DESIGNING A MOBILE EXPERIENCE

Internet Librarian 2010
Jason Paul Michel, User Experience Librarian
Kwabena Sekyere, Electronic Information Services Librarian
DESIGNING A MOBILE EXPERIENCE

• Design based on qualities of core **functionality**, **efficiency** and **accessibility**

• Chose mobile web site option to achieve greater accessibility
CORE FUNCTIONALITIES

• Catalog Search

• Database Search (EBSCO, Wilson, Worldcat)

• Multiple Communication Channels

• Hours & Directions

• Social Media (Twitter, Facebook and blog)
CATALOG SEARCH

• Catalog database is a Solr index built from data pulled from Innovative Interfaces catalog

• Several search options

• Authors and subjects are hyperlinked

• Detailed record view displays title, author, subjects, location and
DATABASE SEARCH

• Currently linking to four external vendor interfaces: Ebsco, Worldcat and Wilson
COMMUNICATION CHANNELS

- **Text** via Google Voice and Libraryh3lp
- **IM** via Libraryh3lp
- Email
- Phone
- Links to subject specialists
HOURS & DIRECTIONS

• Hours are hard-coded, soon to be replaced by Google Calendar

• Directions link to Google Maps application on the iPhone only
SOCIAL MEDIA

• Direct links to our Twitter feed, Facebook fan page and News & Notes, our library blog
TECHNOLOGY

- Drupal Content Management System for entire library web site

- Mobile site consists of:
  - **Panels** (installed Drupal module) consists of individual *panes*
  - **Blocks** of customized content (core Drupal module). Some Blocks are static html, while others are dynamically built from custom modules.
  - **Javascript** for accordian effect
  - Custom **CSS** applied to panel