A Study of Students' Perceptions of Library Catalogues on Tablet Computers: The NEOS Consortium Catalogue

By Erik Christiansen

How the project emerged

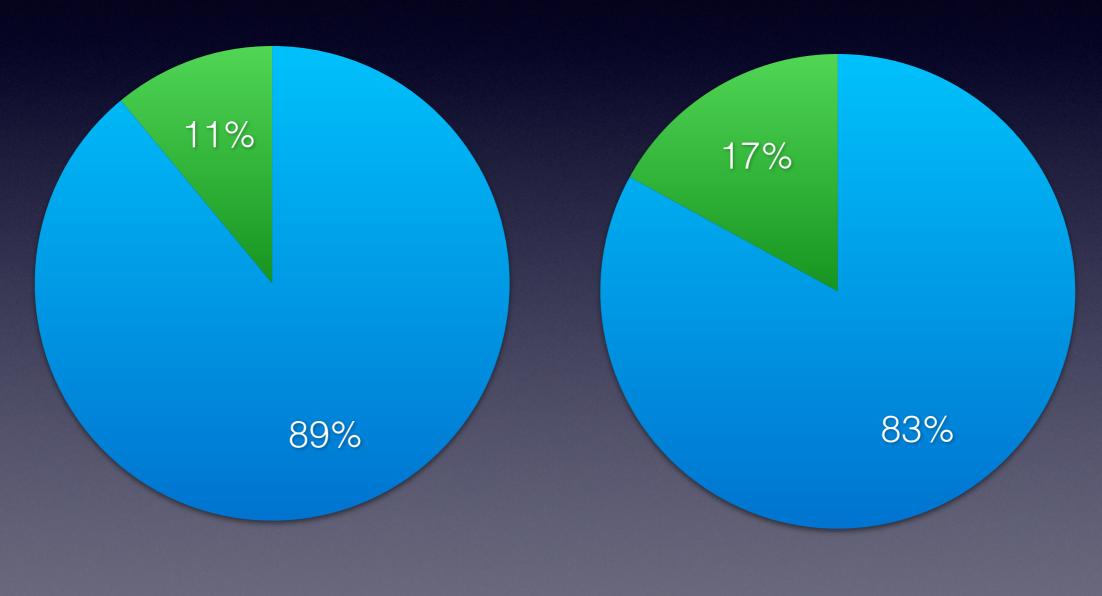
- When using NEOS on my own tablet I felt some of design aspects were not intuitive.
- An evaluation of NEOS on traditional computers would not be forward looking.
- A "useful" usability experiment and design analysis would have to focus on touch screens.

Why is mobile computing important?

Percentage of World Wide Web Traffic 2012 vs. 2013

Traditional Computing

Source: Statista Portal



Mobile

Project Overview

Research Questions

How well does NEOS function when using a tablet?

What are students' perceptions of using library catalogues on tablet computers?

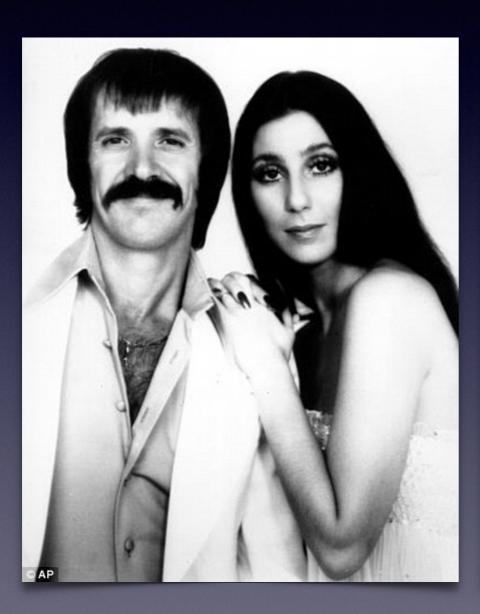
<u>Assumption</u>

- 1. Navigation and deciphering menus would be more difficult.
- 2. A non-native design language would confuse users.

Related Literature

- Limited number studies that focus on 'tablets' exclusively.
- Lots of usability studies regarding mobile computing.
 - Portland State 2012
 - Ryerson University 2011
- This study followed 'best practices' for usability testing.
 - Information Architecture Morville & Rosenfeld
 - Don't Make Me Think Steve Krug

Participants





Study Design

Part 1: usability tasks

- Basic keyword searches.
- Selecting titles and navigating through menus.
- Specifying the library location.
- Placing holds and checking out material.
- Viewing item and account information.

Task Results

Tasks (Seconds)	Sonny	Cher	Hall	Oates	Averages
1	9	39	7	17	18
2	5	9	5	7	6.5
3	4	3	5	4	4
4	41	42	27	20	32.5)
5	4	3	6	3	4
6	49	31	29	45	38.5
7	37	19	30	36	30.5
Total:	149	146	109	132	134

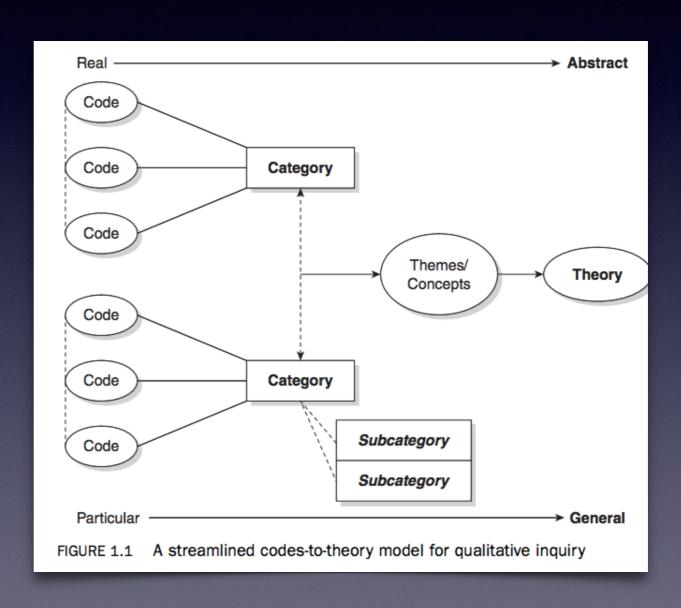
Study Design

Part 2: semi-structured interviews

- Types of devices owned by the participants.
- Hours spent on a tablet
- Hours spent browsing the web.
- How often the participants access NEOS weekly.
- Overall experience using NEOS on a tablet: likes and dislikes.
- NEOS vs. other online library catalogues.
- Possibility of a mobile app.
- Additional suggestions or comments.

Analysis

Two-step coding system as outlined in "An Introduction to Codes and Coding" by Saldana

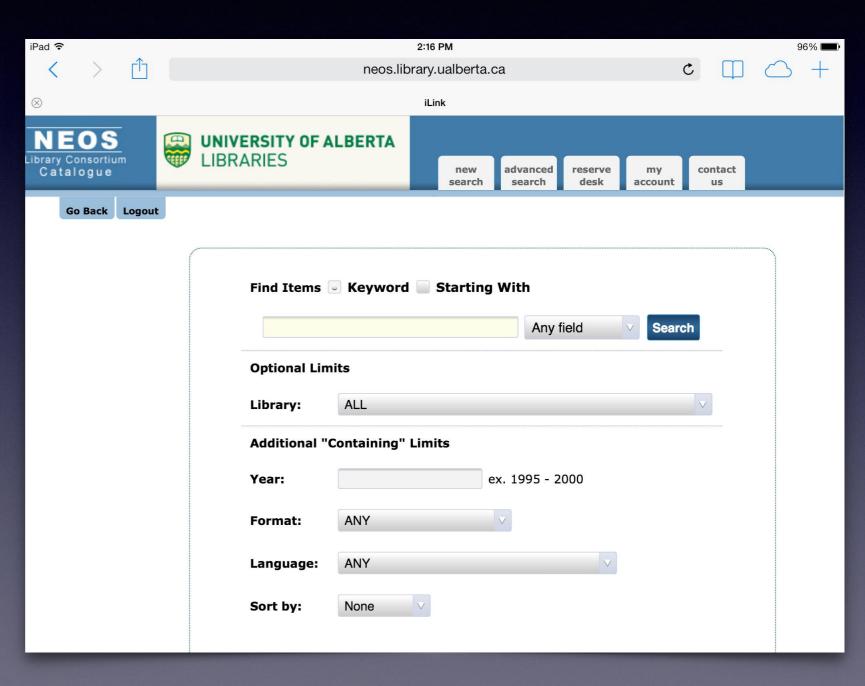


Themes

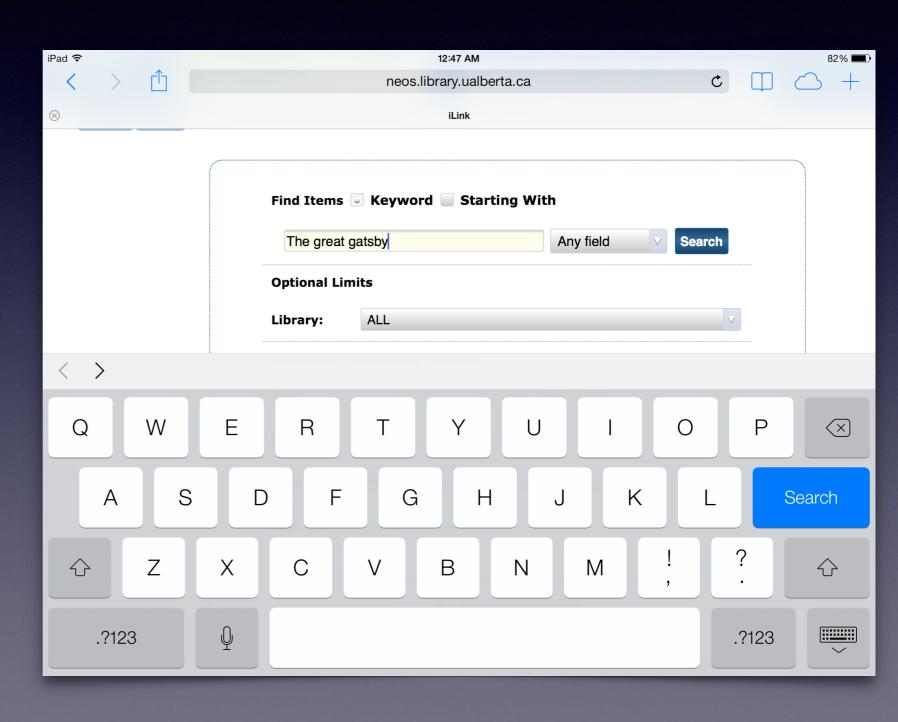
Ended up with over **30 code categories** from 4 interviews. Reduced these codes to **3 themes**

- Catalogue design and functionality
- Participants' device usage habits and preferences
- Information seeking behaviour

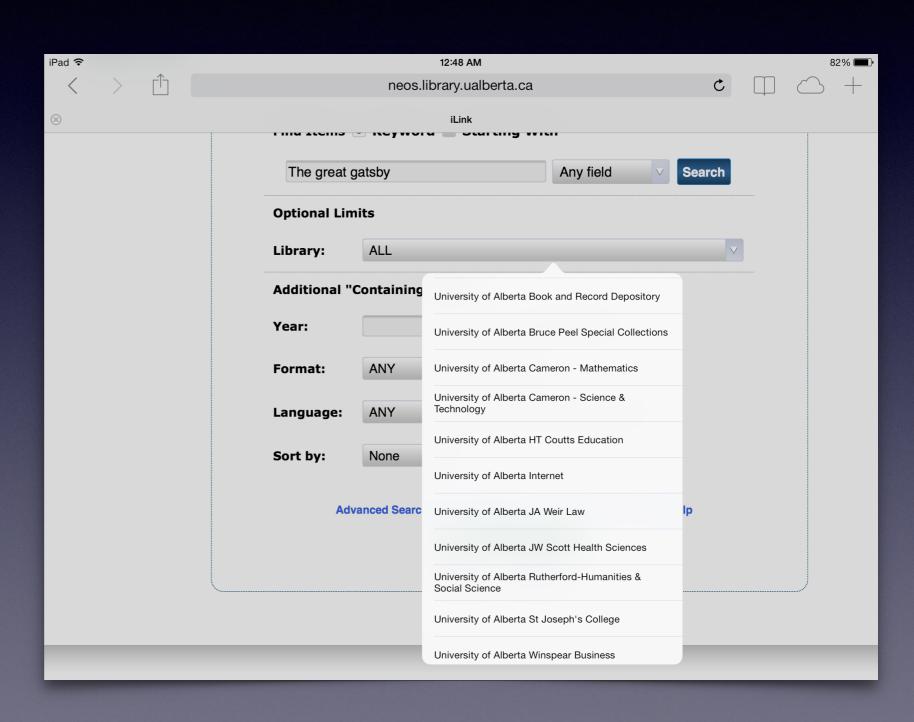
Design language & cross platform usability.



- Catalogue searches proved to be tedious.
- Participants felt a tablet was not ideal for text entry.

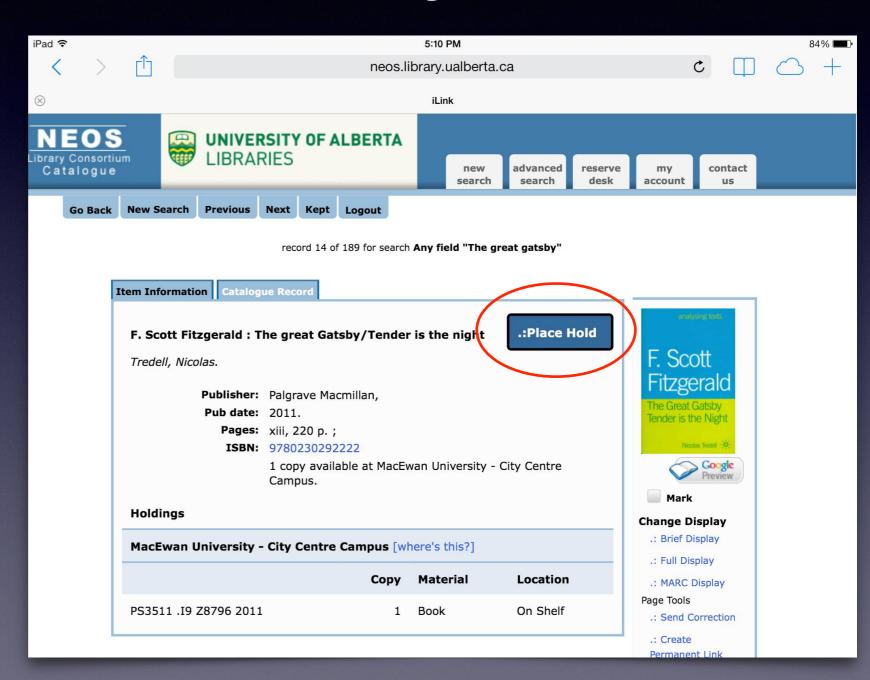


 Participants did not like scrolling through long lists to specify the library location.



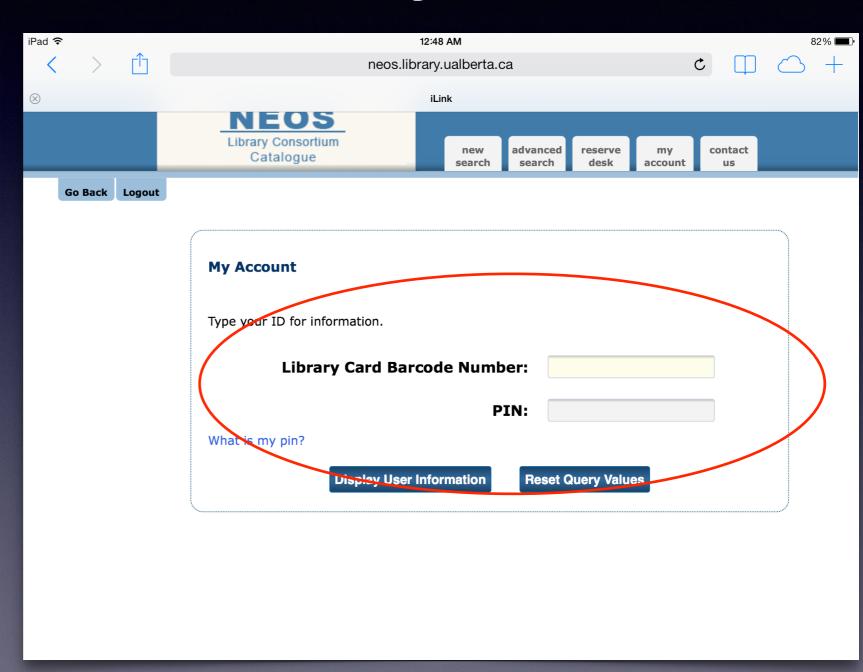
Authentication using library card barcode and PIN:

- Slow and requires multiple sign-ins.
- Desire for CCID login option.



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Participants' Device Usage Habits

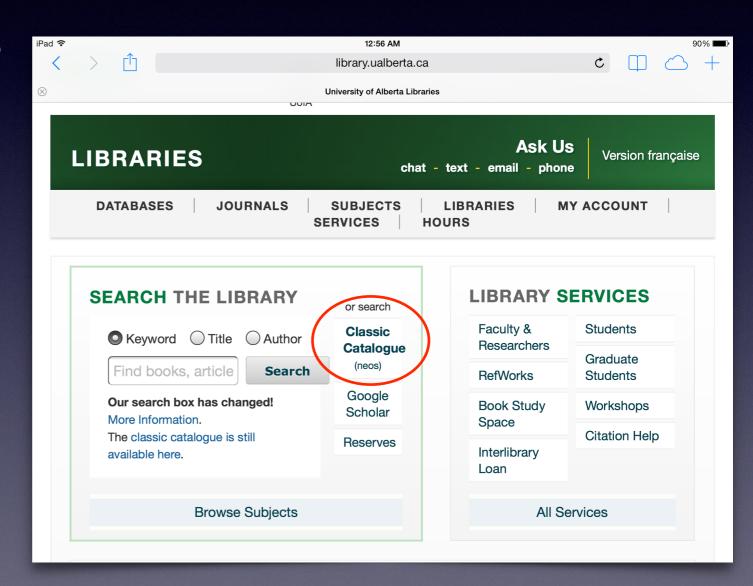
- Three of the four participants did not use their tablet as their primary device.
- Tablets used primarily for web browsing and entertainment.
- Laptops largely preferred for using the library catalogue.



CC image courtesy of Tom Raftery on Flickr.

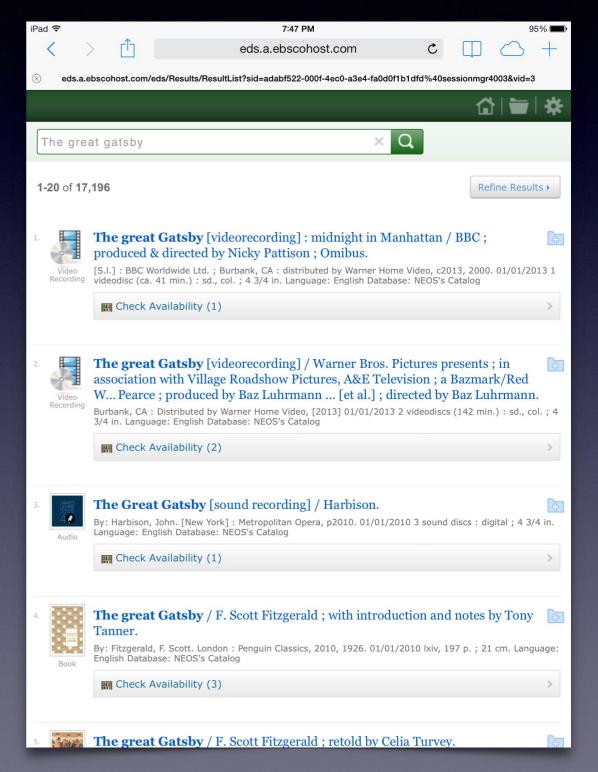
Information Seeking Behaviour

- Two of the four participants did not regularly consult NEOS.
 - Preferred UofA's new integrated search.
- NEOS was most heavily used when participants conducted research for an assignment.
- Well promoted by the university librarians.



Mobile App?

- Reactions to a mobile app were mixed.
 - Limited functionality.
 - Poor user experience.
 - Another thing to download.
- Participants were content with a browser optimized version.



Conclusions

- NEOS' usability issues are mostly front-end design.
- Cross platform usability is key.
- Mobile app or mobile optimized version could be beneficial.
- A one-time universal login system (CCID) would reduce text entry requirements.
- An improved and interface should be accompanied by <u>heavy</u> promotion from the library.

Acknowledgements

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- SLIS Cohort.

Thank you!

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Questions?