國立中興大學圖書資訊學研究所

碩士學位論文

應用擴增實境於兒童資訊尋求行為
之研究：以尋書定位為例
Children's Information Seeking Behavior: A Case
Study of Book Locating Applying Augmented
Reality

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摘要

　　本研究之主要目的為了解目前兒童尋書定位所產生之問題與擴增實境對於兒童在尋書定位上的幫助，進一步設計出一套應用擴增實境之兒童尋書定位的雛型系統，再藉由此系統了解兒童之尋書定位的資訊尋求行為。

　　本研究採實驗研究法，並把兒童分為實驗組與控制組。實驗組又分為二組，為採用擴增實境尋書與智慧手錶尋書，而控制組則採用自行查找為主並以手冊導覽為輔的方式。尋書定位活動結束後，所有組別之受試者須均填寫任務完成表及問卷。參與本研究的受試者總計有 76 位，填寫問卷者總計有 96 位，皆就讀國小一至四年級的兒童，而受訪者總計有 44 位，就讀國小三至四年級的兒童。訪談過程中以半結構訪談蒐集資料，並藉此了解其之資訊尋求行為。

　　研究發現擴增實境確實能幫助兒童在尋書定位上，且無論在正確率或花費時間皆略勝一籌。研究者從填寫問卷者與受訪者中分析兒童資訊尋求行為，發現其尋找資訊之動機以主動居多，而在尋找資訊之管道為圖書館，家人為第一優先之求助對象，而圖書館只是解決問題之配角，且其認為在圖書館尋找想要之資料是有點困難，其不完全了解中國圖書分類法之意義，其到校外圖書館之目的為借課外讀物，其最常到書架上一本一本的尋找圖書，也完全不了解國立公共資訊圖書館之兒童館的排架方式。

　　由於受試者對於索書號、中國圖書分類法及圖書館書本如何排架不甚了解，本研究建議製作教學影片或歌曲，好讓兒童用唱跳學習的方式了解索書號或中國圖書分類法等。經這次實驗後發現公共圖書館適合應用擴增實境在兒童尋書上，建議未來可以應用尋書、數位閱讀或圖書館導覽等。

【關鍵詞】擴增實境;尋書定位;兒童資訊尋求行為

Abstract

The main purpose of this study is to identify with the problems from the book-locating and understand children find books with the help of augmented reality. Further, design a prototype system for children's book locating applying augmented reality and use this system to understand children's information seeking behavior.

This study uses experimental research and is divided children into experimental and control groups. Control group has to find books on its own and supplemented by instruction, while the experimental group uses augmented reality and smart watch to find books. After the activity is finished, all participants have to fill in the mission completion form and questionnaire. Then, they have a request for being interviewed by researcher. During the interview, the semi-structured interviews are used to collect information and to learn about their information seeking behavior.

This study finds that both accuracy and spend time on finding books by the experimental group are better than the control group, which means augmented reality is really helpful for children in finding a book. This study analyzes children's information seeking behaviors from the questionnaires and respondents, and finds that children's motivation to find information is mostly active. Children's access for finding information is the library, and their families are the first priority to ask for help. Children think that it's a little bit difficult to solve their problem and find the information which they want in the library. Children don't fully understand the meaning of the Chinese Book Classification Numbers. Children go to library's purpose is to borrow books. They mostly find a book one by one on the bookshelf. However, they don't understand how National Library of Public Information of Children's center arranges the shelving.

Owing to the participants didn't know much about the Call Number, Chinese Book Classification Numbers. This study recommends making videos or songs so that the children can learn the Call Number, Chinese Book Classification Numbers by means of singing and learning. This study also finds that the public library is suitable for applying augmented reality in children's book finding. This study suggests that book finding, digital reading or library navigation can be applied in the future.

【Keywords】Augmented reality;Book locating;Children's information seeking behavior