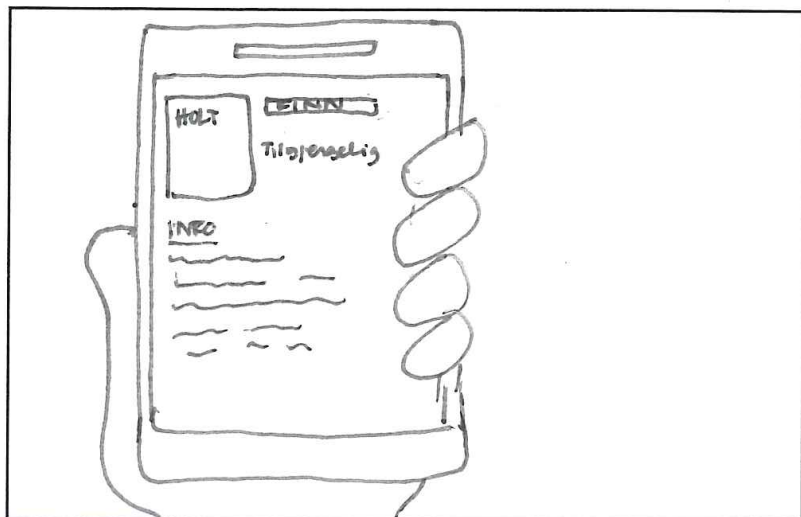
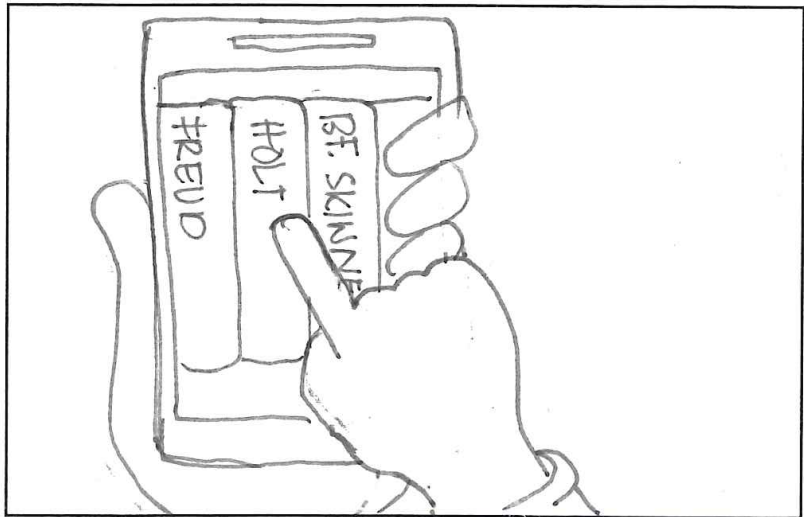
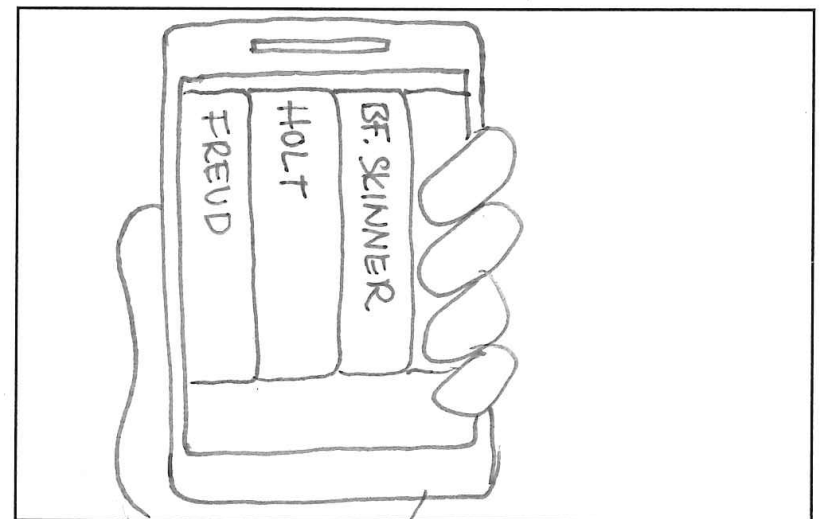
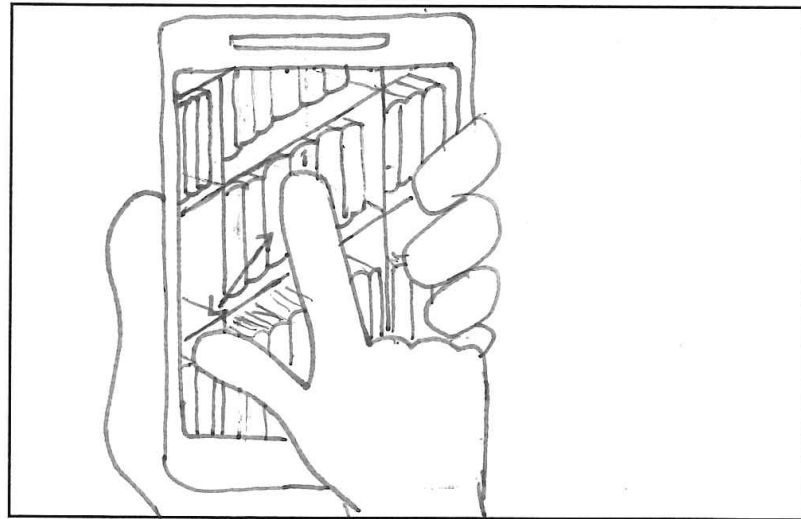
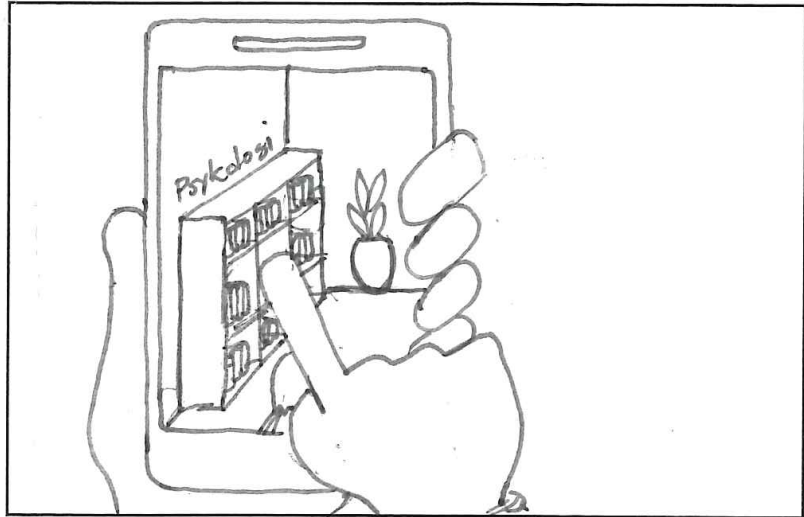
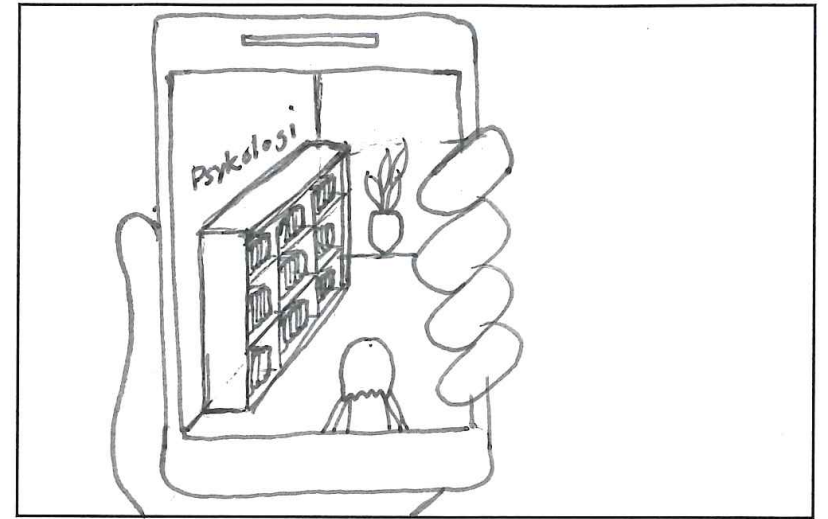
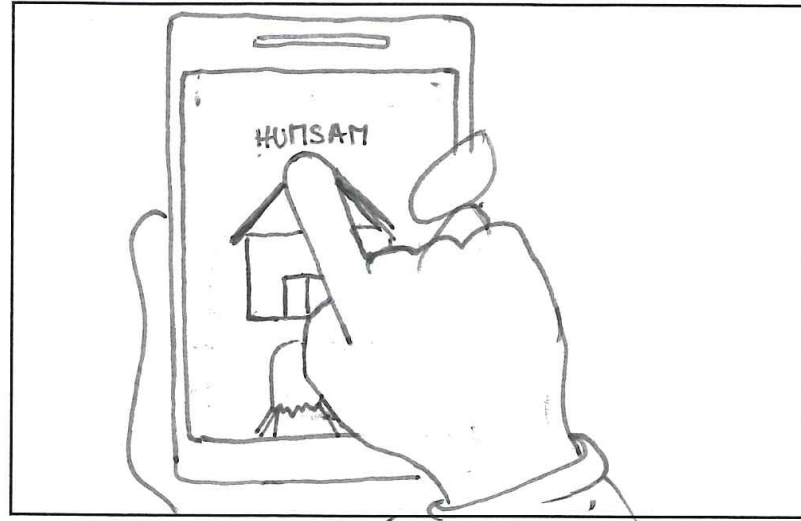
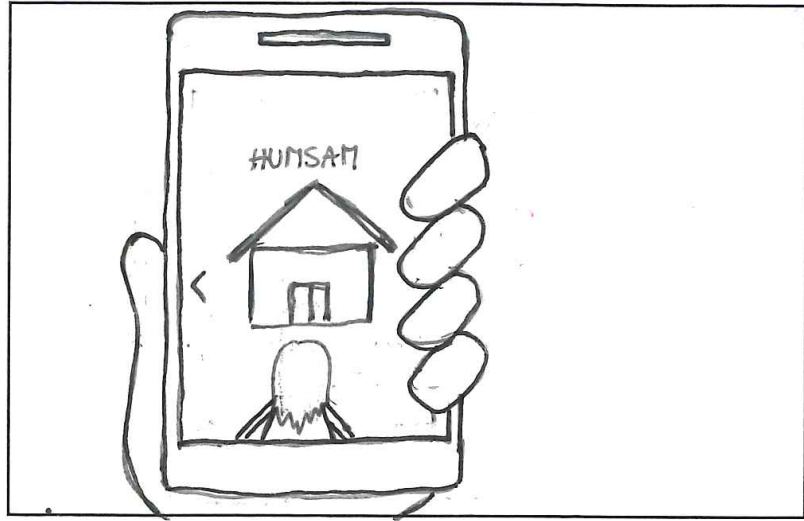
- Brukernes fysiske forflytning innad i selve biblioteket
- Digital orientering



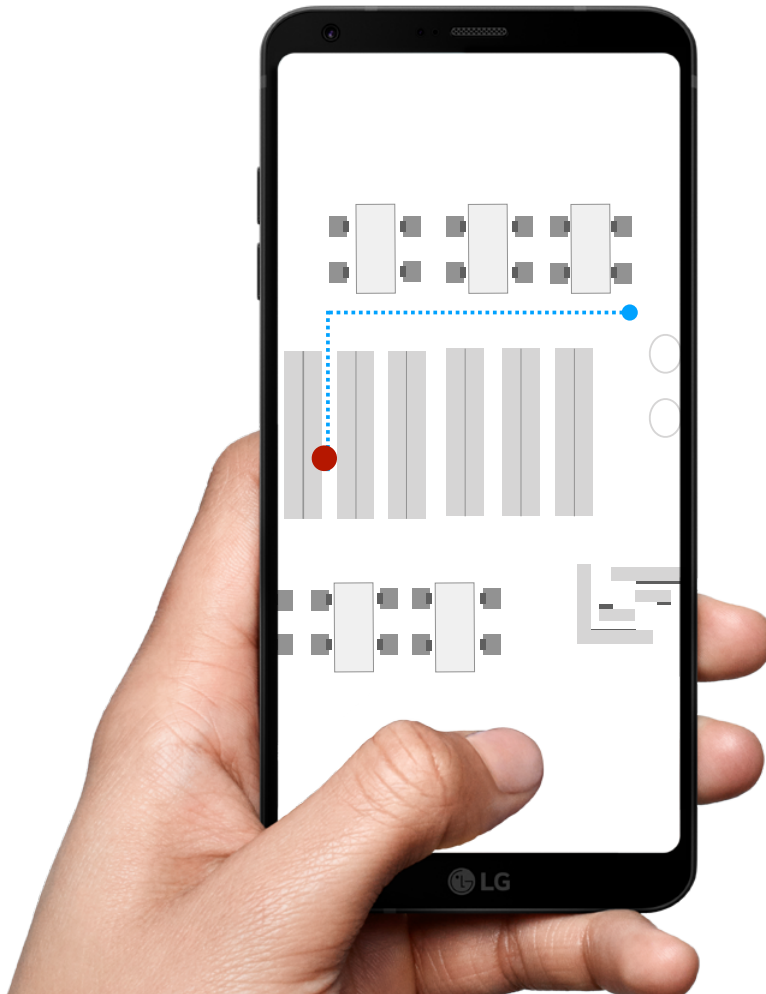
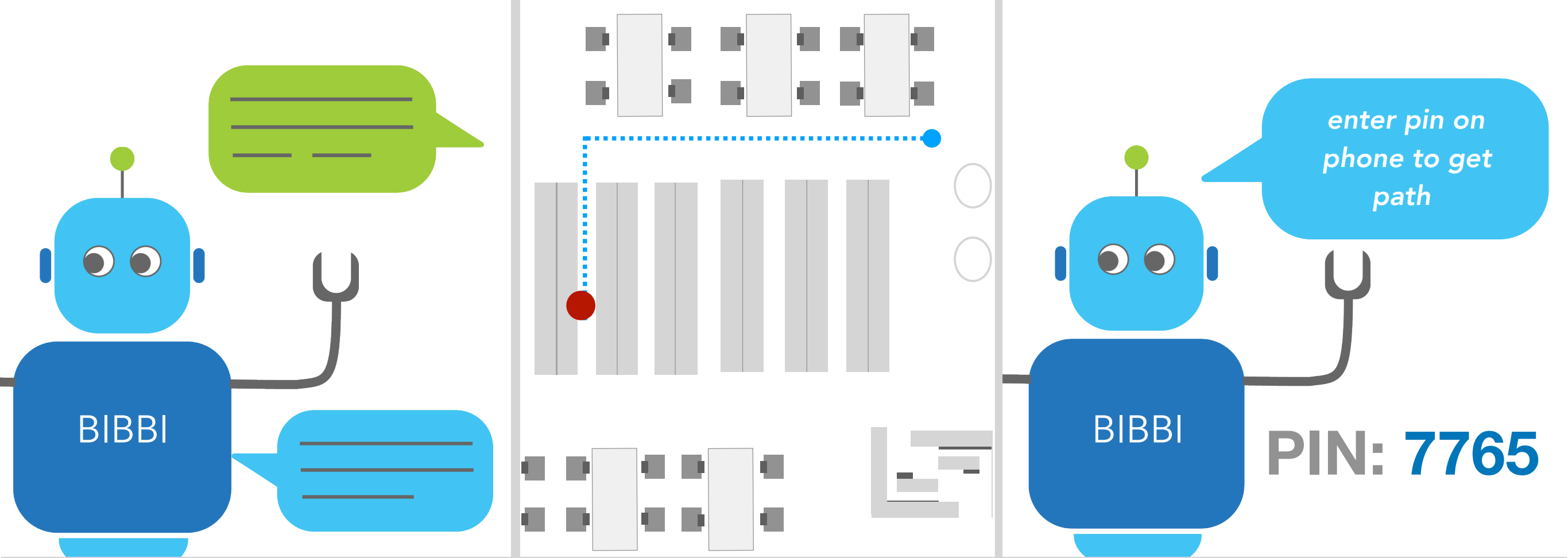


Workshop ideas

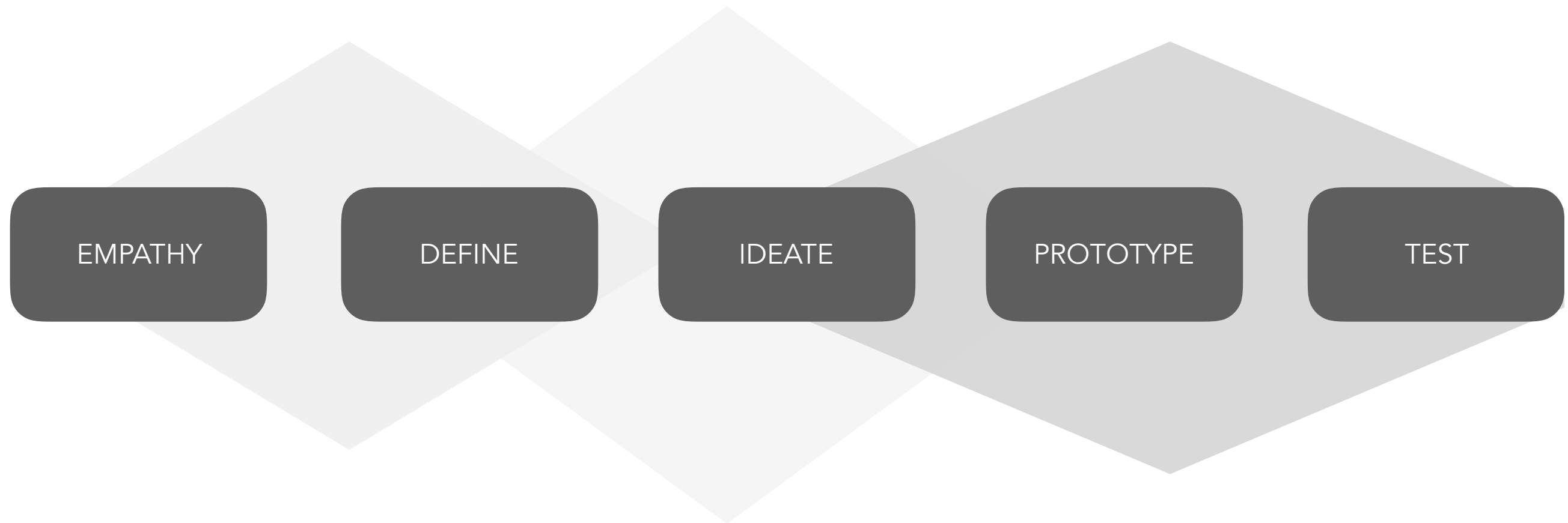








Hvor er prosjektet nå?





På hvilke ulike måter kan prototypene utformes?

Hvordan kan AI implementeres i disse løsningene?

Hvilken innvirkning vil disse ha på brukerens opplevelse av biblioteket?

Neste steg

- Videre prototyping
- Usability testing
- Customer journey maps
- Fokusgruppe i testmiljø



Takk for oss



Caroline Janes



Live Nordli



Helle Heiestad



Ida Kalfoss