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Unseen: Exploring Users' Campus Experience

Gorzalski, Jordan; McFadden-Keesling, Sophia; Wack, Caroline https://hdl.handle.net/2027.42/149159 http://creativecommons.org/licenses/by-nc-sa/4.0/

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Design Thinking

"Design thinking utilizes elements from the designer's toolkit like empathy and experimentation to arrive at innovative solutions. By using design thinking, you make decisions based on what future customers really want instead of relying only on historical data or making risky bets based on instinct instead of evidence."¹

ng is a Process for Creative Problem Solving." IDEO 2019. https://www.ideou.com/pages/design-thinking

INSPIRATION

B. Alsurent with Roommate

- You get in an argument.
- Consider what might it have been about?
- Howdid you resolve or not resolve it?

Health You mar A REAL AND you are generally heathy, but now some ninor heath concerns · what happens when you get stressed?

Why I came to U-M good school + I've always been a fon of) (mier sports tems) How dors the sports culture affect student experience?









IDEATION

After playing through the initial prototype, we individually added different elements to change the game:

- Created a worksheet for users Added an element of journey mapping to
- replace original time-based board Added additional cards for: race, gender,
- sexuality

Final Product



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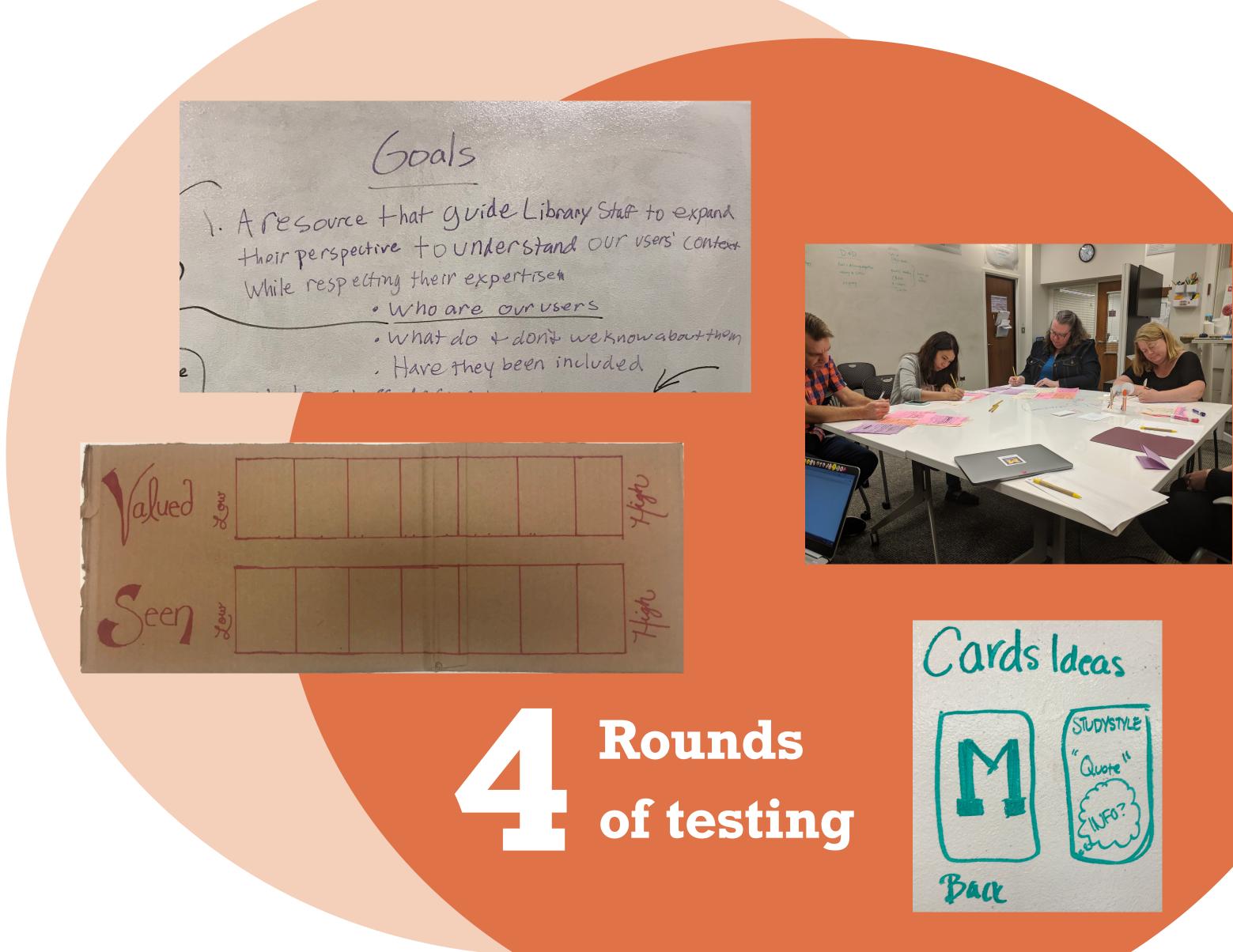
Icons courtesy of IDEO

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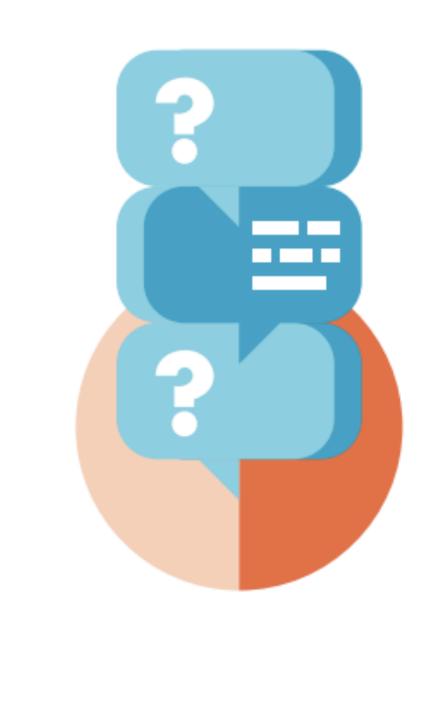


• Created a script for facilitators with questions



Beyond Personas

"Personas are archetypical users whose goals and characteristics represent the needs of a larger group of users. Usually, a persona is presented in a one or twopage document."² The library had previously used personas to learn more about its users, but we wanted to create a method that revealed what we didn't know, rather than focusing on what we did know. . Babich, Nick. "Putting Personas to Work in UX and Design: What They Are and Why They're Important." Adobe Blog, 2017. ttps://theblog.adobe.com/putting-personas-to-work-in-ux-design-what-they-are-and-why-theyre-important/



ΙΤΕ R ΑΤΙΟΝ