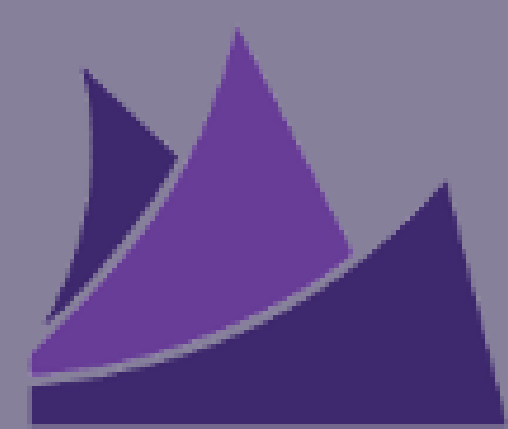


Testing Usability and Information Architecture for the Orbis Cascade Alliance



Background

- ▶ The Orbis Cascade Alliance is a learning consortium that pools together the physical and digital resources of its 39 member institutions in an effort to make materials more accessible.

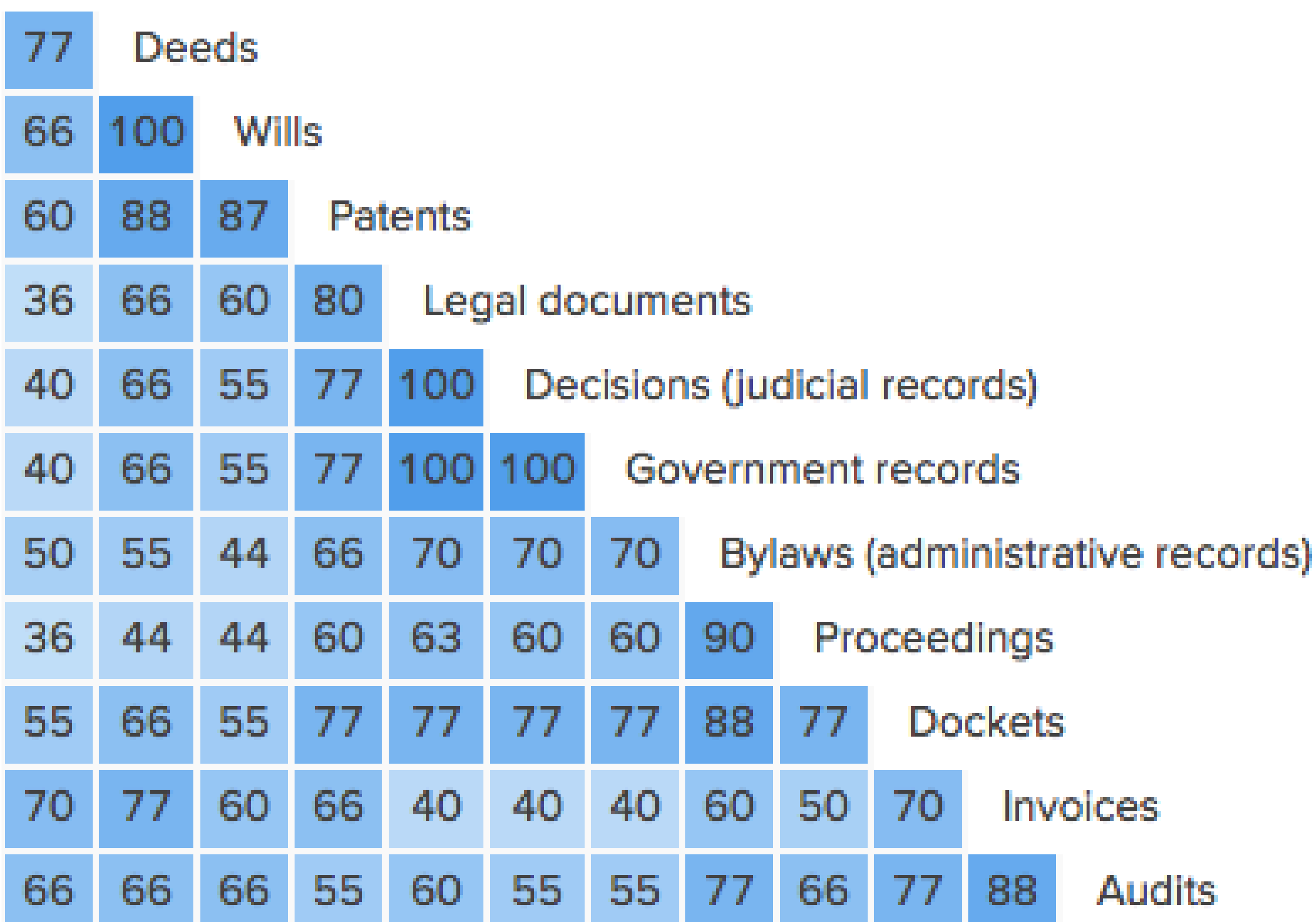
Objectives

- ▶ Enable discovery of all materials held by Alliance libraries.
- ▶ Should digital objects behave in the same way as their physical counterparts?
- ▶ How do we label digital objects?
- ▶ How do our users interact with physical and digital materials?

Methods

- ▶ Guided tests to assess how users interact with digital vs physical materials.
- ▶ Card sort activities to test how users expect items to be organized, particularly when it comes to digital vs physical object types.
- ▶ A questionnaire to determine how users assess their own use of library services.

Results



- ▶ A similarity matrix helps us easily see how people organize and categorize things.
 - ▶ For example, we can easily see that 100% of our users placed legal documents in the same category as government records.
- ▶ By determining how people expect items to be grouped, we can improve our information architecture.

- ▶ **68.5%** of respondents stated that physical and digital items should be separated by top level facets.
 - ▶ Yet **71%** of our users who completed the cardsorting activity grouped physical and digital objects together.
- ▶ **81.5%** of respondents began their queries using the basic search toolbar, rather than using advanced search options or faceting.
- ▶ **87.6%** of respondents indicated that they expect to see all available resources when they search the library catalog.
 - ▶ Yet **68.8%** of those same respondents said it would be overwhelming if their search results included every type of available library resource.
 - ▶ How do we avoid overwhelming them?