



# Who are the users of digital libraries, what do they expect and want? The Europeana experience IFLA Conference, Milano

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**General users**: people that use a system seeking some kind of result, just for curiosity, for need or for entertainment.

**Specialised users:** people that get highly acquainted with a specific tool or website, without being a professional user

**Professional users**: people that use a tools or websites highly relying on the tool to get specific results

Representative users: people that "know something" and are used for defining user-requirements, testing and specifying needs

When conceiving a tool, software or website there are a certain number of usability considerations:

- -Who are the users?
- -What do they want or need?
- -Which is the use context?
- -What is there background?







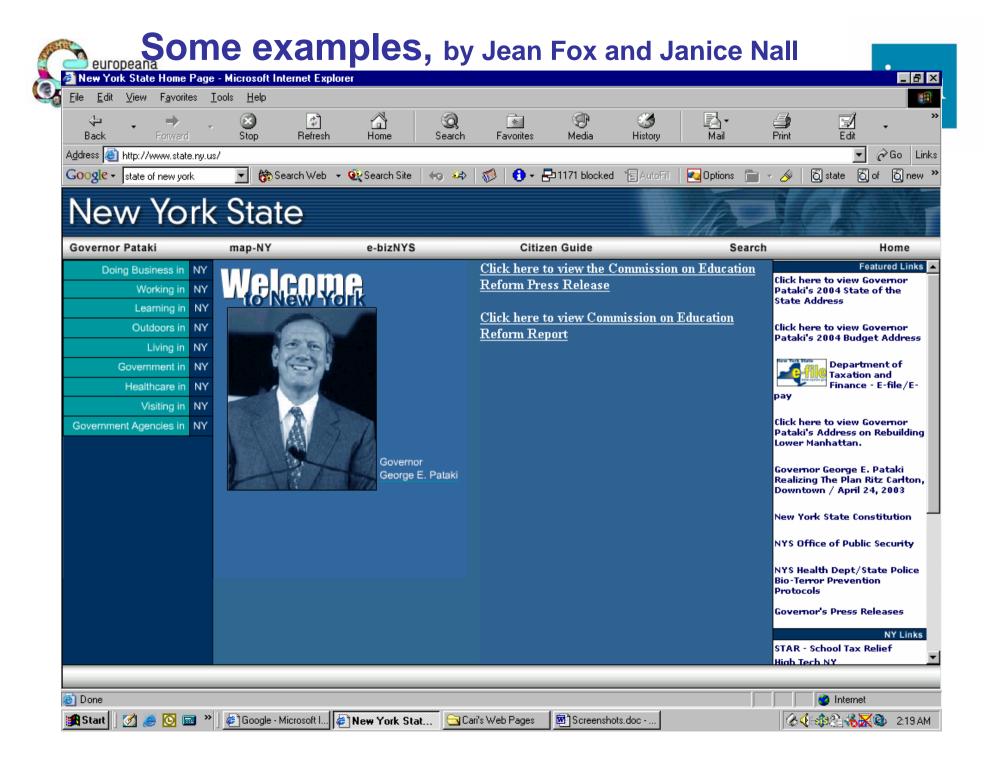
**General definition**: ease with which people can employ a tool or object in order to achieve a particular goal

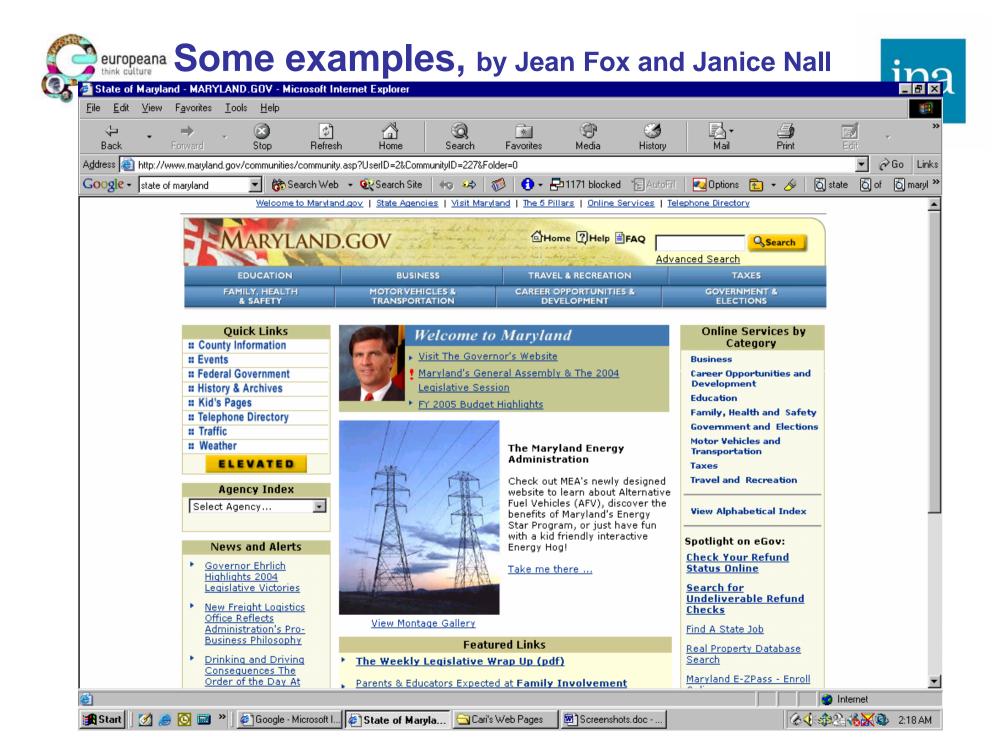
**Human-computer interaction**: Elegance and clarity with which the interaction with a program or website is designed, in other words:

Efficient - Easy - Satisfying

**Usability** constraints on the Web: Websites have to be grasped immediately, there is nothing like a manual for a website, there is no time for learning

**Measurement concepts for** *usability* are: Learnability, Efficiency, Memorability, Errors and... <u>Satisfaction</u>











The set of needs necessary for any project to be successful; they define what a system should do and how

**Functional requirements:** what you want a system to do "I want a vehicle capable of transporting material from one place to the other"

**Non-functional requirements**: restrictions on the types of solutions that will meet the functional requirements "It has to be capable of transporting 2 Tons of material, not larger than 1m80 or higher than 2m"

**Design objectives**: are the guides to use in selecting a solution "Easy to use, red seats, plastic doors..."







**Functional requirements:** A Portal to access European contents from 4 domains: Libraries, Archives, Audiovisual Collections and Museums

**Non-functional requirements**: Should be capable of containing up to 10 million objects, permit multiple access, not contain the contents but their surrogates, respect publishing rights, etc.

**Design objectives**: Should be user friendly (of course!) and permit different categories of users to make the best out of it, plus different functionalities (my Europeana, send to a friend, communities, etc).



# Who are the Europeana users?



**General user**: people that visit the Europeana portal just for curiosity or seeking sporadically for a specific information or content.

**School child, Students**: one of the great potentials for Europeana, makes access to cultural contents easy, permits to conceive online courses

**Academic student, Teachers**: looking for certified information, and possibility of exporting information for courses or research works

**Expert researcher**, explores all the possible sources, annotates and uses them thoroughly, wants access to the largest possible amount of contents

**Professional user**, experts in the domain, archivists, librarians, curators, searching and verifying information

Content holders: they know what they have and how to access it



## How should Europeana look like?



### Simple look?



Google Search I'm Feeling Lucky Advanced Search
Preferences
Language Tools

Advertising Programs - Business Solutions - About Google - Go to Google Deutschland

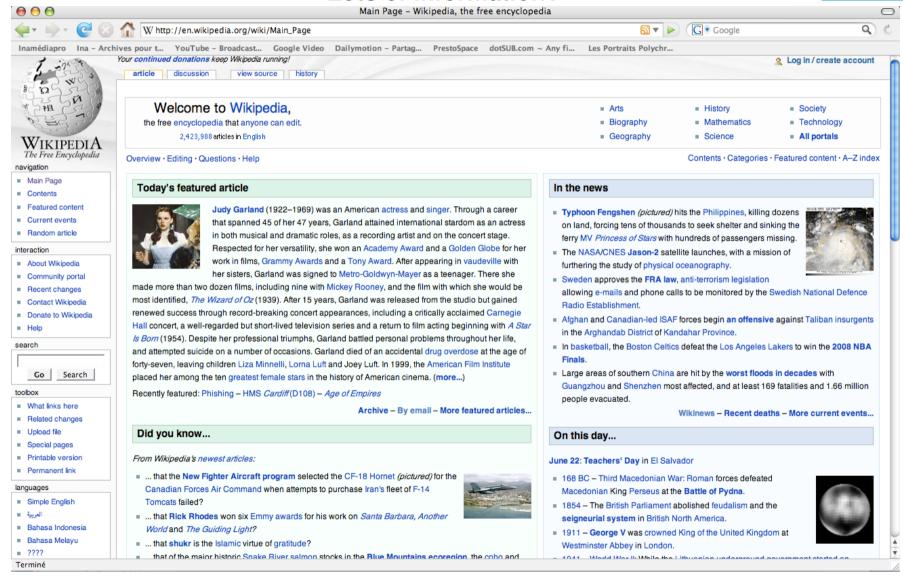
@2008 Google



## How should Europeana look like?



#### Lots of information?





# First prototype of Europeana (jan 08)





Communities













Search tips | Advanced search

SEARCH

#### Focus on



#### A Pair of Shoes by Vincent Van Gogh, 1886

The Pair of Shoes by Vincent Van Gogh were allegedly bought from a Parisian flea market, and worn in by the artist himself. In 1886, when Van Gogh moved to Montmartre, attracted by the light and company of his fellow artists, it transformed his palette.



#### Explore:

For over 2,000 years the changing face of Europe has been visible first in its cities. Trade and travel bring new ideas and new styles to cities, where they're eagerly taken up and adapted, Waves of new city dwellers are drawn by the economic, political and cultural opportunities. Discover what lies behind the modern urban experience.

#### Social life

From the highlights of ceremonies and celebrations to the humdrum daily routines, we've been capturing our lives in print and pictures for generations. Following this thread you'll see that our lives have changed - but people have never missed an opportunity to party.

#### Music

Listen to our musical roots. Music is universal, it's shared and enjoyed regardless of time and place. But music is also highly individual. Every community has its own musical identity, whether we're talking about an ethnic population in a remote mountain village 100 years ago, or a contemporary teenage tribe.









## The actual prototype of Europeana:





My Europeana	Communities	Partners	Timeline (beta)	Thought lab	Choose a language	÷

This is Europeana - a place for inspiration and ideas. Search through the cultural collections of Europe, connect to other user pathways and share your discoveries. Find out more

	Search
Advanced search	











Share your ideas:		People are currently thinking	ng about:	Timeline navigator:		New content:
Send us feedback	<i>→</i>	Manchester United Gaelic	→ →	Browse through time.	→	From our partner museums, archives, → libraries and audio-visual collections
		Cambridge	$\rightarrow$			





## Different approaches to get user feedback:

**On-line surveys** 

Feedback inbox

Log-in analysis

Focus groups surveys

**Advisory board** 

**Expert analysis** 





#### **On-line surveys**

First survey done in May 2009, very good responses and reactions to the site the usability and the whole project.

## Among the interesting comments:

- Large amount of users did not see "My Europeana" or didn't understand what it was about
- 2) Users want to publish their own contents on the Portal
- 3) Users would want chat possibilities (young users)





#### Feedback inbox

Interesting reactions from users who voluntarily express their opinion either to congratulate, to propose new technical facilities, or to request for new partners

Categories	Percentage (number of emails received)
Congratulatory	22% (203)
Technical (including: registration, languages, spelling, bugs, API's, search issues etc.)	18% (170)
Unknown Languages	11% (99)
Partner Requests	10% (92)
Content	9% (87)
Content Strategy Requests	5% (42)
Suggestions	5% (50)
Companies	4% (35)
Press List	4% (39)
Abusive	4% (39)
Student ques tions	1% (6)
Job requests	1% (9)





## Log-in analysis:

Being done, first results presented in September

## Focus groups surveys:

First focus groups surveys to be done in September 2009, 4 or 5 different groups from different countries to be studied

#### **Advisory board**

Group of users interested in the portal and eager to discuss or participate to evaluations (currently under construction)

## **Expert analysis**

Expert analysis to be undertaken in September 2009



## Importance of user reactions



- Influences the development of the next Europeana version (called Rhine version)
- Gives a good indicator of what users like and think
- Saves development time if properly done
- Gives an active role to users making them interact with the Portal and react to its evolution
- Gives a view of the impact ot the Europeana project



## **Conclusions**



It is important to carefully observe the habits of users and the possibilities of technology

In any case, never leave the users out, but consider them to their right knowledge



# A queer ending!



#### How Projects Really Work (version 1.5)



How the customer explained it



How the project leader understood it



How the analyst designed it



How the programmer wrote it



What the beta testers received



Create your own cartoon at www.projectcartoon.com

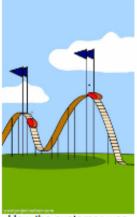
How the business consultant described it



How the project was documented



What operations installed



How the customer was billed



How it was supported



What marketing advertised



What the customer really needed





# Thanks for your listening