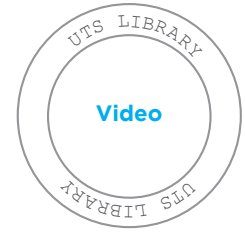
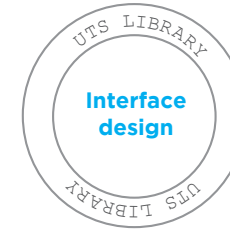
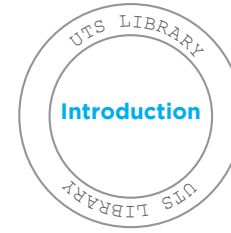
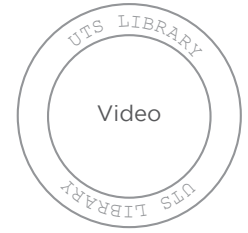
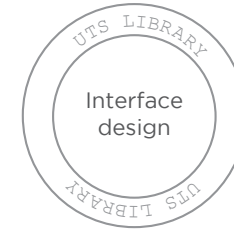
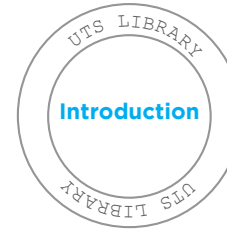




# *little* LIBRARY





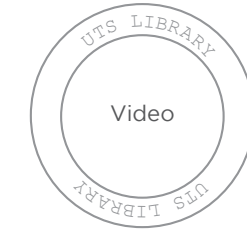
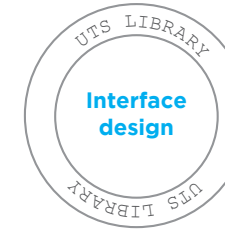
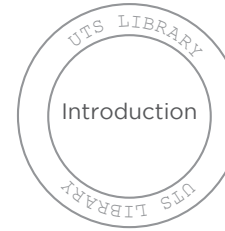
## *Initial Research & Development*

As seen in our interim presentation, we have been developing an augmented reality system that allows users of the UTS Library to connect with the space and people within it. Not only does it provide a much-needed resource finding app, but also acts as a social medium that brings back lost ideas of the library as a interconnected hub of life.

Libraries are rich in resources and data, however they are not often thought of as a hub of social interaction. Over the course of a day, there is a large amount of traffic which passes through. Not only the physical presence of people, the exchange of data but also the exchange of people's opinions. Our group aims to harness the libraries current atmosphere and capture it's potential of a forum for social media interaction. Whilst also creating a smoother material "wayfinding" process and pitching the library as a dynamic space, rather than simply a study centre.

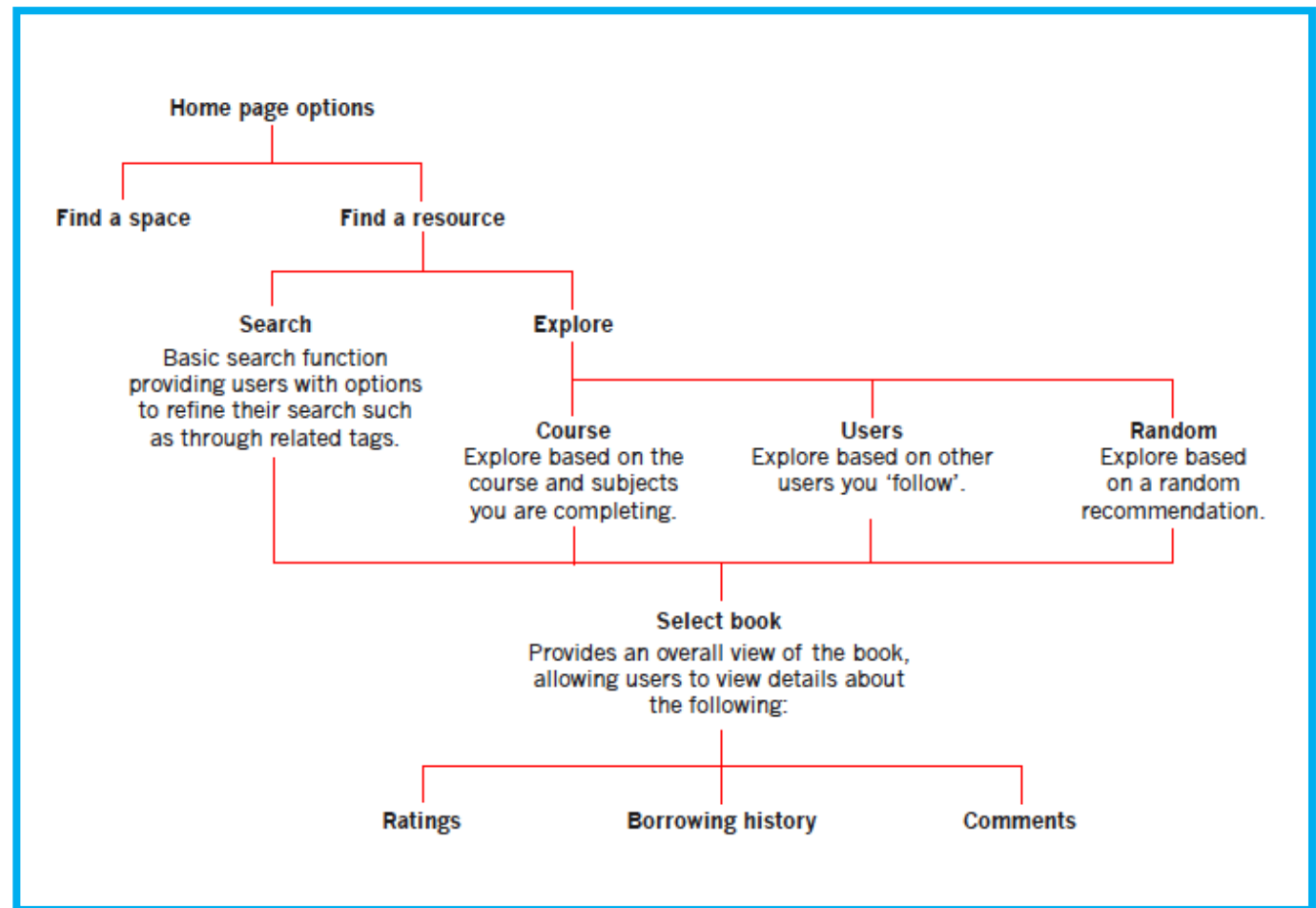
## *Mission Statement*

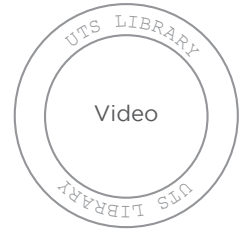
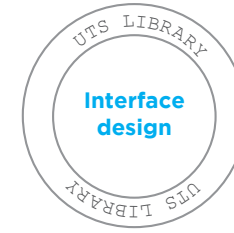
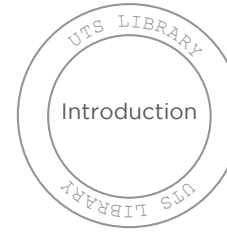
*Our goal is to redefine the way in which people can interact in and with the UTS Library, making it more accessible and engaging in an academic and social sense. To do this, we've chosen to create a digital life for the books so that the user can understand the history behind a book rather than just the content.*



## App Interface Design

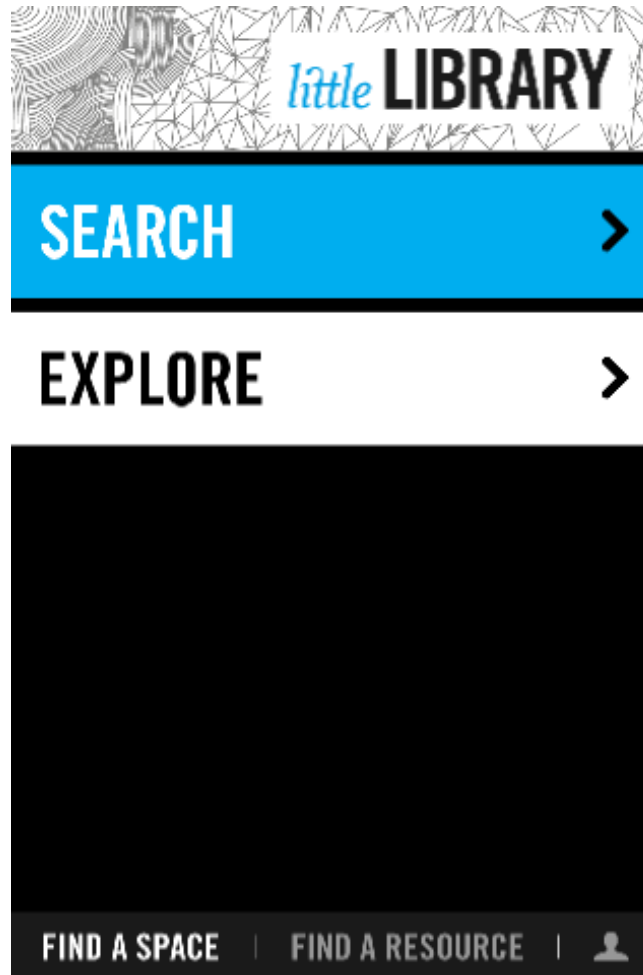
For the interim presentation, we created a basic demo of the Little Library app to show its function and uses. However, the design of the actual interface and functionality has undergone many changes since this time. After researching similar iPhone apps and how they work, we created a flowchart of our app functions, and proceeded to design the visual language of the interface from there. We have been careful to focus on the more playful aspects of our design, and ensure that it breaks away from the stereotypical stuffy, plain aesthetic associated with an authoritarian facility like the library.

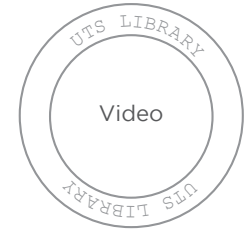
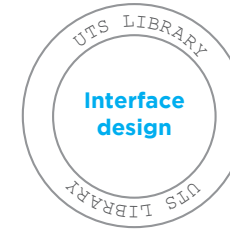
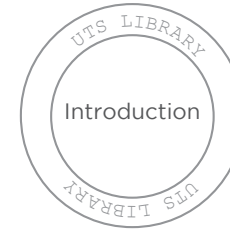




## *Interface #1 - Home page*

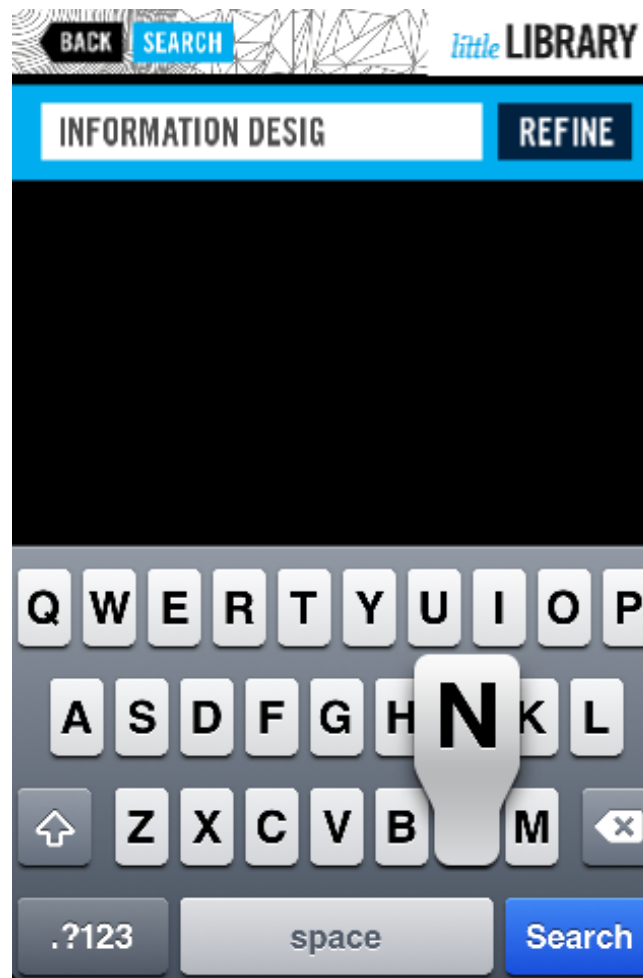
The home page is straightforward and uncomplicated, where the user selects to either search or explore for a resource. We have fully developed the 'Find a Resource' section, and have left the wayfinding option as an offshoot that could be further developed at a later stage. We also touched upon this more heavily in the interim presentation. We deemed the social media facet to be more important and also a more radical idea that takes the Library beyond the archaic idea of a static space.

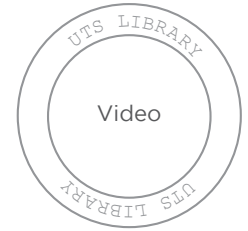
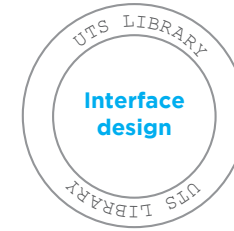
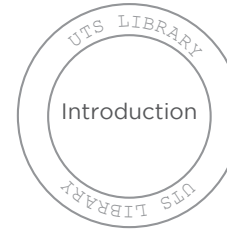




## Interface #2 - Search page

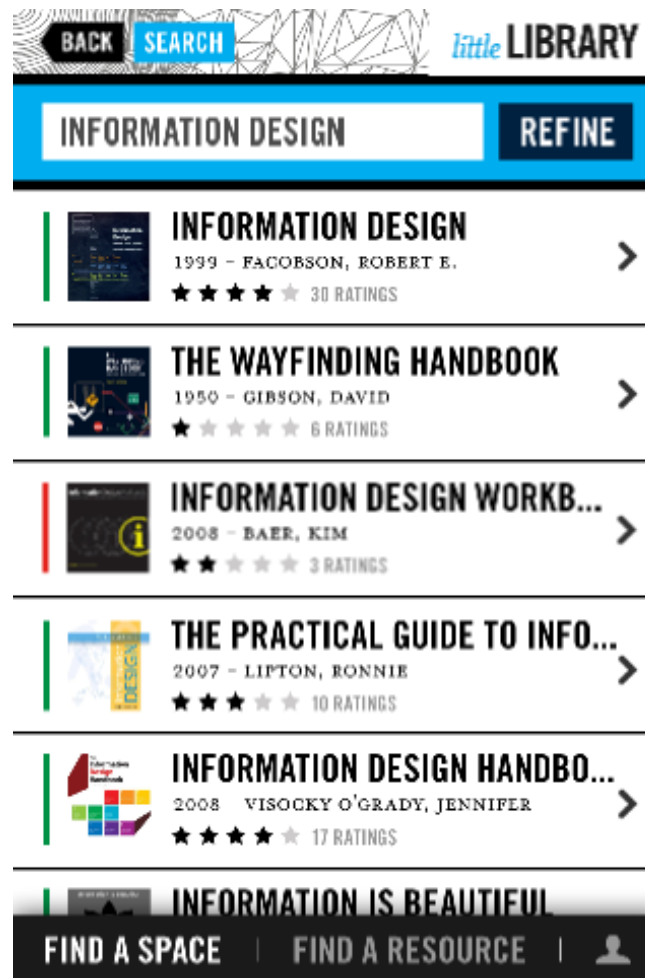
This conventional design is one that users all know and understand already. The user clicks on the search box and the keyboard pops up from the bottom of the screen to allow input.

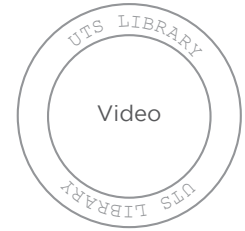
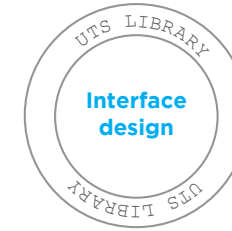
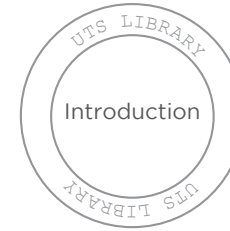




### Interface #3 - Search results

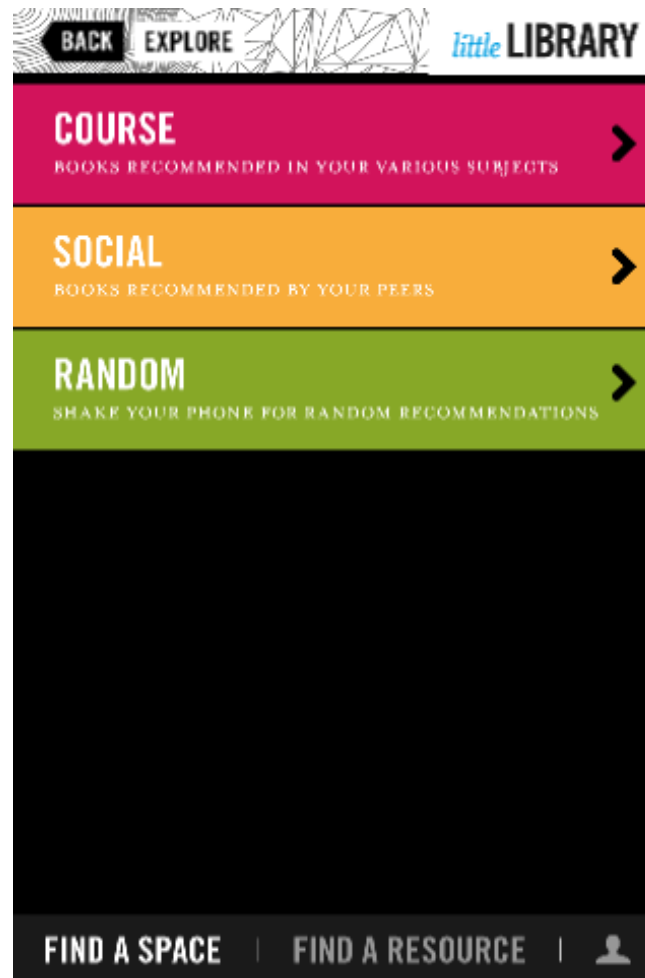
A list of books appears, which have been deemed most relevant to the users search query. It allows the user to scroll through multiple books and seek more information after clicking. The search can also be further refined to make use of tags and other resource statistics.

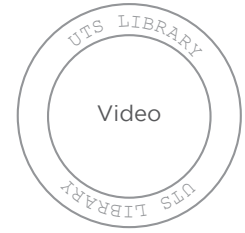
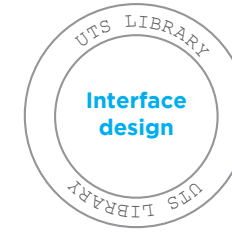
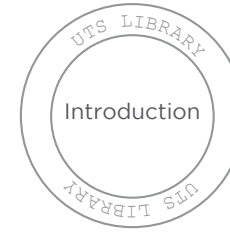




### Interface #4 - Explore page

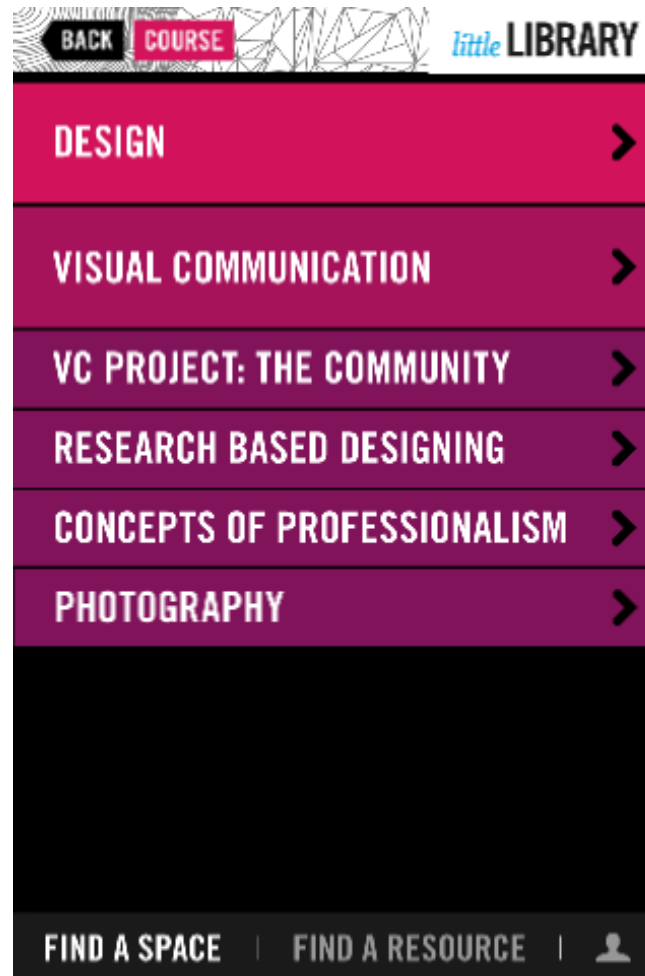
The 'Explore' option was developed as a more intuitive method of searching Library resources. These three options were chosen because they are differentiated but are more based on a user's real interaction with the library, for example asking a friend for a book recommendation. This also allows users to search even when they don't know what they're looking for already.



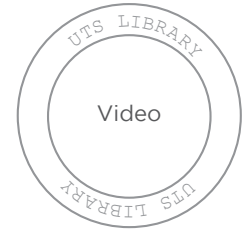
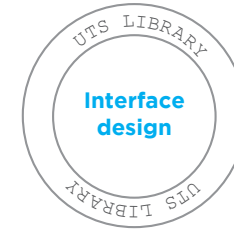
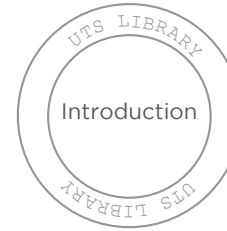


### *Interface #5 - Course page*

The app is able to access UTS student's basic course structure information, including book recommendations from the course lecturers.



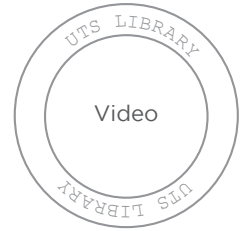
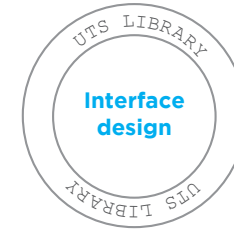
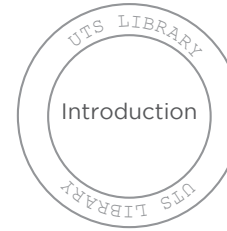




## Interface #6 - Social page

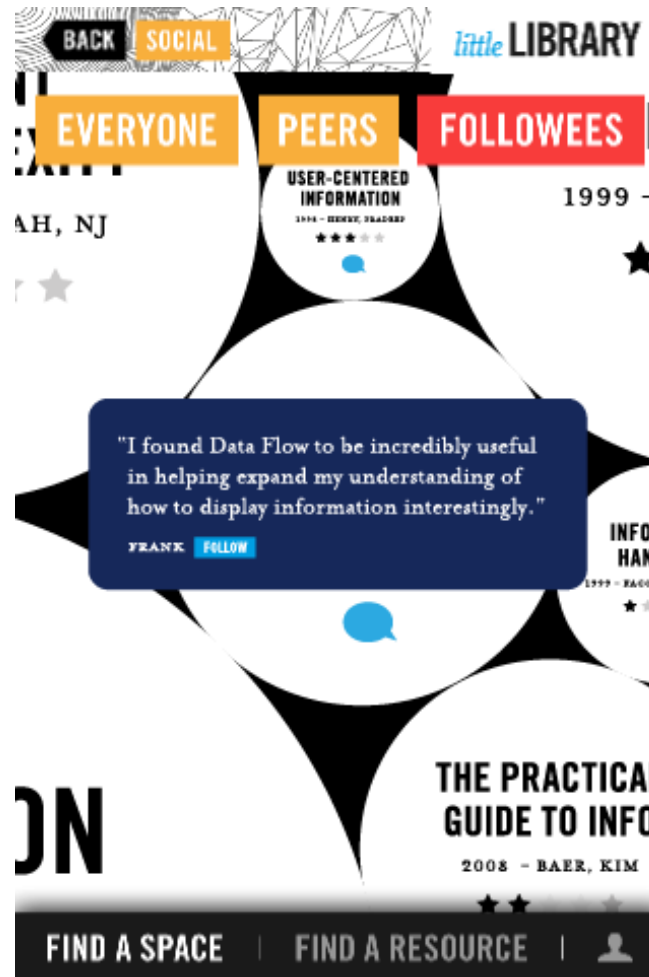
A simple but engaging motion infographic was chosen to display resources based on popularity. It is instantly understood through the visual language used. The user can also further narrow this visual by selecting between peers or followees, which come from the ability to track other users.

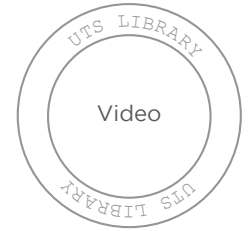
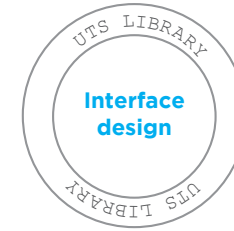
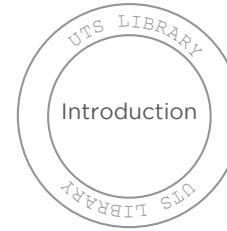




### *Interface #7 - Social page detail*

The user is able to zoom in on the motion infographic to view more details about the books, and view important information such as recent comments.

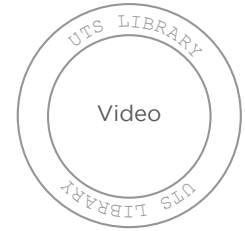
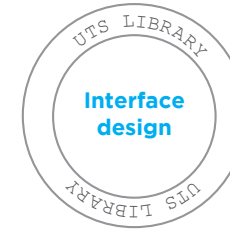
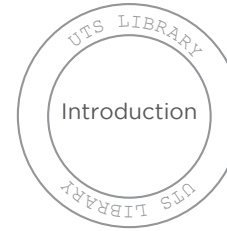




## Interface #8 - Resource page

This page provides more detailed information about the selected resource. It is the common point to which both the search and explore functions lead to, and presents the information in a clean yet interesting way.

The screenshot shows a mobile interface for a resource page. At the top, there are navigation buttons for 'BACK' and 'BOOK INFO', and the 'little LIBRARY' logo. Below this is a book cover for 'Information is Beautiful' by David McCandless, with a star rating of 5 stars and 30 ratings. A 'LOCATE BOOK' button is visible. The main content area features a summary of the book, followed by a 'BORROWING HISTORY' section. At the bottom, there are buttons for 'FIND A SPACE', 'FIND A RESOURCE', and a user profile icon.

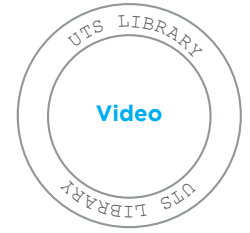
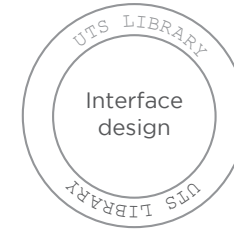
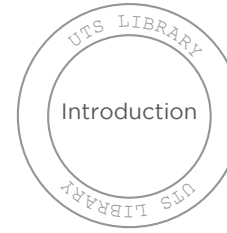


## Interface #9 - Resource page

Apart from standard statistics, there is also more interactive information available such as the borrowing history. This gives the physical book a digital life, bringing previously unseen data to light.

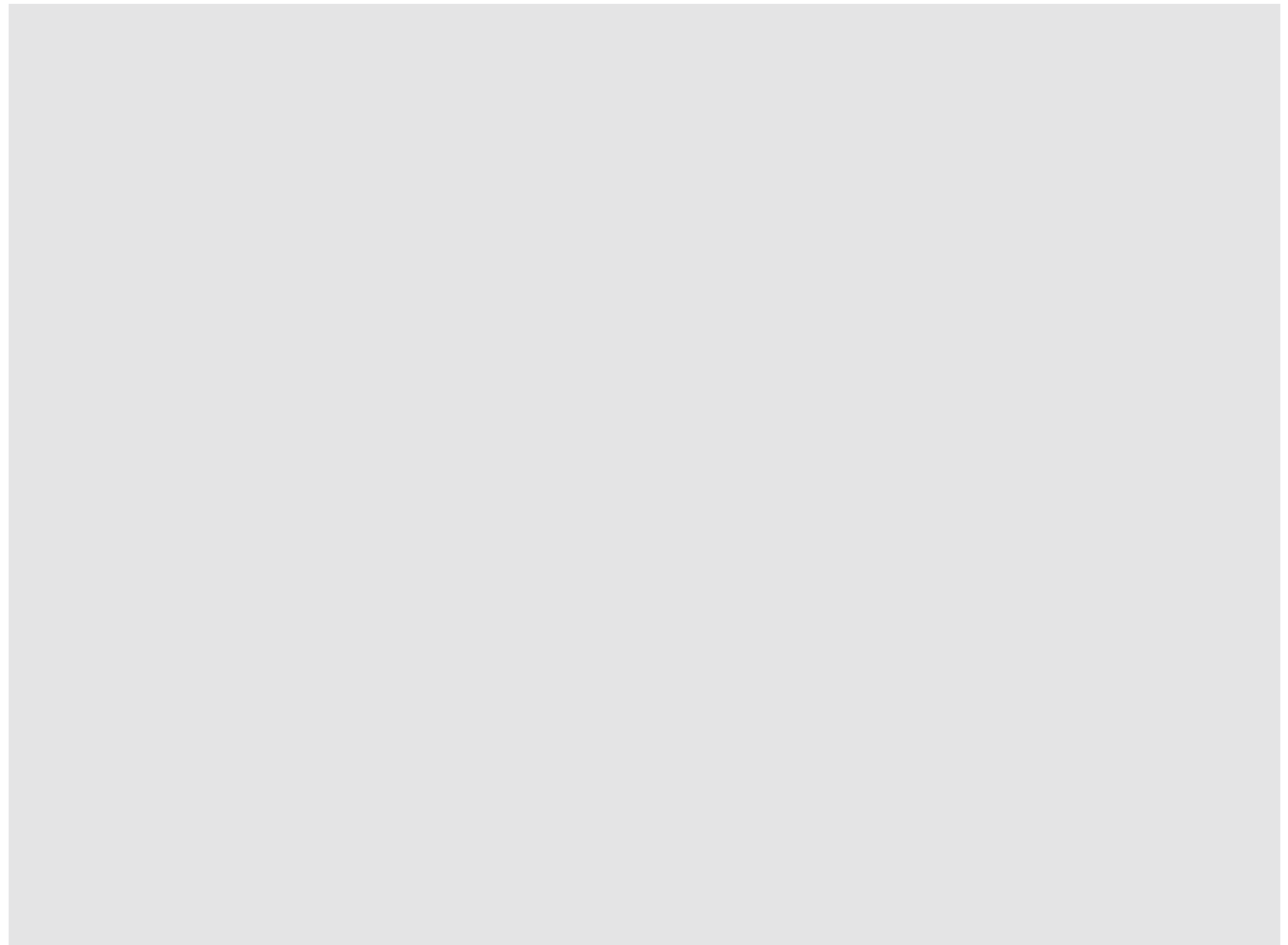
We all grew up with checking in and out books by having it physically stamped by a librarian, and we aim to create this digitally for the user by showing borrowing history and user comments that aren't normally seen or heard.

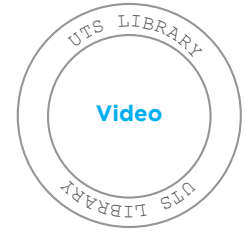
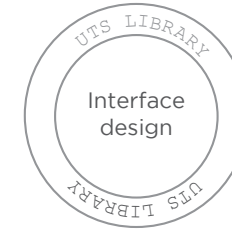
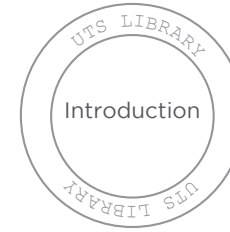




## *Demo Video*

This short video was produced to give an insight as to how a typical UTS student may use the Little Library app, and also to demonstrate how easy and intuitive it is to navigate.





## *Future Development*

We believe that we have created a very successful application that would meet the evolving needs of university students. The implementation of such an app would benefit both the student body as well as the UTS Library in many ways. However, there are also a few recommendations we would have for the future development of our app:

- The wayfinding option should be developed in line with our interim proposal
- Library staff would need to ensure that comments were moderated appropriately
- The public vs private nature of the app's user profiles could be discussed
- The potential to expand the capabilities of the app to meet even more needs, such as mapping the wireless network connectivity.

*Thank you.*