



Studio Bibli

Introduction

Our website aims at providing its visitors with potential **future readings ideas**. As reading books is an activity falling off to newer digital technologies, we want to provide a **modern and neat User Experience** to the visitors contrasting with stereotypes of libraries' websites. By adding interactive elements and storyline elements we hope to make the process appealing.

The core visualization will be an **interactive map of books** grouped by genres and giving a similarity indicator based on the user's preferences and the books' descriptions. The end leaves will also allow to gather detailed information on the concerned book. More indications on Minimal Viable Product and Optional parts can be found in the Appendix.

In addition to the MVP, we would like to offer the visitors more **insights on literacy sector** after they are done exploring their recommendations. These additional visualizations could include a circular timeline of the books published across centuries (with zooming features) and/or a bipartite graph that underlines the relations between Genres and a few book statistics (ratings, prices, etc...). If time allows, we would also like to make all the elements accessible from a unique page, scrollable through vertical and horizontal panels.

We can break down the work into the following pieces:

Starting Pages

- Opening page: it will introduce the website to the visitor by displaying a fancy book related picture in the background as well as the website's title. By pressing a **"start"** button, the visitor will start his journey in Studio Bibli.
- Introduction page: Upon arrival, **"Philippe"** the librarian will welcome and explain the visitor he will help him finding his next reading. He is then encouraged to explore on the right using the arrow.

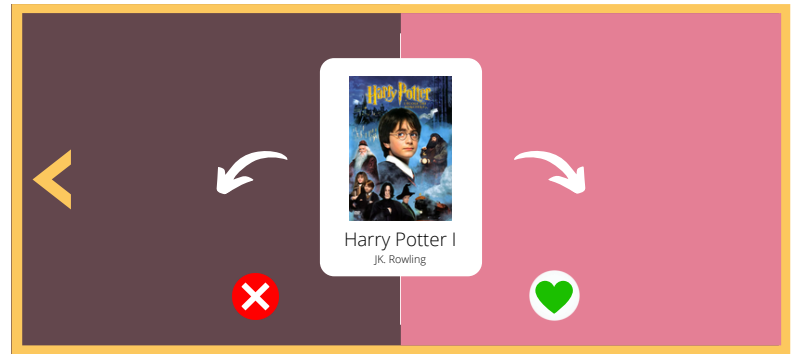
Tools used: HTML, CSS, basic Javascript (lectures on 'Web Development', 'Javascript part 1' and 'Storytelling')



Tinder Page

This page will aim at gathering simple insight on the user's book preferences so that we can later have a better indicator of book similarity. Reproducing the famous Tinder principle, the visitor will be able to swipe right or left the book card depending on if he would read this book or not. This whole processed will be based on animations to make the book cards enter/leave the page gracefully.

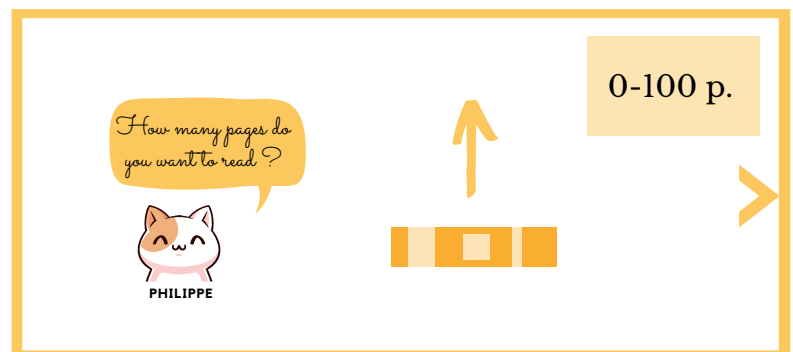
Tools used: Javascript (lectures on 'Javascript', 'Interactions' and 'Do and don't in viz')



Preferences Pages

In this series of pages, we ask the visitor his preferences on certain books characteristics such as its size (in pages), its price (in dollar), cover format, etc... This will narrow down the book selection. The preferences choices will be interactive "widgets" on the website. For example, the user can grab the book cover to widen the number of pages.

Tools used: SVG, Javascript (potentially using Babel), Interactive Widgets (using lectures on 'Javascript', 'Interaction' and 'Storytelling')

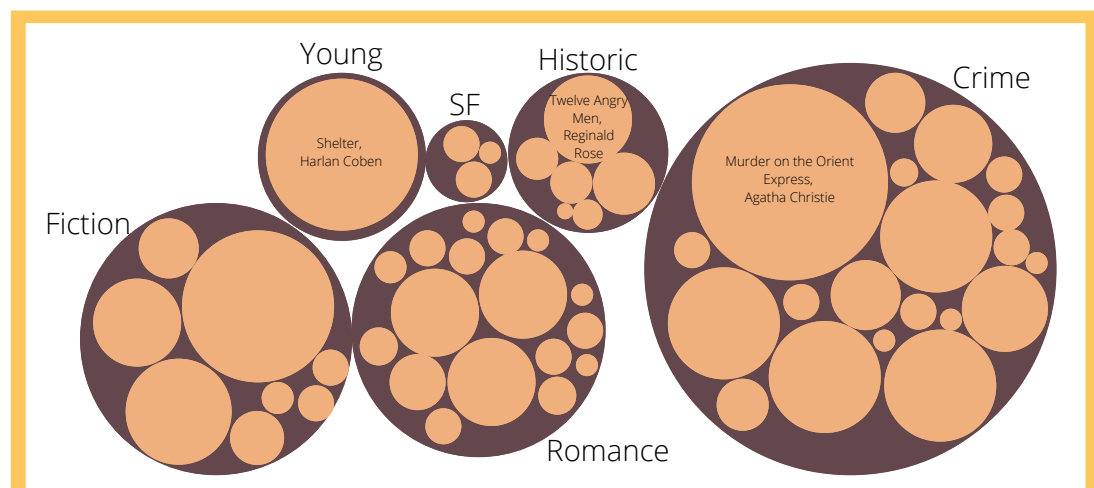


Map Pages

There are two pages on this layer.

- The first one explains how to interact with the visualization and which procedures were used to find the **"similar"** books highlighted within each genre.
- The second page will contain the main visualization of the website which works as follows. The total book dataset will be filtered based on the visitor's book criterias and the remaining books will be grouped by genres into "big bubbles" whose size depends on the number of books within. When clicked, we zoom into the genre's books. The items inside have a size proportional to their description's similarity with the description estimator derived from the Tinder interface. Lastly, if the visitor clicks on a book, its details appears on the left on the screen, squeezing a little bit the bubbles on the right.

Tools used: Javascript, D3, Observable (Circle Packing) (lectures on 'D3', 'Data', 'Interactions', 'more Interactive D3', 'Maps' and 'Graphs')



Appendix

