Participatory Design of Academic Libraries

International Conference KRE 11, Prague

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University of Rochester

- Private College
- Upstate New York
 - 4,608 Undergraduates
 - 2,900 Graduates
 - 1,258 Faculty
- 3 nearby campuses
 - Medical Center
 - Eastman School of Music
 - River Campus



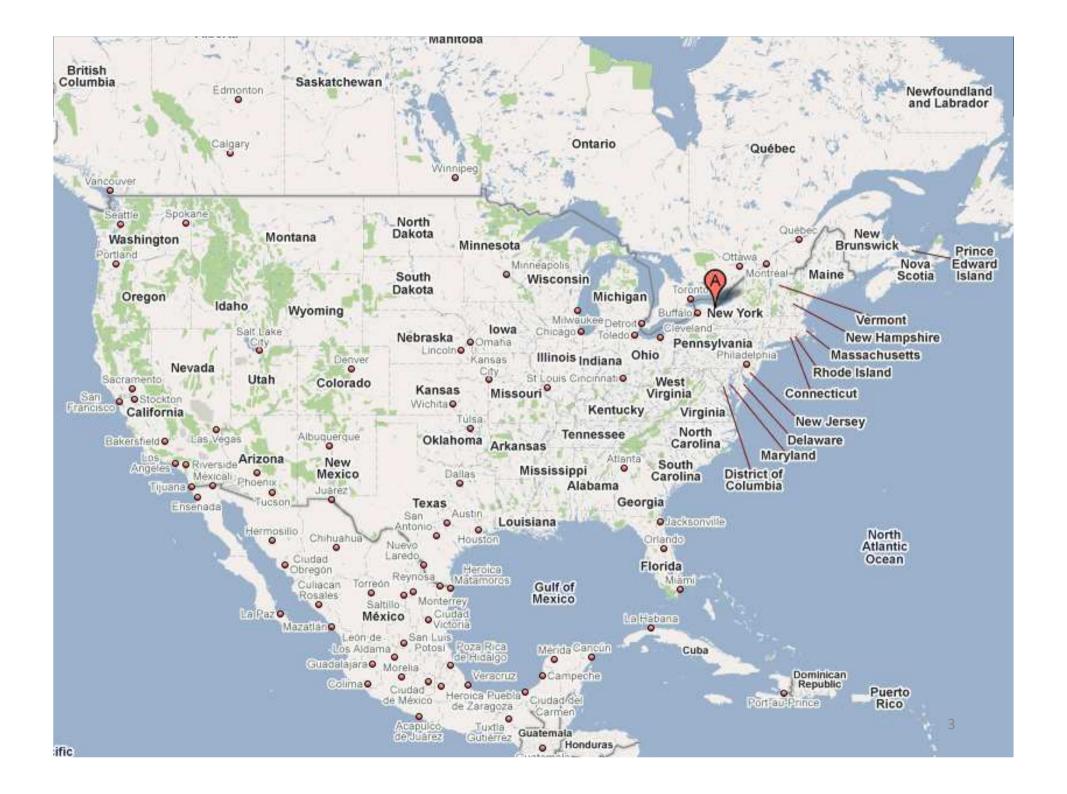


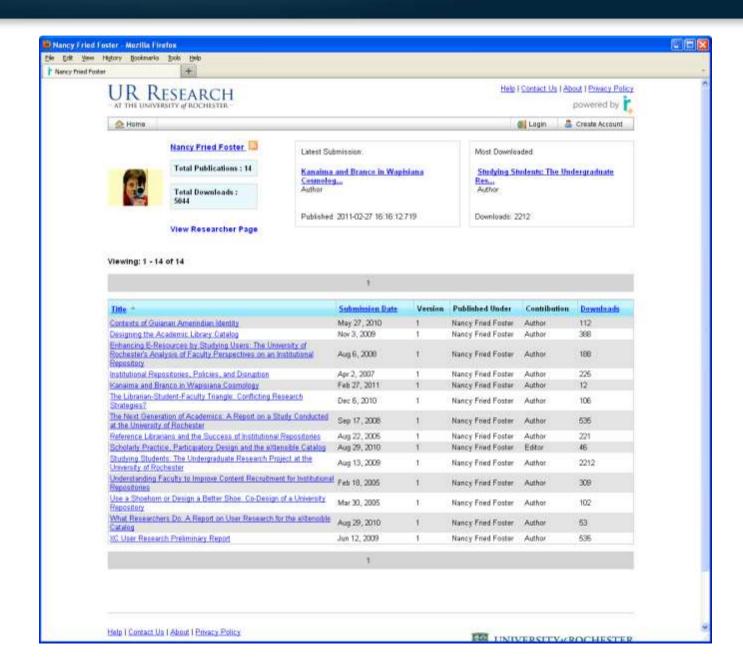
Photo of Cayuga Lake

Photo of sign near Cayuga Lake

Photo of classic design examples

Participatory Design





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Current Version Information

Version: 4

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File Owner: Nathan Sarr
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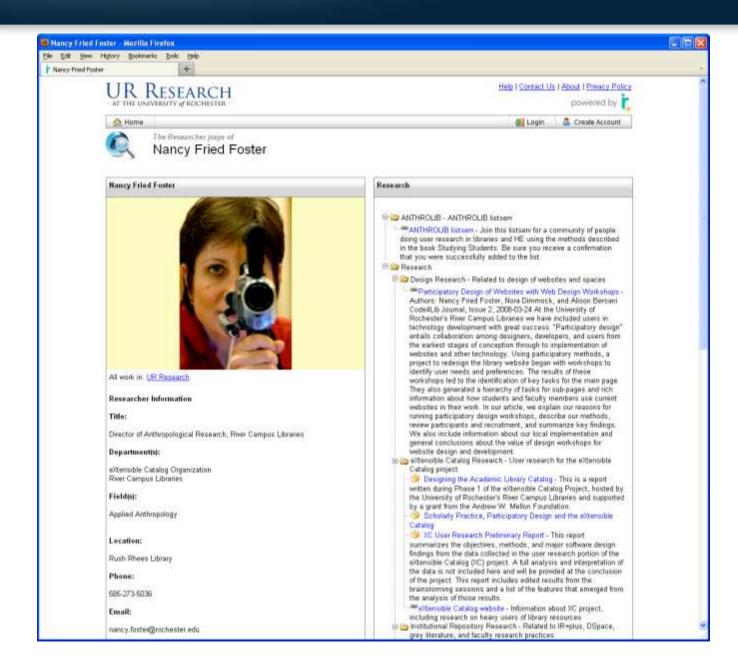
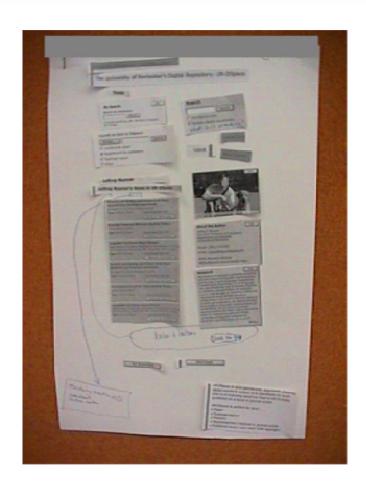


Photo of faculty being interviewed







Select and refine solutions

Identify what they need to do and how they like to work

Recruit participants and refine objectives

Photo of faculty being interviewed

Photo of retrospective interview

Photo of map interview

Photo of dorm visit

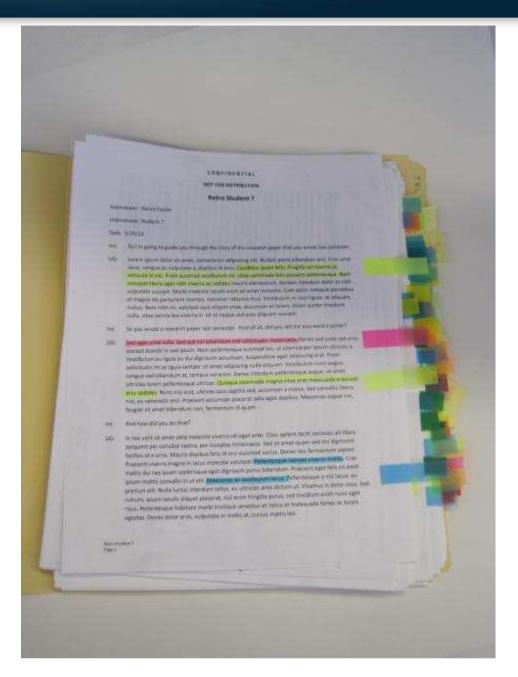
What do they need?

What do they need to do?

Photo of nVivo software









Analysis of undergrad drawings from Carlson design workshop

June 16-17, 2009

Things students need to do in Carlson, as understood from their drawings of a "perfect library space" ...

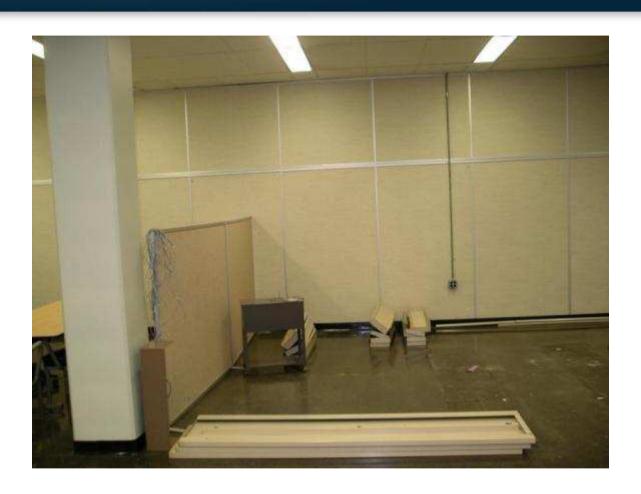
General action	Component actions		
Work in a group	Study		
	Write		
	Write on a whiteboard		
Use a computer	Print		
Work at a big table	Work individually		
	Work in a group		
Work in a small room	Work in a group		
	Work individually		
	Have a discussion		
	Work where it's quiet		
	Write on a whiteboard		
Use couches and comfy chairs	Move between desks and sofas		
Have desk spaces and comfy chair spaces			
adjacent throughout the area			
Use library collections	Use textbooks		
	Use journals		
	Use books		
	Use maps		
	Create a noise buffer		
	Create a non-distracting space divider		

Criteria for assessing possible XC features

- Feasible, buildable
- Closely related to core XC functionality
- Meets known user needs
- Could increase uptake of XC
- Novel idea (either totally new or new to the library domain)











Major Recurring Themes

Students need to:

- See within space and outside
- Do different activities in same space
- Feel secure and comfy (sit, slouch, lie down, eat, drink, spread books out, not get lost)
- Use tools (plug in, get wireless, use a big screen, use a stapler)
- Get help (very generic, all-purpose)

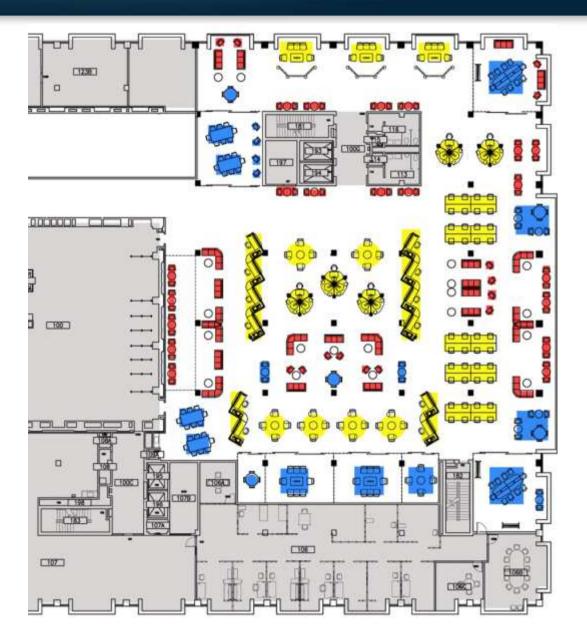
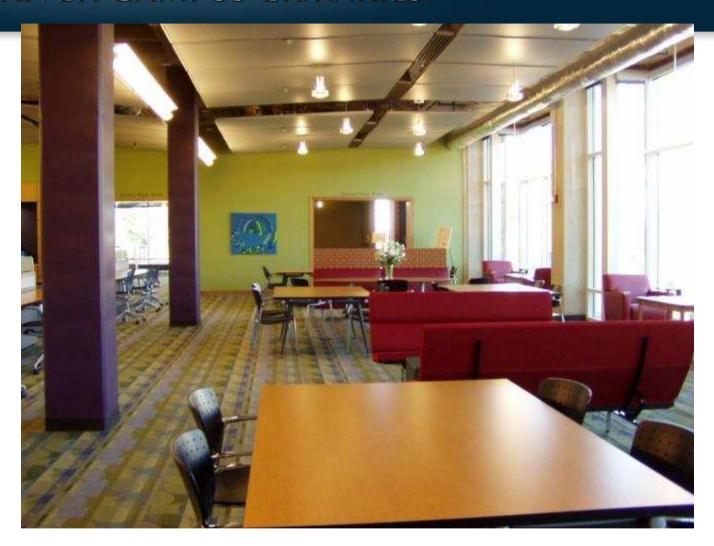


Photo of design workshop artefact

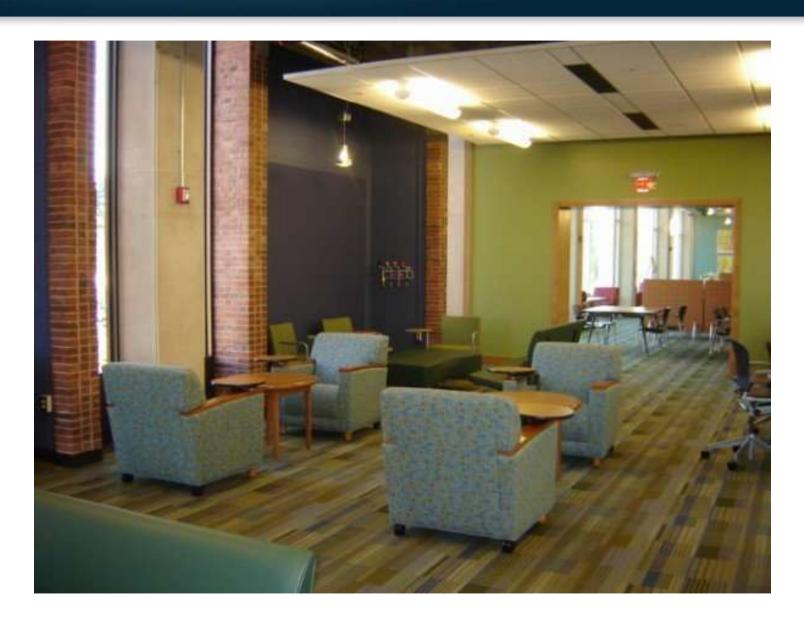
Photo of design workshop artefact

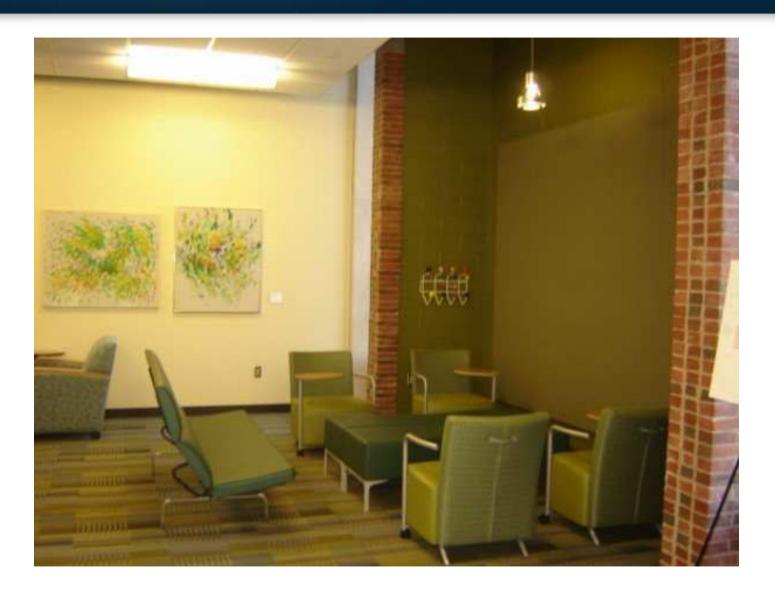


RIVER CAMPUS LIBRARIES

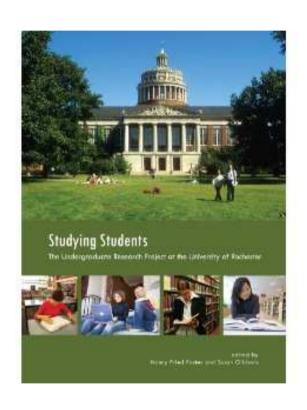


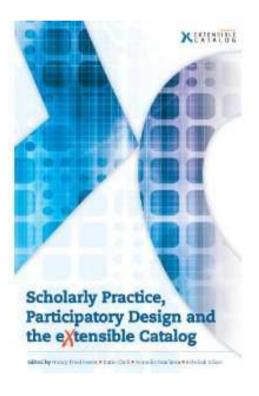




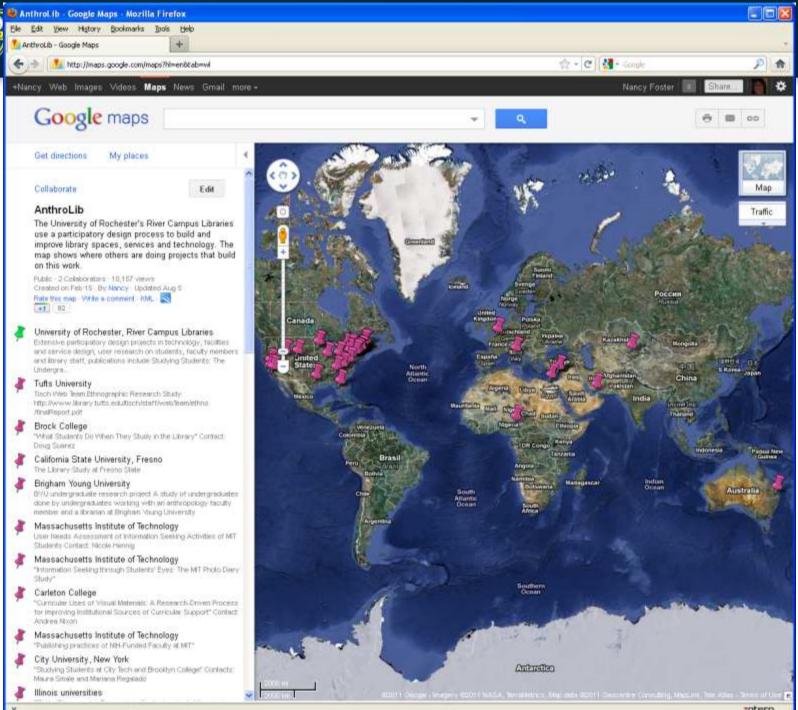












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