

# Aspects of Personal Navigation with Collaborative User Feedback

Holone et. al. (2008)

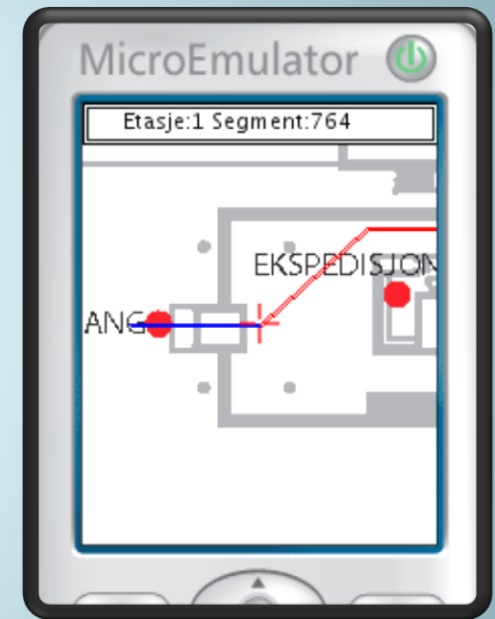
# Introduction

- **OurWay** – a collaborative route planning system, especially for users with mobility problems
- Wayfinding based on shared user experiences
- The goal in this experiment was to explore the prototype's effectiveness, efficiency and satisfaction to see if it's feasible\*

\*gjennomførbart

# Prototyping

- The prototype consists of a route planning server and a client application on a mobile phone
- Meant for indoor navigation
- Feedback ("good", "uncomfortable", "inaccessible") provided by users determines the most accessible route

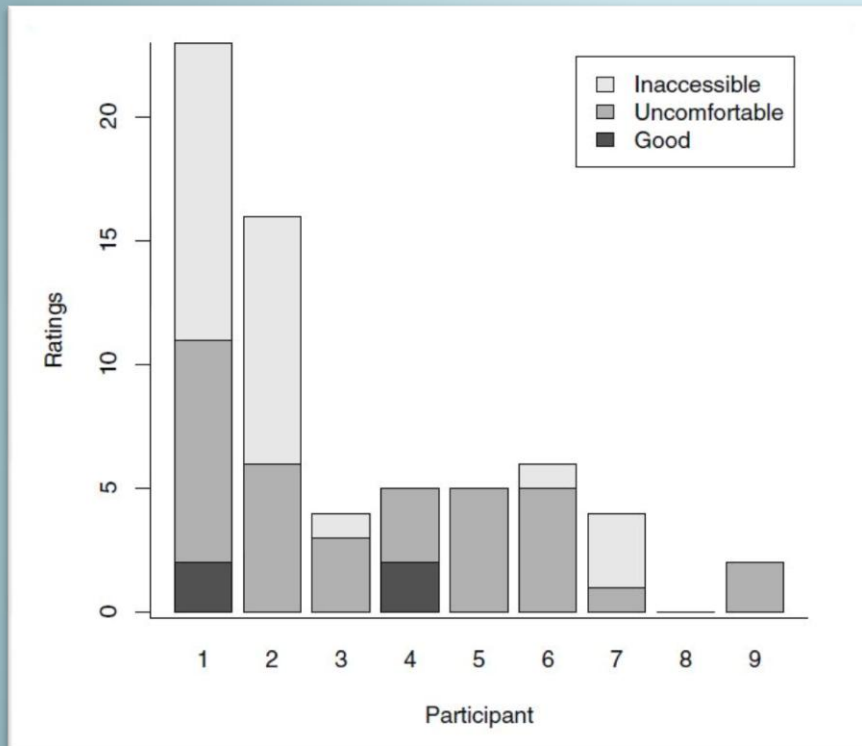


# Research

- Field-tests – campus indoors
  - Nine participants in wheelchairs - six tasks
- Observations
- Semi-structured interviews
  - Debriefings and reflections after the experiment



# Conclusion



- The article concludes that the navigation systems seems feasible.
- Future: Test the system in a larger setting

**Questions?**



# atCampus

Øyvind, Daniel og Guro

# What?

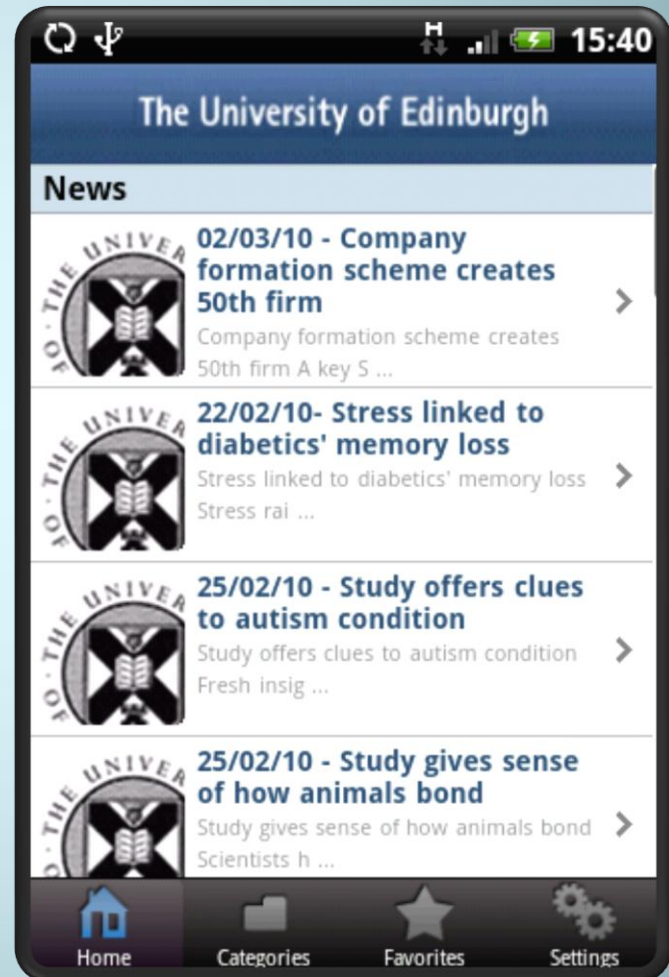
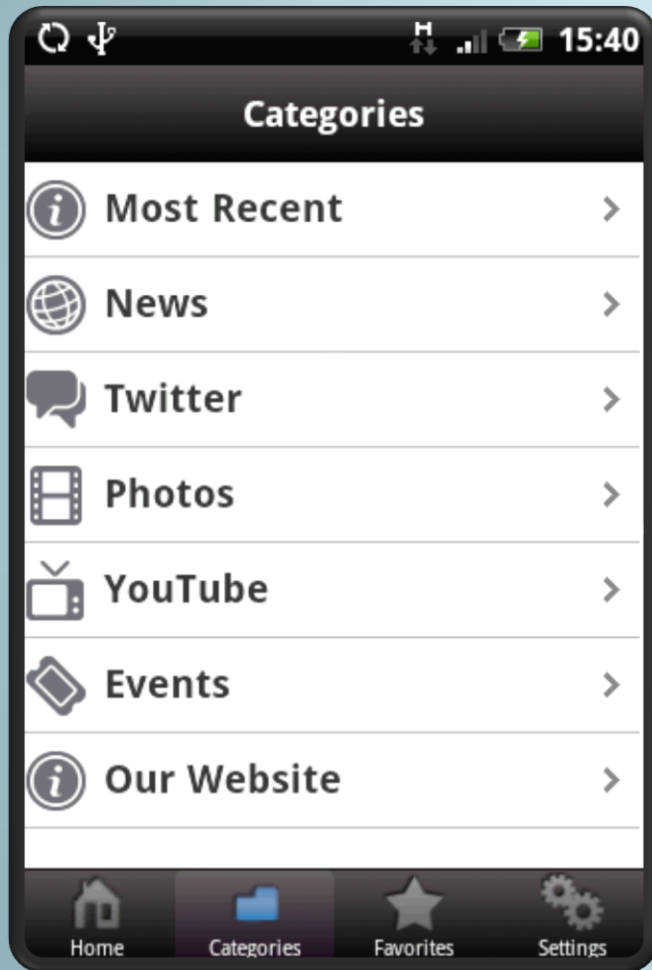
- An application that offers news, events and other information from the University of Oslo
- Users can view info about their courses and find their friends at campus
- Users can customize their application to filter out irrelevant information



# Why?

- There is no current mobile application that provides this kind of functionality for students at UiO
- Lack of awareness about events at campus

# Inspiration



# How?

- Finding needs → Qualitative research
- Evaluation → Prototyping
- Redesign?

# We want ideas

Suggestions for functionality for the application?