



LIBRARY WEBSITE

ART 371

ALEX BUSH



Physical Materials Databases



[Advanced Search](#)

Important Info

This month there will be closures of the library for maintenance reasons. Check your e-mails for the latest information on when the library will be closed.

News

This month we are featuring the works of Sir Arthur Conan Doyle. Come to the library to learn more about the history of the Sherlock Holmes series.



PROJECT PARAMS

This assignment explored information architecture and the roll of searching in navigation.

Design the homepage, a search results pages and any additional pages. Develop both desktop and mobile versions of these pages using responsive web principles. The final will include daily summary blog posts, a functioning mock-up, and a comprehensive process book.

The desired outcome is a demonstrated ability to give organization and structure to complex information based on research and user testing. Then comprehensively document and summarize the process verbally and in writing.

I chose Digipen, a video game university, to develop a library site for. It is a pretty unique challenge, but it shares a lot with other library websites.

BRAINSTORMING

Brainstorming is my favorite part of the process. You will be able to see from all my scribbles that my brain moves faster than my hands can write. Though, I can write pretty fast still!

INITIAL IDEAS

- I wanted to include some sort of news or messages functionality
- Of course had to think through the checkout of items and how that would work
- Maybe a search history option
- Should I worry about a login screen?
- A profile page might be useful
- Some sort of rating system similar to amazon so students get quality materials
- Searching by popularity, title, author, ISBN, relevance
- 5 main pages to be homepage, search, search results, profile, and databases

Digital Library

Main components

- * Checkout + Items
- * Login
- * Search by Popular, Title, Author, ISBN, Reference
- * Rating System
- * News + Messages
- * Search History
- * Search Filters

Pages
Home Page
Search
Search Results
Profile
Databases

Databases

- Encyclopedia Britannica, Groove Music Online,
- IEEE Computer Society Periodicals Database, Napster Music Library,
- Oxford Art Online, Proquest Research Library, Safari Books Online

Library Services

- * Computers + Printers
- * Library Card
- * ~~Electronic Database~~ ^{Ref. Services} ~~Def. Catalog~~ ^{Audio Visual, Book, Career, Equit. serv, Jabb + pay, more}
- * ~~Wireless access~~ ^{Wireless access}
- * ~~Information + Reference Services + help~~ ^{Information + Reference Services}

EXPLORATION

It is very useful for me to see what is already out there. No need to reinvent the wheel. Much thought has gone into other sites that are professionally developed. I looked at Amazon for a lot of inspiration as well as Digipen's library. I looked at Amazon to see what to do, and Digipen to see what not to do for the most part

AMAZON'S SOLUTION

- I was really interested in what Amazon thought was important information about a book or other item searched for. What were the essentials and what was most prominent.
- When seeing the results of a search, I wanted to see some of the filtering options for future searches. I ended up using some of those filtering options.
- I tried to implement how Amazon guesses categories as you type in their search box as well.
- My search results page has a similar look and feel to Amazon's and I hope I did not copy it too much. That was not my intent.

Shop by Department ▾ Search Books ▾ The Art of Game Design Hello [Sign in](#) Your Account ▾ Join Prime ▾

Books ▾ [Advanced Search](#) ▾ [New Releases](#) ▾ [Best Sellers](#) ▾ [The New York Times® Best Sellers](#) ▾ [Children's Books](#) ▾ [Textbooks](#) ▾ [Set Your Books](#) ▾ [Best Books of the Month](#)

Level Up!: The Guide to Great Video Game Design and over one million other books are available for **Amazon Kindle**. [Learn more](#)

[Click to LOOK INSIDE!](#)

[Share your own customer images](#)
[Search inside this book](#)

Level Up!: The Guide to Great Video Game Design (Paperback)
Scott Rogers (Author)
★★★★☆ (31 customer reviews)

List Price: ~~\$44.99~~
Price: **\$28.07** s. **FREE shipping**. [Details](#)
You Save: \$16.92 (38%)

Usually ships within 1 to 3 weeks.
Ships from and sold by Amazon.com. Gift-wrap available.

38 new from \$23.78 **29 used** from \$18.39

FREE TWO-DAY SHIPPING FOR COLLEGE STUDENTS
[Learn more](#)

Format	Amazon price	New from	Used from
Kindle Edition	\$24.74	—	—
Paperback	\$28.07	\$23.78	\$18.39

Quantity:

or

Sell Us Your Copy
For a **\$14.72** Gift Card
 [Learn more](#)

More Buying Choices
67 used & new from \$18.39
Have one to sell?

SELL BOOKS **Sell Back Your Copy for \$14.72**
No matter where you bought them, get up to 70% back when you sell used books at Amazon.com.

Used Price	\$18.39
Trade-in Price	\$14.72
Price after Trade-in	\$3.66

Book Description

Publication Date: **July 6, 2010** | ISBN-10: **047068867X** | ISBN-13: **978-0470688670** | Edition: **1**

Design and build cutting-edge video games with help from video game expert Scott Rogers

If you want to design and build cutting-edge video games but aren't sure where to start, then this is the book for Rogers, who has designed the hits *Pac Man World*, *Maxim vs. Army of Zin*, and *SpongeBob Squarepants*, this book demonstrates everything you need to know about designing great video games.

Departments ▾ [Key Category](#)

Books

- Classical Literature & Fiction
- Classical War & History
- Science Fiction
- Science Fiction & Fantasy
- Military History
- World War I History
- 20th Century History
- Contemporary Literature & Fiction
- Military
- Action & Adventure
- [+ See more...](#)

International Shipping (beta) [AmazonGlobal Eligible](#)

Shipping Options (beta) [Free Super Saver Shipping](#)

New Releases
Last 30 days
Last 90 days
Coming Soon

Format

- Audio Audio Edition
- Audio CD
- Hardcover
- Kindle Edition
- Paperback
- MP3 CD
- Audio Cassette
- HPLB
- School Binding
- Board Book
- PDF

Language

- English
- Spanish
- German
- French

Author

- H. G. Wells
- Edward Carey
- Steven Zings
- St. Max Hastings

Books ▾ "War of the worlds"

Related Searches: [top 10 books based on the same as the worlds books](#)

Showing 1 - 12 of 422,616 Results

Format

Audio Audio Edition Audio CD Hardcover Kindle Edition [See more ▾](#)

LOOK INSIDE!

The War of the Worlds by H. G. Wells (Jan 3, 2013)
★★★★☆ (452 customer reviews)

Format	Price	New	Used	Collectible
Paperback				
Order in the next 18 hours to get it by Friday, Mar 22. Eligible for FREE Super Saver Shipping	\$7.90	\$4.99	\$0.01	\$11.98
Kindle Edition	\$0.99			
Auto-delivered already.				

Other Formats: Hardcover, Paperback, Mass Market Paperback, Audio CD, See All

Author Pages

Discover books, read about the author, and related products, and more. Store about H. G. Wells
Bestselling Books: *The Time Machine*, *The War of the Worlds*, *The Great Science Fiction Novels*

LOOK INSIDE!

World War Z: An Oral History of the Zombie War by Max Brooks (Oct 16, 2007)
★★★★☆ (1,181 customer reviews)

Format	Price	New	Used	Collectible
Paperback				
Order in the next 18 hours to get it by Friday, Mar 22. Eligible for FREE Super Saver Shipping	\$14.99 \$8.27	\$4.29	\$0.01	\$71.00
Kindle Edition	\$11.99			
Auto-delivered already.				

Other Formats: Hardcover, Mass Market Paperback, Audio CD
Sell this book for an Amazon.com Gift Card

LOOK INSIDE!

The War of the World by Neil Ferguson (Oct 30, 2007)
★★★★☆ (13 customer reviews)

Format	Price	New	Used
Paperback			
Order in the next 18 hours to get it by Friday, Mar 22. Only 13 left in stock - order soon	\$24.99 \$16.06	\$8.25	\$1.50

When I had chosen Digipen as my school to redo their library website, I had not seen their website yet. Being a technology university I was certain they would have a well designed site both in terms of usability and visuals.

When I arrived at their site I was horrified!

It was not at all what I expected. It was some sort of service provided by another company.

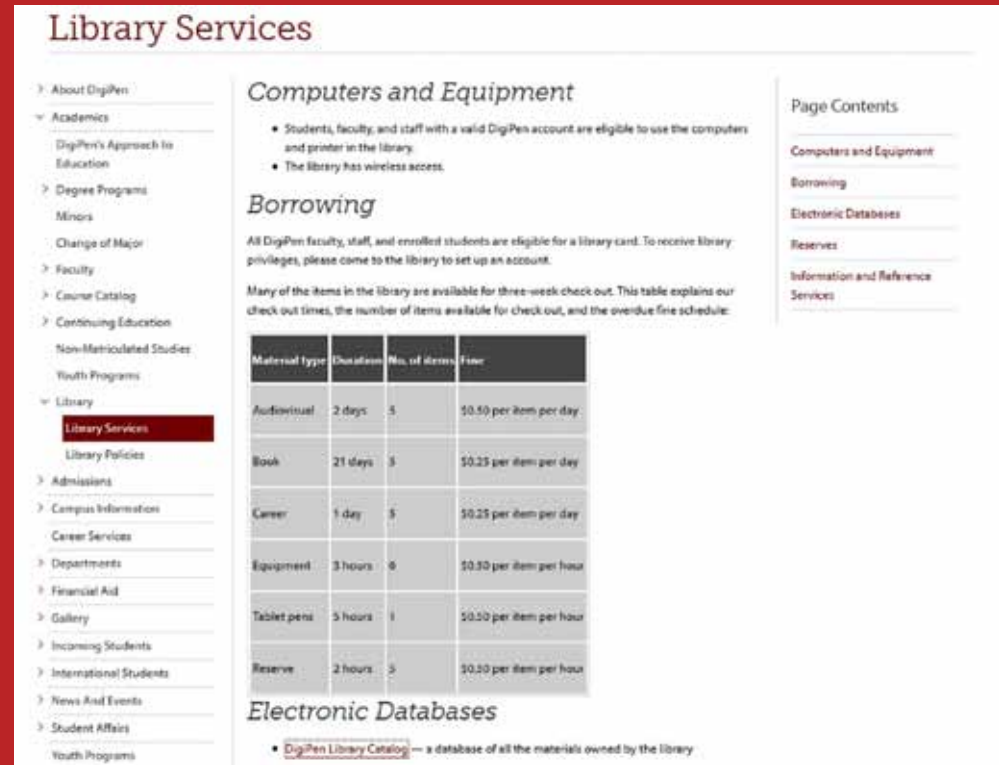
An easy solution for a school, but not the best for the students. To the right are some of my gripes about the website.

DIGIPEN'S SHORTFALLS

- Very inconsistent look and feel to the rest of the universities website.
- Visual design was not thought out and looks like it is from the early 90's
- Searching options were confusing. What is an expert search? What is a combo search?
- The whole navigation of the site was confusing.



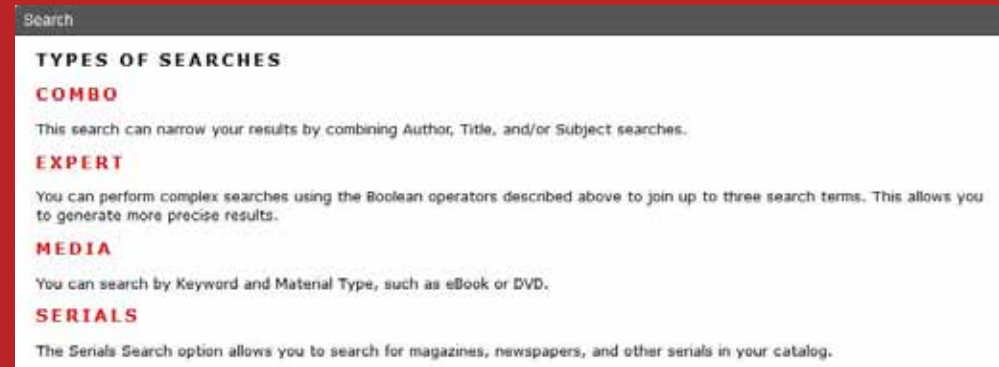
Poor layout and confusing functionality



Completely different look and feel



Poor visual design



Confusing search options

INTERVIEW/PERSONA/ SCENARIO

Initially for my project I was assigned to research music majors. Luckily I knew someone who was one. It was not directly related to the video game institution library website, but I was able to glean some information that would be helpful for any library website. One thing I found was that she wanted to have the site tailored to her major. That is something I tried to implement in the final design.

After the interview and some more thought on the direction of the site, I decided to make a persona and a scenario that this person might find themselves in.

TAKE AWAYS

- People want tailored solutions to themselves.
- Presentation of search results can be very confusing.
- Students have little time and want what they are looking for fast.
- Tech skills should not be an issue.

How do you use the website for music in libraries all the time because Orchestras + Opera Encyclopedias
 Look up words to watch videos of musical

What are your main uses of it
 Mostly that I look for music like CD's + DVD's. Short music clips. Books on singing techniques.

Any complaints on site?
 ① Don't use fancy book titles in + pop up. Book + related pop up. Nice for book to pop up first instead of searching from the book's Book tab first!!
 ② Signing up for rooms for group study. Need a separate account?
 * Good better that
 * Took a long time to find the first time but faster later
 * Like in home M₃BYU-I to library hard to find
 * 1st server
 * Site looks outdated
 * Not tech person but savvy with windows 7. Not 8.
 * Choral Education

Persona Name: Melissa Boman Major: Level Design
Year In School: Senior

Melissa often reads books from the library for her extra personal study. She also has books on design required for her major. She is frustrated with the current layout of the site + being a designer feels it is poorly laid out. There are many majors at her school so she has to dig through their materials to find her own. Melissa is a good student + is stressed about getting good grades. She works at her school as a lab assistant training people on the software they use.

Scenario Melissa needs to check out a book ^{through her} for one of her classes. She also needs to check the due date on one of her checked out books.

- ① Melissa needs to check out a book unrelated to her major for her personal study
- ② Melissa wants to see other books written by an author she really likes
- ③ Melissa wants to remember some of the materials she found online so she saved them to her favorites
- ④ Melissa is writing a research paper + must use peer reviewed online journals in her research
- ⑤ Melissa wants to see the history of what she has checked out in the past

RESOURCE ACQUISITION

Something I find helpful in creating something is gathering together some resources and content. It may even be dummy content at first. I gathered a bunch of images of books, paragraphs of text from the site, images of campus, etc. I did not use them quite yet in any comps, but I had a bit of direction when doing my hand sketches. I was also able to find a comprehensive icon set that helped me in the digital comps.



Mission

The library's mission is to maintain and develop collections and services in support of the pre future research needs of DigiPen Institute of Technology. In order to carry out this mission, the library will always aim to develop and maintain an understanding of the needs of its users and respond to them; build the necessary collections and services and provide access to them; preserve the collection for future users; develop appropriate skills and motivation of staff at all levels; and exploit in all areas the potential of technology in order to achieve these aims.

Intellectual Freedom
 Privacy
 Library World Wide Web Policy

Overdue notifications

Library materials become overdue if not returned by the due date. An overdue notification is sent as a courtesy reminder. You are responsible for the returning of borrowed materials on time or not you receive an overdue notice.

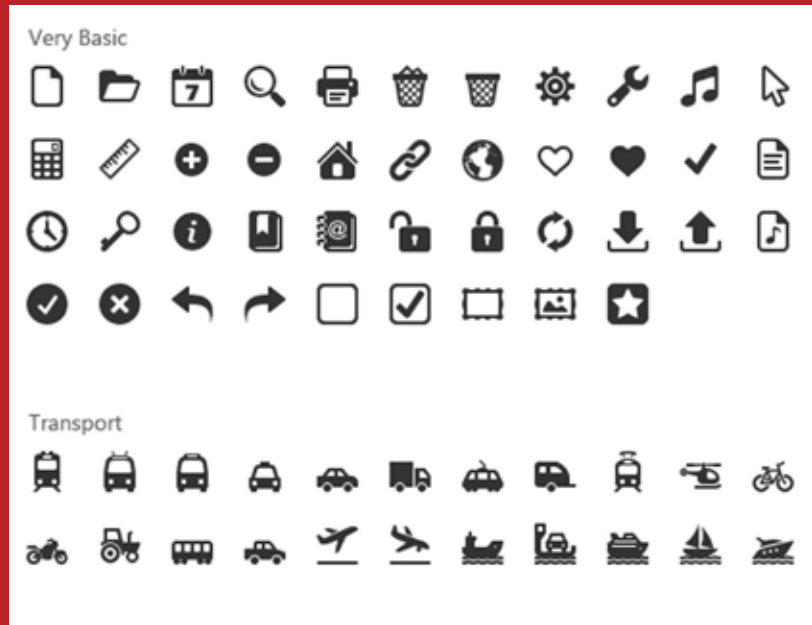
Reserves

Reserve materials are items that are in high demand by students and faculty. Most of the reserve materials are course textbooks. These items check out for two hours at a time.

Donations to the Library

DigiPen Institute of Technology Library is able to accept unsolicited gift materials under the following conditions:

Potential gift materials must be reviewed or screened before arrangements are made for delivery to the library. If the library has agreed to accept materials, then the items become the sole property of DigiPen Institute of Technology Library as soon as they have left the possession of the donor. The donor relinquishes all rights to the materials. Accepted gift materials will be processed in the manner deemed best by the library (i.e., a collection, bound or rebound, sold to the public, donated to other organizations or otherwise retained, treated, or disposed).



WEBSITE HIERARCHY

I would say my most effective steps in the design process are the rapid brainstorming sessions, the laying out of the main components, and then the information hierarchy and organization of those main components discovered to be essential.

I made this diagram of how the website would be connected. I determined what needed to be included to still be a functional website. From there I was able to make sure I had a hand sketch of what each page might look like. I sometimes check off items I have a sketch of already. Or I put a dot next to it.

Contact Info

Home

What to do & where?

Logout Profile

Messages

Personal Info

Teacher Required + Suggested Material

Search

Search History

Advanced Search

Database Search

Physical Item Search

News

Announcements

Events

General Info Posts

Services

Library Cars

Computers + Printers
Wireless Access

Information + Research Help

Checkout

Cart

Current Items

to be checked out

Online Data Bases

Music Art

Research Databases

EBooks + Reference Encyclopedias

Process Book

- #1 Define project
- #2 Final product display

- Define
- Research
- Brainstorm
- sketches/Wireframes
- Testing
- Iterations
- Testing
- Build

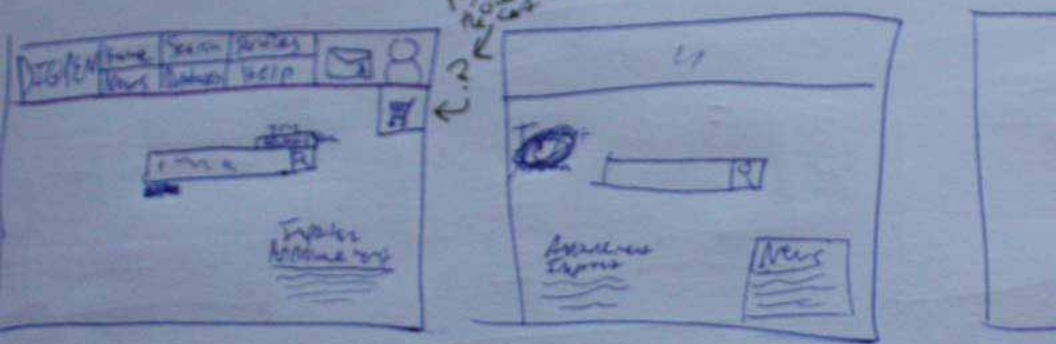
*Check back on the search

Include fields for most forms and navbar

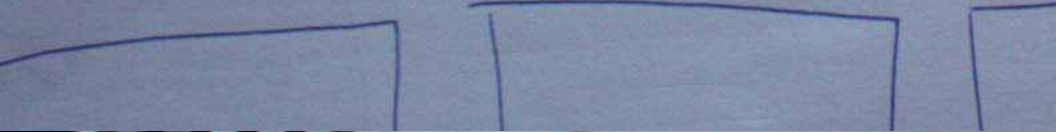
HAND SKETCHES

I have received poor marks in the past for my sketches being too messy or not sketched out detailed enough. I could care less. These sketches, though they may not look like much really help me to get ideas out there. There becomes a connection between reality and my imagination. What works and what doesn't. It comes alive so to speak. This part is pretty fun. Sketching beautifully slows me down and the ideas cannot get out fast enough. It is kind of like my handwriting. Others may not understand it or be able to read it, but I sure can.

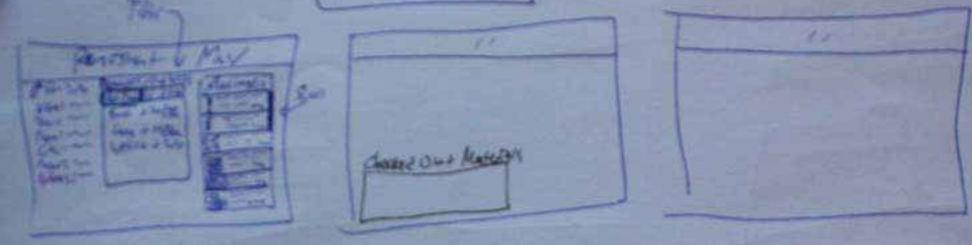
Home ~~Game Database~~ Search



Search



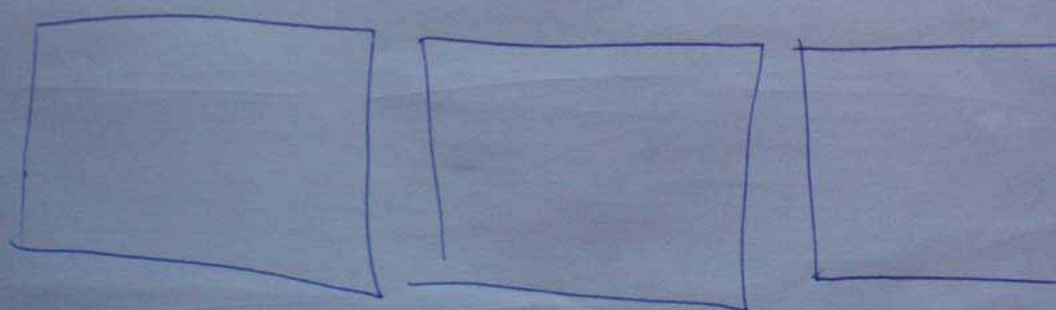
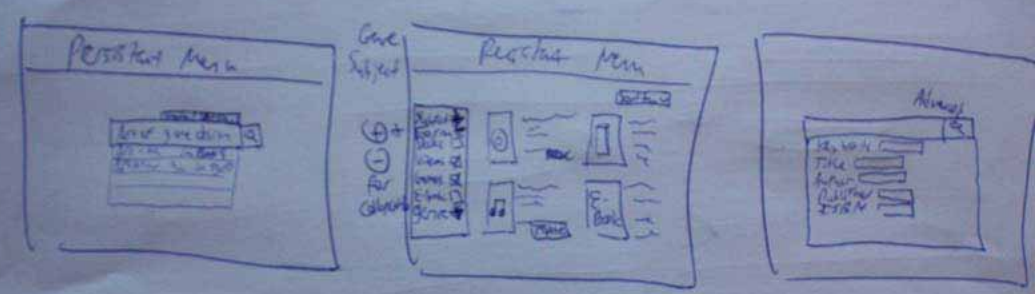
Profile



News



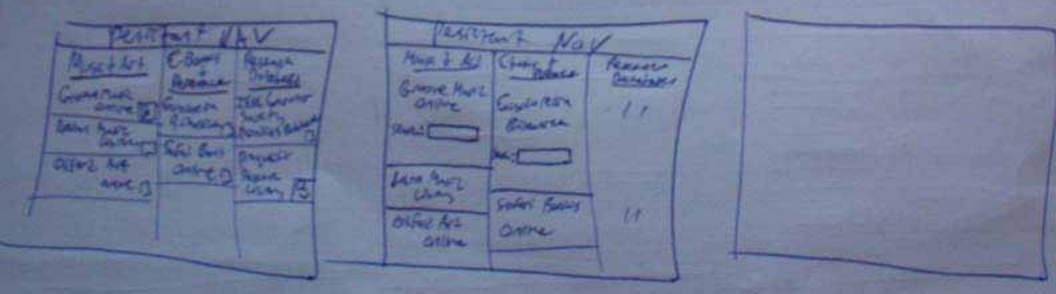
Search ~~Continue~~



Services



Online Databases



I frame search, then external site. Slice down into search

DIGITAL COMPS

I always think it is cool to see a design morph into a real thing. This step of the digital comp is one of the hardest for me because this is where aesthetics has to come in. I have been working on the visual side of things and I am decently pleased with how this project has turned out. At least better than my previous projects. I am not sure what it was. Throughout the digital comp phase I saw some space limitations and had to make some adjustments as I went along.

A lot of the information I would share about the design can only be shared well in a working prototype demonstration, so a presentation and explanation of the design can be given as requested. I apologize how some of the illustrator files copied over. Some of the letters were shifted.



Physical Materials Databases



[Advanced Search](#)

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This month we are featuring the works of Sir Arthur Conan Doyle. Come to the library to learn more about the history of the Sherlock Holmes series.





Physical Materials Databases

The Art of Game Design | [in books](#)

The Art of Game Design | [in databases](#)

The Art of Game Design | [in video](#)

The Art of Game Design | [in games](#)



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Advanced Search

Keywords

Title

Author

Publisher

ISBN

Search

...
The
of
...
reasons. Check your e-mails for
the latest information on when the
library will be closed.

Come to the library to learn more
about the history of the Sherlock
Holmes series.





Physical Materials Databases

[Advanced Search](#)

Sort By... ▼

Format:

- Books
- Music
- Games
- DVD Movies

Subject:

- Design
- Illustration
- 3D Graphics
- Interaction Design

[Looking for hardware and peripherals?](#)



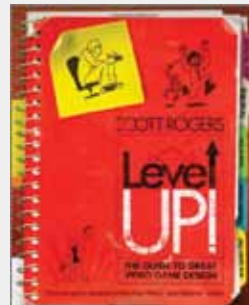
Title: [Game Design Workshop: A Playcentric Approach to Creating Innovative Games](#)
Author: Tracy Fullerton
Publisher: CRC Press
Publication Date: 02/08/2008
Summary: Master the craft of game design so you can create that elusive combination of challenge...

Reserve



Title: [The Ultimate Guide to Video Game Writing and Design](#)
Author: Flint Dille & John Platten
Publisher: Lone Eagle
Publication Date: 01/08/2008
Summary: There are other books about creating video games out there. Sure, they cover the basics. But The Ultimate Guide to Video...

Checked Out until 03/25/2013



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Reserve



Physical Materials Databases

[Advanced Search](#)

Format:

- Books
- Music
- Games
- DVD Movies

Subject:

- Design
- Illustration
- 3D Graphics
- Interaction Design

[Looking for hardware and peripherals?](#)

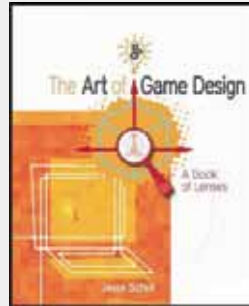
Sort By... ▼

- Relevance
- Artist/Author [Guide to Video Design](#) & John Platten
- Publish Date

Publication Date: 01/08/2008

Summary: There are other books about creating video games out there. Sure, they cover the basics. But The Ultimate Guide to Video...

Checked Out until 03/25/2013



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Author: Tracy Fullerton
Publisher: CRC Press
Publication Date: 02/08/2008
Summary: Master the craft of game design so you can create that elusive combination of challenge...

Reserve



Title: [Smashing Live](#)
Author: Koji Kondo
Publisher: Nintendo
Publication Date: 01/08/2008
Summary: There are other books about creating video games out there. Sure, they cover the basics. But The Ultimate Guide to Video...

Reserve



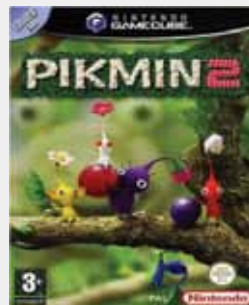
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Publisher: Lone Eagle
Publication Date: 01/08/2008
Summary: There are other books about creating video games out there. Sure, they cover the basics. But The Ultimate Guide to Video...

Reserve



Title: [Pikmin](#)
Author: Shigeru Miyamoto
Publisher: Nintendo
Release Date: 02/08/2008
Summary: Master the craft of game design so you can create that elusive combination of challenge...

Checked Out until 04/01/2013



Title: [The Ultimate Guide to Video Game Writing and Design](#)
Author: Flint Dille & John Platten
Publisher: Lone Eagle
Publication Date: 01/08/2008
Summary: There are other books about creating video games out there. Sure, they cover the basics. But The Ultimate Guide to Video...

Reserve





Music and Art

Oxford **Art** Online

Books/Reference

Research Databases



Edit Profile Information

Name: Melissa Boman

Phone: 425-888-888

E-mail: bomanb@digipen.edu

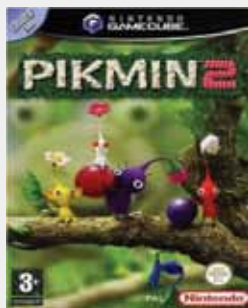
Address: 267 NE 9th Redmond, WA 98053

Major (Affects search results)

Year (Affects search results)

Receive SMS Messages? Yes No

Materials Checked Out



Title: [Pikmin](#)
Author: Shigeru Miyamoto
Publisher: Nintendo
Release Date: 02/08/2008
Summary: Master the craft of game design so you can create that elusive combination of challenge...

Return By 04/01/2013



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Return By 04/08/2013



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Publisher: Lone Eagle
Publication Date: 01/08/2008
Summary: There are other books about creating video games out there. Sure, they cover the basics. But The Ultimate Guide to Video...

Return By 04/013/2013

Messages:

You have checked out [Pikmin 2](#). Come by the library to pick it up.

[Smashing Live!](#) must be returned in **5 days**.

[The Art of Game Design](#) must be returned **tomorrow!**

In response to your tech request, sorry we do not lend out Kindles at this library. Maybe in the future.

You owe **\$2.31** in overdue fines. Click [here](#) to go to your finances to pay the fine.



TESTING

That first menu system was an attempt to make a clickable menu in Axure. It was not very pretty. Much like the already existing Digipen library website, I decided to make the visual design in Illustrator and then later go back to Axure to make it into a clickable prototype. Unfortunately I did not get to that. I ended up having my roommate click around an AI file as I gave him a scenario. It worked better than I thought. Kind of like a more detailed paper prototype.

I found some terminologies were confusing to him like the word database. Clickable areas were off. People click where they want and sometimes there is not a response. I had to design the items to be clicked into through their title as well as their image. Some of the page transitions were confusing like teleporting to an unknown location. Some buttons were not visible enough. Those were some insightful things I found.



 DigiPen INSTITUTE OF TECHNOLOGY	HOME	SERVICES	HOME
	NEWS	DATABASES	HELP

Testing

```
Tyson
*Term database on home page is confusing
*Clicked on book instead of reserve button
*Did not see that a book was reserved already and tried
clicking on the book's image
*Confused with the transfer from the main search to the
database section of the site
    Try carrying over the search term and then allow the
    option to search within a certain database
*Could not find edit buttons to edit the profile
```

POSTLUDE

This assignment took me a while to do. I ran into some roadblocks that were not expected and I did not know how to cross them. I am pleased to say however that I did and am still crossing roadblocks. There can be roadblocks in creativity, time, interpersonal conflicts, and just about anything else. I would say I have learned more about crossing roadblocks and finding solutions under stress.

I am generally pleased with how this site turned out and it has really changed the way I go about developing sites now. I put the people as number one priority and keep them in my “prayers” so to speak. Just always thinking of them as I proceed through the design.

