

# Workbook for the ENCODE workshop

## Designing digital resources for papyrus collections

February 2022

The content of this workbook is based on various design approaches.

## Personas

Group work: 15 minutes

Fill in text based on the template

Goal for this task:

- Include possible users from other fields when designing your interface
- Understand user expectations
- Empathy with end-user

Persona map template by (Interaction Design Foundation, 2022)

DATE	
PERSONA CARD	
	<b>NAME</b>
	<b>AGE</b>
<b>SKETCH</b>	<b>DESCRIPTION</b>
	Occupation: _____ Nationality: _____ Marital Status: _____ Other: _____
	<b>QUOTE</b>
<b>KEY ATTRIBUTE</b>	
<ul style="list-style-type: none"><li>• _____</li><li>• _____</li><li>• _____</li><li>• _____</li><li>• _____</li><li>• _____</li><li>• _____</li><li>• _____</li><li>• _____</li><li>• _____</li></ul>	

### Persona map

In the key attributes of a persona we should find behavioural patterns, attitudes and goals.

Personas only exist in a given context. The kind father of 3 always caring and ready to play with his kids might turn out to be an aggressive driver or a stubborn and difficult leader, despite being the same person.

A persona is a composite character built from a variety of interviews, not representing one specific person. If you need to represent a specific person, just name the person of the job title (ex: our HR director)

Fill in text based on the template (see the previous page).

Example: bachelor student, Jennifer, 21, aiming to take a master.

**Name**

**Age**

**Description**

- Occupation:
- Nationality:
- Other:

**Quote**

**Key attribute**

- Emotions and attitude:
- 

**Needs**

**Sketch**

## Ideation phase

Group work: 10 minutes

Based on the persona made in the group, each group chooses one of the ready-to-use ideas for an **interface** of a digital resource so that the user can get a **presentation** of the papyri that:

- Visualize war and peace periods
- Presents what role did camels have in farming
- Presents what part did betting have in entertainment
- Presents if alcohol was a problem for law enforcement
- Use tax information and timeline, to describe economic development
- What else?

*We will use it later on.*

*The group can also decide to choose another idea.*

*Example here is what kind of interface Jennifer could be interested in...*

## Sabotage

Group work: 10 minutes.

Write together 5-10 examples

What can make your digital resource from the previous task **fail**? What are the possible solutions?

Fail	What to do to avoid failure?
Incomplete or irrelevant data	Look at other schemas Test the schema with some users

## STORYBOARD

Group work: 20 minutes.

Make a storyboard by writing or using <https://aggie.io/>, of your new interface that **avoids** points from the sabotage task, and helps the fictive persona/Jennifer.

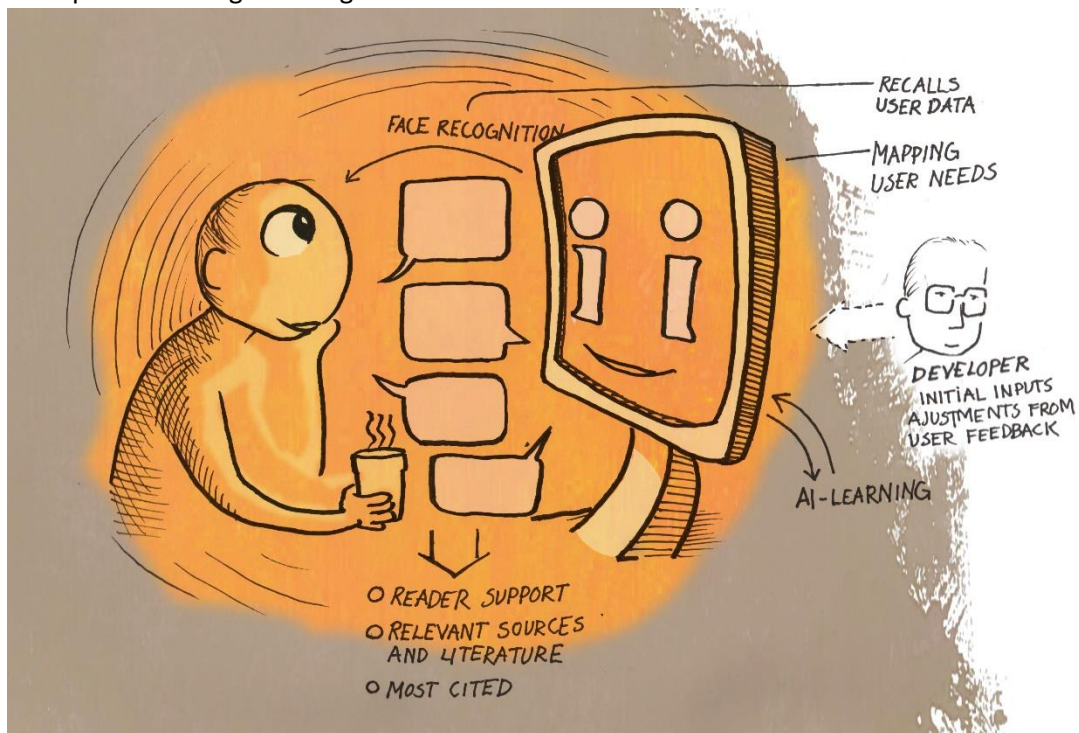
List of possible services to be added to your interface

- Digital exhibitions
- Mooc or online videos
- Other ideas? Look at other sites too!

<b>BEFORE</b>			
<div><b>Resource</b></div> <div></div> <div>START HERE</div>			
<b>AFTER</b>			

(Frilux, 2019)

Example of drawing for using a resource



(Gasparini et al., 2018)

**Before (what is happening before the user comes to the digital resource?)**

Example: the fictive “persona”/Jennifer is starting to write her thesis and needs data...

**Using the resource (How does this person search? How is the best interface? How does the user react to the interface? Images? Links?)**

**After (what happen after?)**

Example: Jennifer speak with other students, and they may become interested in applying for a master in papyrology

### **Other design resources**

<http://imaginari.es/new-metaphors/>

<https://www.sessionlab.com/library>

### **References**

frilux. (2019). *Frilux*. [www.frilux.no](http://www.frilux.no)

Gasparini, A., Mohammed, A. A., & Oropallo, G. (2018). Service Design for Artificial Intelligence. *ServDes.2018 Conference Proceedings Co-Creating Services*, 1064–1073.

Interaction Design Foundation. (2022). *UX Design Courses & Global UX Community*. The Interaction Design Foundation. <https://www.interaction-design.org>