ASK THE USERS EXPECTATIONS, BEHAVIORS AND SATISFACTION OF ONLINE ARCHIVES' END CUSTOMERS

Archives Online. It's all about choices

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'umanesimo che innova

THE ARCHIVAL MEDIATION ON THE WEB

- The displaying of archival descriptions in Web environments (the *Docuverse* paradigm) deeply changes the traditional mediation between archivists and users
- The hypertextual output must be roughly distinguished from the encoded input: to make it <u>decodable</u> and <u>clear</u>, we should build user centric diplays
- To build up effective diplays we should match the descriptive standards & methods with human-computer interaction studies, checking our prototypes by adopting user studies
- A BRAND NEW MEDIATON PARADIGM

USER STUDIES AND ARCHIVES ONLINE

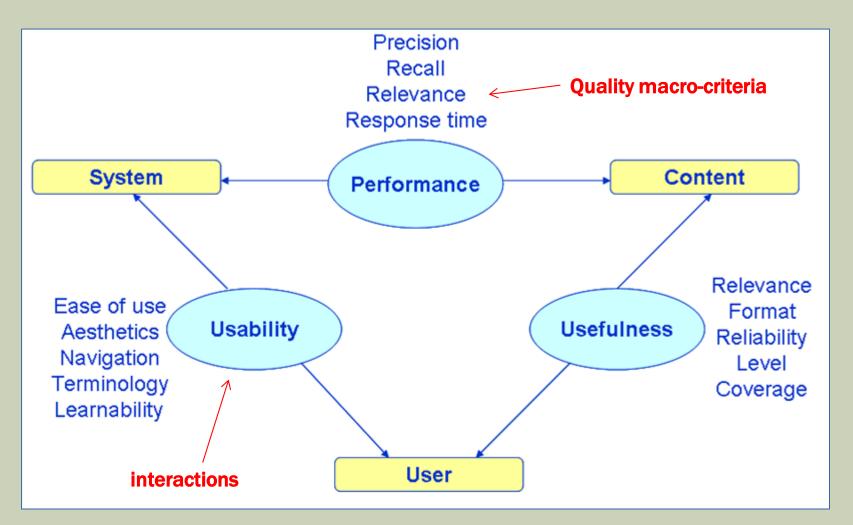
- Recently, the quality of use of AOL has being increasingly tested by involving real users, no longer merely inferred, mostly in North America
- Some recurring issues have been detected:
 - The terminology adopted for descriptions
 - Menus as a barrier
 - The hierarchic and separated structure of descriptions
 - The use of **searching tools**: AOL are not OPACS!
 - Search results presentation and rankings
 - long narrations vs. brief descriptions

THE BENEFITS OF EVALUATING UX

Quality of a digital service: "the capability of the software product to enable specified users to achieve specified goals with effectiveness, productivity, safety and satisfaction in specified contexts of use." (ISO/IEC 9126-1:2001)

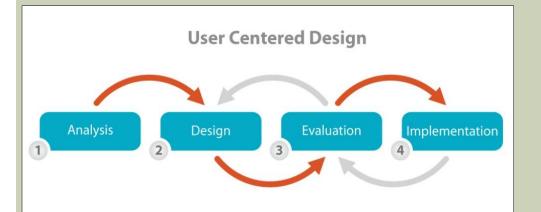
- Studying the needs, expectations, behaviors and satisfaction of final users (i.e. the User Experience: UX) should be part of digital services development
- Involving users throughout design, development and release of archival digital projects cycle could become normal, to guarantee a effective ROI for projects whose first profit is customers' satisfaction

A POSSIBLE EVALUATION MODEL



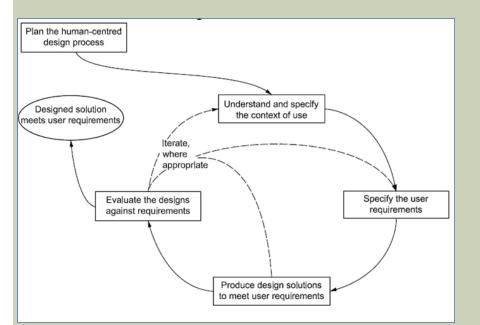
Tsakonas, Papatheodorou 2008, Tryptich Interaction Framework

EVALUATION: WHEN?



throughout all the project life-cycle...

A Cry For Looking To Other Methods For User Centered Design, (Tristan Weevers, 2012)



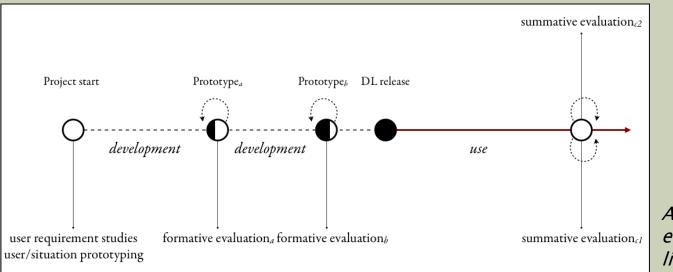
and managing quality as an iterative process

ISO 9241-210:2010(E). *Ergonomics of human-system interaction*— Part 210: *Human-centred design for interactive systems*

EVALUATION: WHEN?

User studies are useful:

- in the start phase (to check user requirements)
- in the prototype phase (to assess and finalise the layout and the system)
- in the on-going phase (to check final user satisfaction and behaviour)



A time-line of design and evaluation of digital libraries (Tsakonas 2012)

EVALUATION: HOW?

- ! **. . . .** . . .

	User simulation
Qualitative	• Profiles, Use cases, Personae
Summative	 Use scenarios
	Indirect observation
•	 User logs analysis
Quantitative	 Sniffing, client-side analysis
	Direct user involvement
	 Questionnaires
Qualitative	• Diaries
Summative	 Single user observation/
	eye-tracking
	 Focus groups
	Crowing use of mixed met





Development Prototype On-going use Reingeenering PROJECT PHASE

+ Growing use of mixed methods..

EVALUATION: SHARING RESULTS

The available corpus of user studies reveals **several weaknesses**:

- 1 they are **not based on a common evaluation schema** and each study applied its own protocol
- 2 the usual **narrowness of panels** involved puts in discussion a wide reliability of collected data
- 3 some surveys were conducted without a distinction among targets: curios users, novice archival researchers and advanced scholars.

To face this panorama it could be crucial to build a community and a normalized and shared benchmarking framework in this field to compare data coming from different studies, models and profiles and to set up historical series

THANK YOU FOR YOUR ATTENTION!

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