Positionierung der Bibliothek im digitalen Zeitalter

Ausgewählte Ergebnisse aus Forschungsprojekten

Universität Konstanz



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Human-Computer Interaction Lab









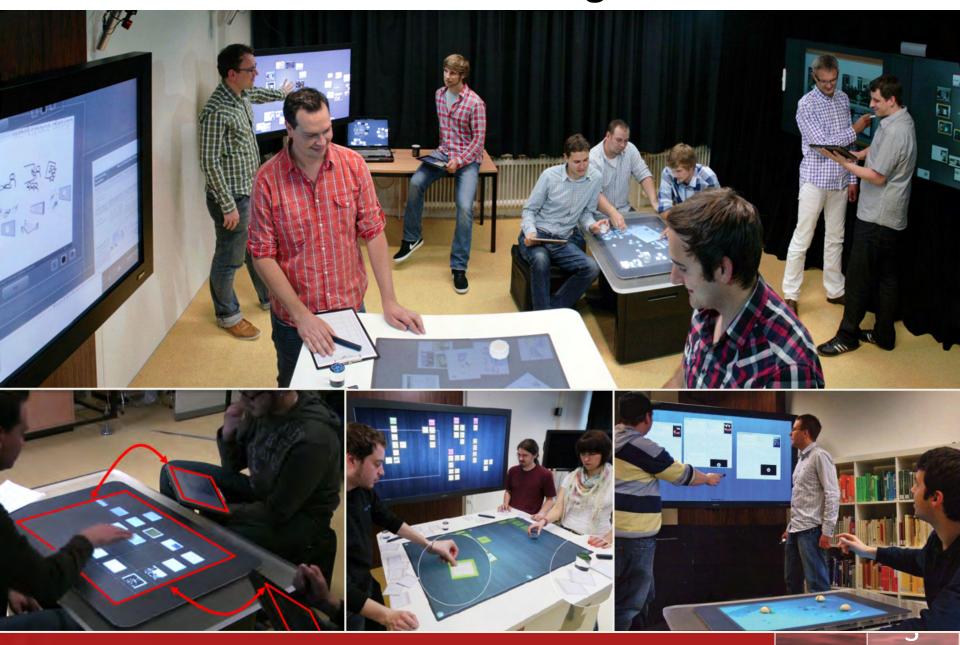






- Since 1997 part of the Department of Computer & Information Science
- Main Research Topics:
 - Interaction Design,
 - Usability Engineering,
 - Information Visualization
- More information: http://hci.uni-konstanz.de

New Interaction Paradigms for Uls



UIs for Information Seeking Systems (ISS)

• INSYDER (ISS for the Web) – EU Project Eureka No. 29232 (1999-2001)



• **INVISIP** (ISS for Geo-Data) – EU Project No. IST-2000-29640 (2002-2004)



Mobile Information Visualization (ISS for mobile devices) –
 DFG PhD Graduate Program (2005-2007)



MedioVis (ISS for digital/multimedia libraries) –
 DFG LIS 4-54281(3) (2007-2009)

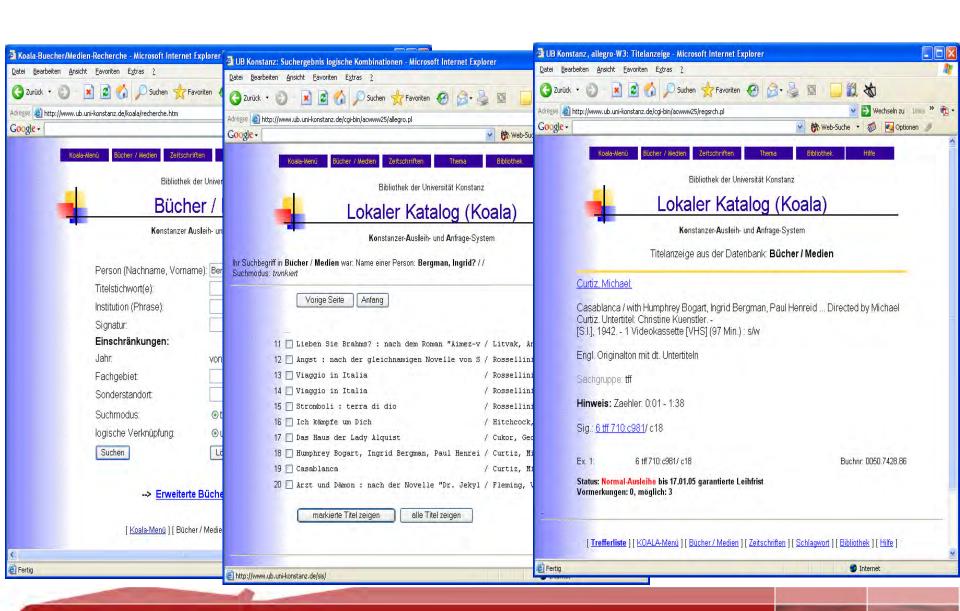


• **Blended Library -** Ministerium für Wissenschaft, Forschung und Kunst, Baden-Württemberg (2011-2013)



more information: http://hci.uni-konstanz.de

Motivation Poor Usability of OPACs (2007)



MedioVis – UI for the Mediothek - Bibliothek der Universität Konstanz

Integration of Multimedia Metadata and Web Services





Deutsche Forschungsgemeinschaft



Library of the future - Blend Physical & Digital Library







digital library







vision co-operation







Library of the Future - Blend Physical & Digital Library

"The goal is to make computer interaction more like interacting with the real, non-digital world." Reality-Based Interaction (Jacob et al. 2008)



Fast flick will keep contacts scrolling after finger has been removed, as if list has mass.



User flicks screen to left or right to see next Media – all objects in the real word have spatial relationships.



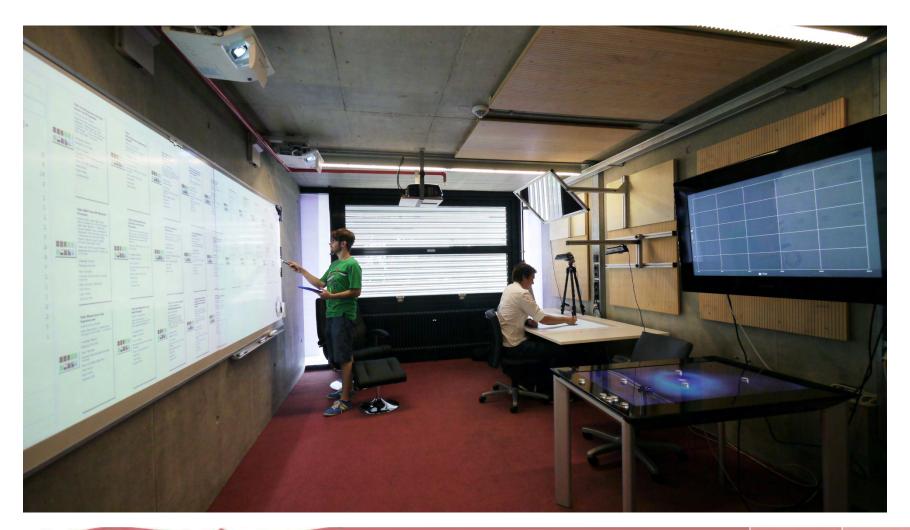
Natural gestures control the applications.



User do not share one single input device – Tabletop allows to draw more directly on existing social interaction skills.

library of the future - Blend Physical & Digital Library

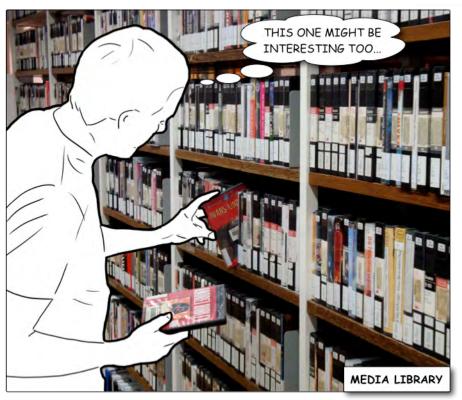
Living Lab – Library of the University of Konstanz



Appropriate, usable, and consistent user interface concept for the Blended Library?



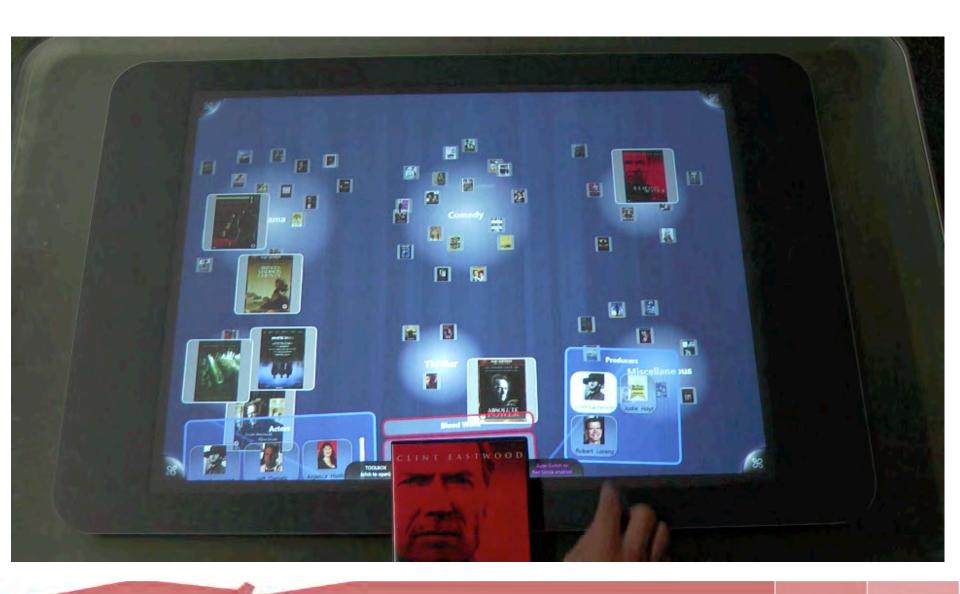
Blended Library - Query by Real World Objects



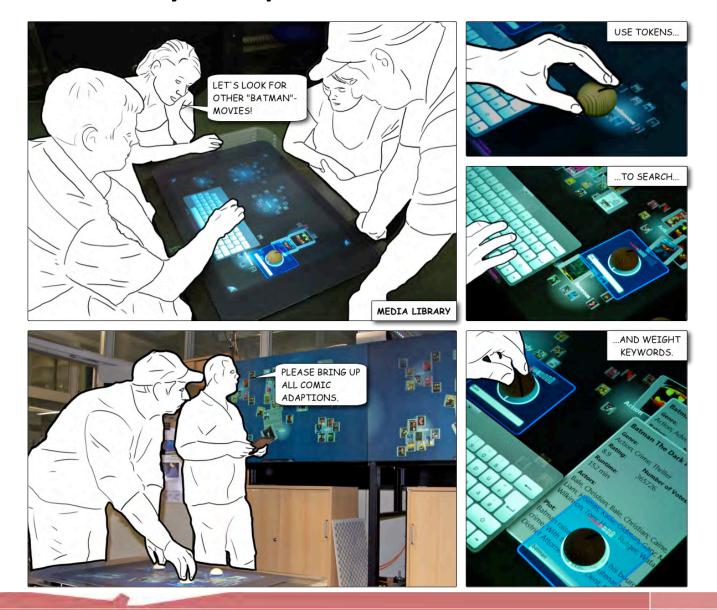




Blended Library - Query by Real World Objects



Blended Library – Cooperative Search with Search Tokens



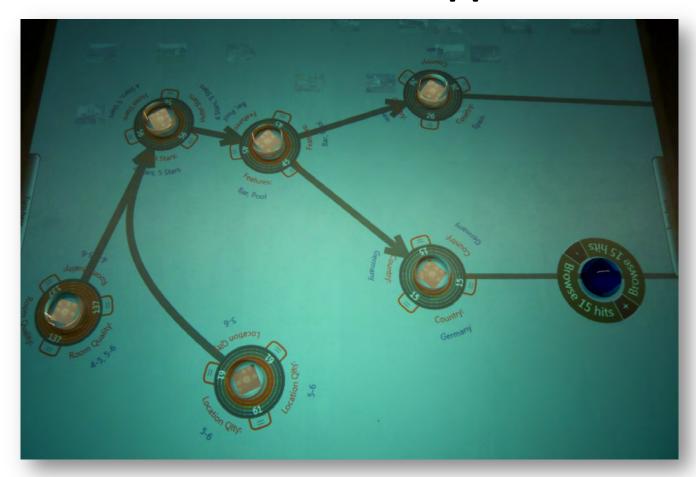
Co-located Cooperative Keyword Search with Search Tokens



Co-Located Collaborative Faceted Search with Tokens



Facet-Streams Approach

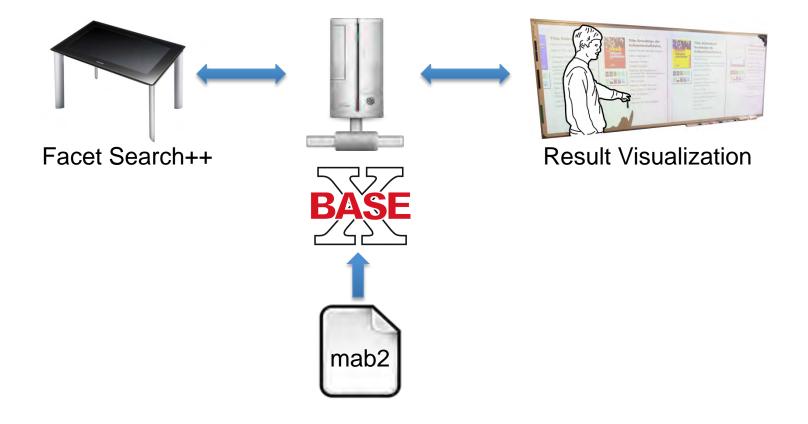


Visual & tangible filter/flow metaphor for Boolean logic Redesign of [Young & Shneiderman 1993, Hansaki et al. 2006] for tabletops

Blended Library: Co-located Collaborative Faceted & Keyword Search

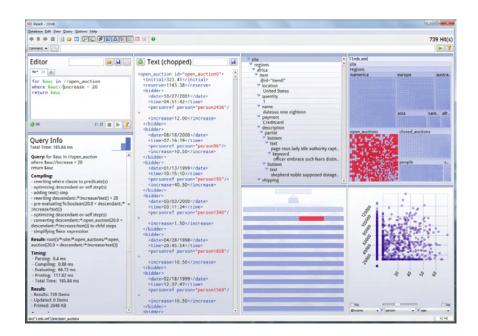


Blended Library: Co-located Collaborative Faceted & Keyword Search



What is BaseX?

- XML Database
 - high-performance, compact
 - client-/server architecture
- Query Processor
 - XQuery support: powerful W3C language for handling XML
- GUI (Visual Frontend)
 - get to know, explore, and analyze your data
- Developed at the DBIS Group of the University of Konstanz
 - http://basex.org





Blended Library: Co-located Collaborative Keyword Search



Strategic Planning and Coordination



Intensify Discussion & Simplify User Input



Amplify Collaboration



Traceability

Blended Library: Co-located Collaborative Keyword Search



Blended Library: Co-located Collaborative Keyword Search



Augmented Shelf



eScience – Advisor meets PhD Students



eScience - Advisor meets PhD Students

University of Cambridge, NanoPhotonics Centre







http://research.microsoft.com/en-us/projects/deskpiles/

Conclusion

- Blended Library draw strength by building on users' pre-existing knowledge of the everyday, non-digital library world.
- It employ experiences of reality and makes the interaction with the computer much more natural.
- It blends the benefits of digital libraries with the benefits of physical libraries to make visiting and using a library a new experience.
- It supports group work of students and tutoring of students.

