

The Interface Design of Assisting Children to Find Books in the Library Using Smartwatches

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Background

Ever-evolving technologies allow modern libraries to introduce multiple digital devices to enable readers to more easily find their desired books. However, the cognitive abilities of children might bring about incorrect use of these devices. Therefore it is imperative that libraries pursue innovative service such as visualized interfaces specifically designed for children in order to accommodate their needs.

Problems & Solutions



Book locations
 Navigation map



Book call numbers
 Simple bookshelf codes



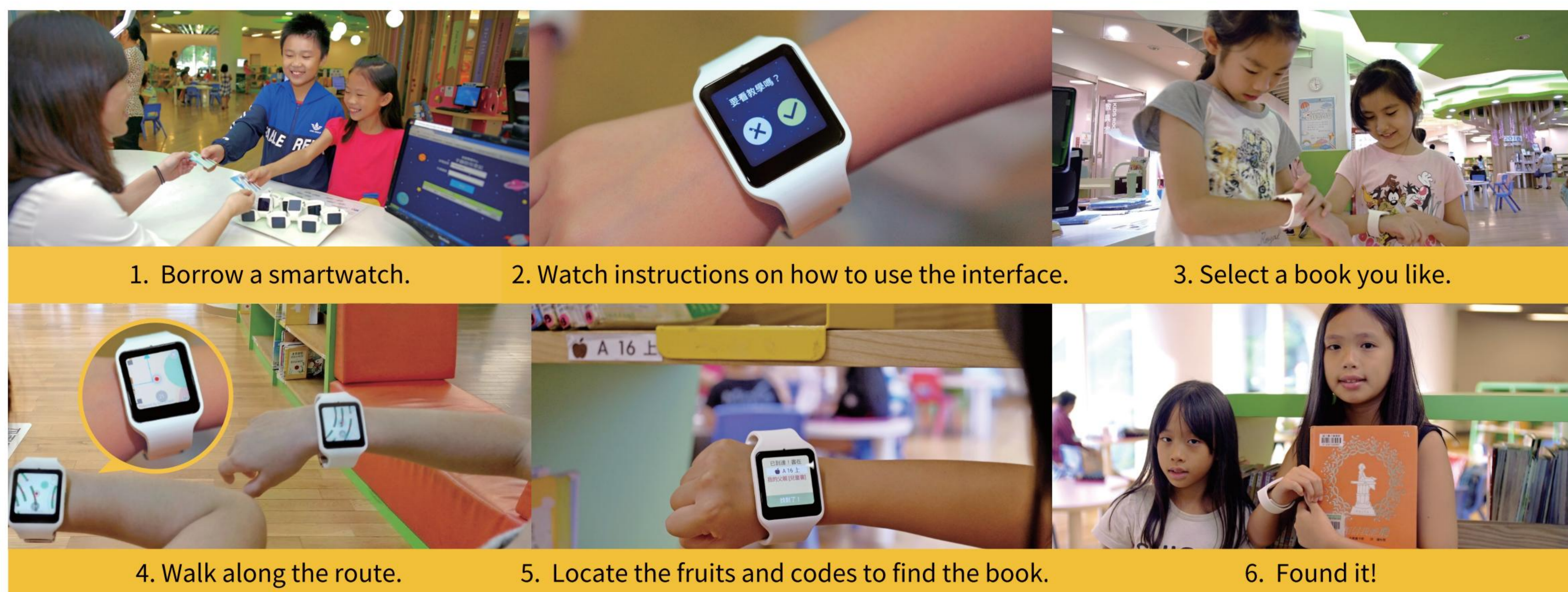
Book-finding devices
 Easy-carrying smartwatches

Research & Design Process

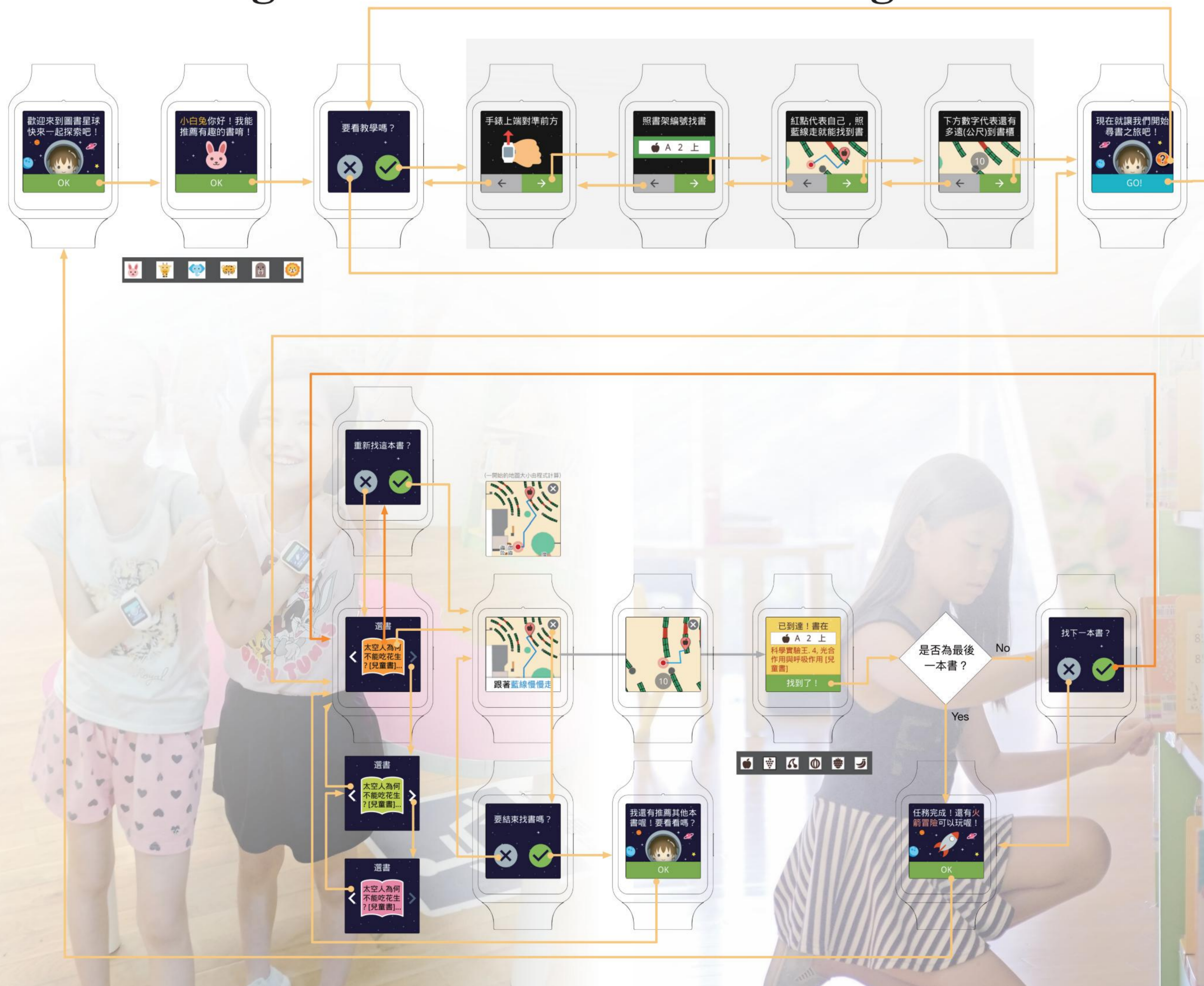
Pilot Studies



Book-Finding Service Process



Book-Finding Smartwatch Interface Design



Results

268 children at age 7-11 used smartwatches to find books, and **all of them** found a book in six minutes! After System Usability Scale (SUS) testing, the application is at the C scale that presented "Good" usability. This development is of great value to children's libraries and serves as reference for smaller interface design.