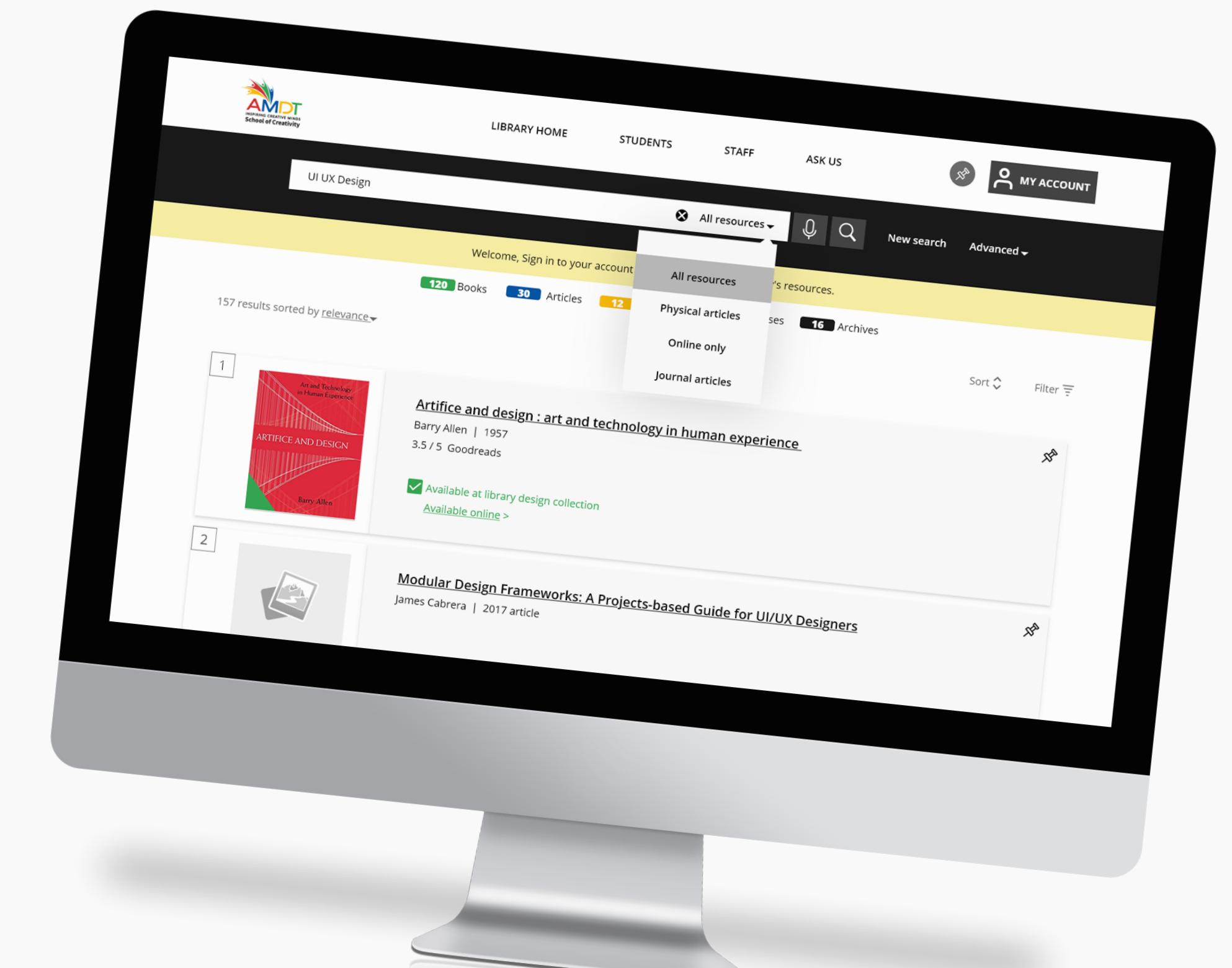


Project Overview

What is AMDT E-Library?

AMDT E library is a fully digitalized library management system where students and staff can access from anywhere and anytime they want without having physical visit. The web based library management system includes fully functional modern features with user friendly interface. The AMDT physical library became digitalized with more than recourses and E book facilities. From now on Amdtians can access and manage the E library without any hesitation even this Covid19 situation.



My Role

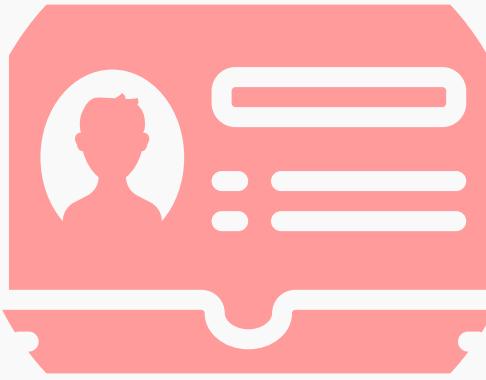
As a UX lead designer at Amdt I've been responsible for design and implement a modern web based library management system for all the students and staff.



Research

User Interviews

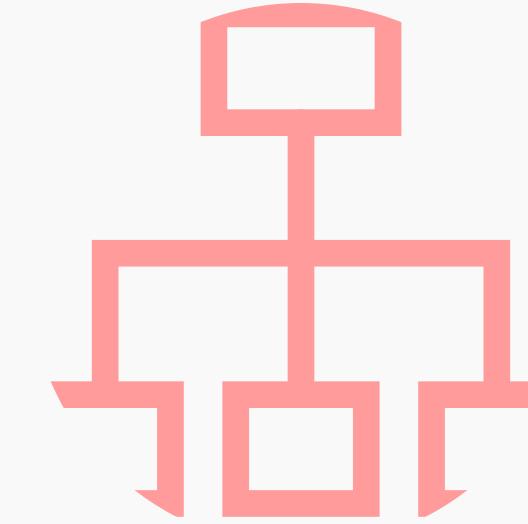
Design strategy



Create personas

Empathy maps

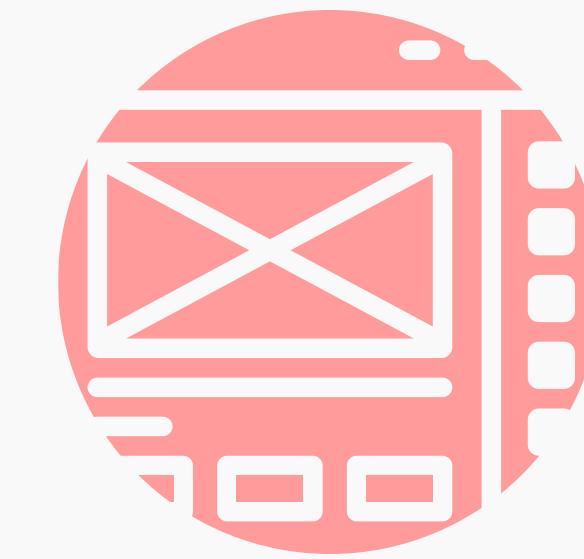
Card sorting



Journey maps

User flows

Information architecture



Wireframes

Visual design

User testing

Project Duration

4

30+

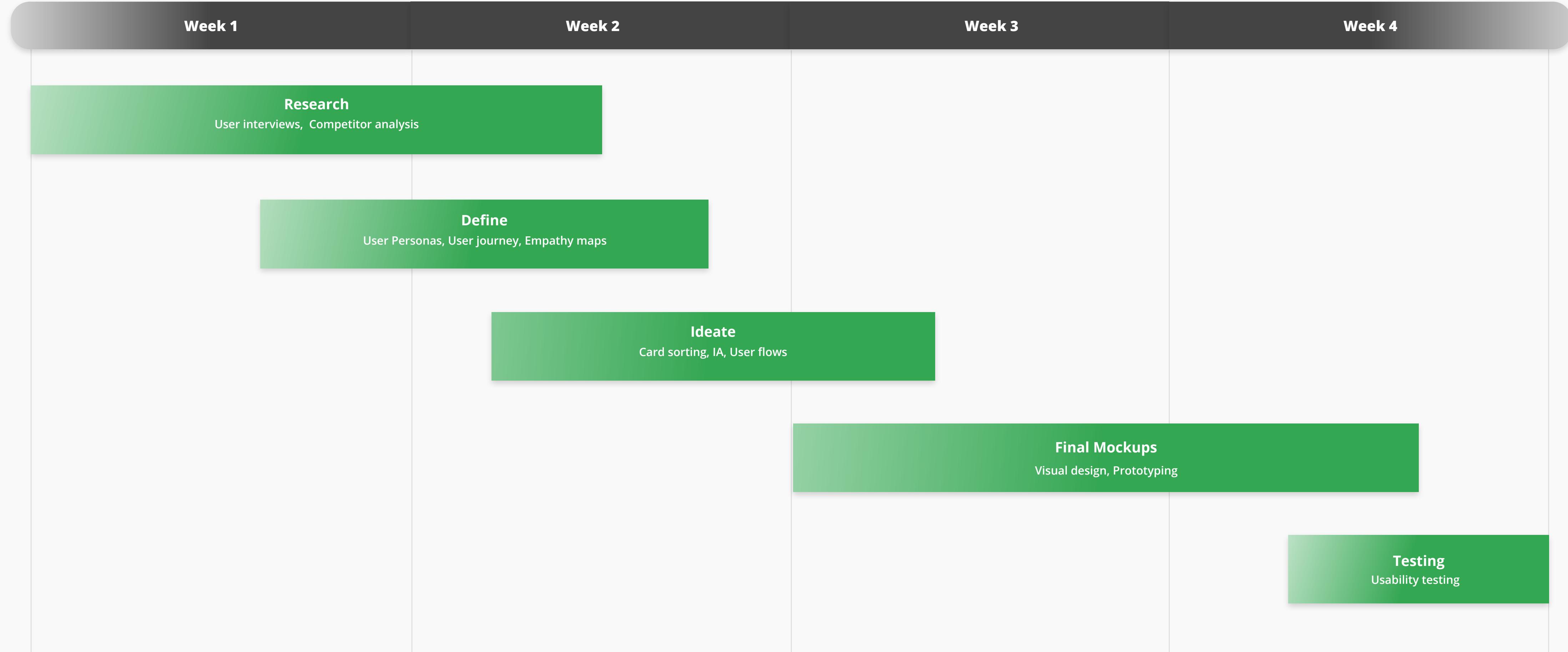
Weeks

Screens

Tools



Project Timeline



Problem Statement

Currently Amdt is working with manual library management system which is old library process. Most of students was having hard time with library space limitations and library reservation problems which is they have to wait till someone finished. The library has time limitations as well. Which means students can only reserve library space only for 2 hours. They have to reserve that even before 3 days. The staff failed to keep barrower fine details. The main problem is all the students and staff are having a issue with access and manage the library from home during this Covid19 situation.

Solution

Amdt E library is the best solution where users can access the library from anywhere without any hesitation. The Amdt E library is a fully digitalized library management system. This library management system helps users to get rid of all the mentioned problems related to the library.

Design Strategy

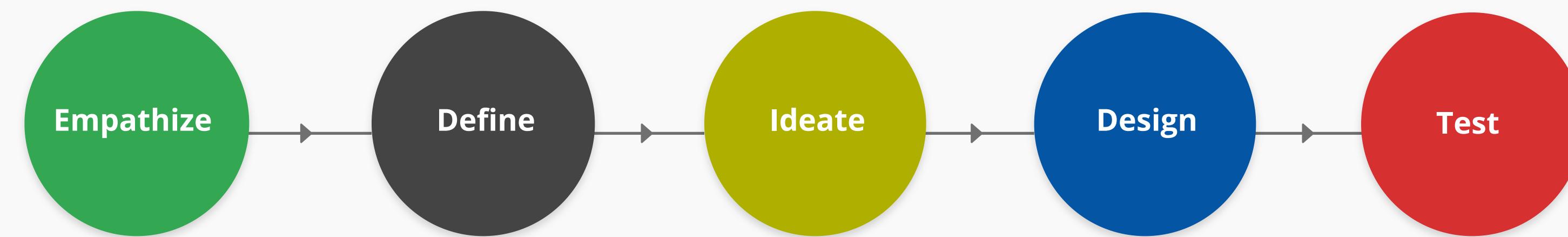
Executive Intent	This project is all about users to refer and manage the E-library as they did with physical library. Users can search items easily without having any issues. The E-library management system fulfill user needs and it expand the library users capacity and also visualizing the whole library experience with the use of modern technologies.
Target Users	Amdt Students and Staff
General Tasks	Students can borrow or download (only E resources) any item from the E-library. They need to log in to their account and they can search whatever items they want. If those resources available in library, you can either borrow or download it. When It comes to staff process they can manage the library from anywhere. Staff portal has a simple, clean interface. It'll make it easier to manage things without having any issues.

Technology Constraints	Android or IOS (any mobile devices) Internet access or network issues
Cross Channels	Web
Success Factors	Availability for all devices Expand the E-library database Every students should use the Amdt E-library Provide a E-library card



Design Process

As a process I chose design thinking for this project. It helps to get deep understanding of the end users and product that I design.



Empathize

I did a research to getting to know about frustrations, end goals, pain points and gains an understand of the end users. I used two research methods. They are,

1. Qualitative Research
2. Quantitative Research

Qualitative Research

As the qualitative research, I conducted meetings with 20 Students and 4 staff members in combination with 2 meetings in person to collect qualitative data.

After collecting the data from qualitative and quantitative research, I found out the users needs. These are the basic question that I asked in interviews.

What are the devices you use to access the internet?

How was your experience using the library resources?

What are the best things about AMDT library?

Do you have any frustrating things about the library?

Have you ever used/ managed a online library? How was that experience ?

What was your process of accessing/ managing the online library?

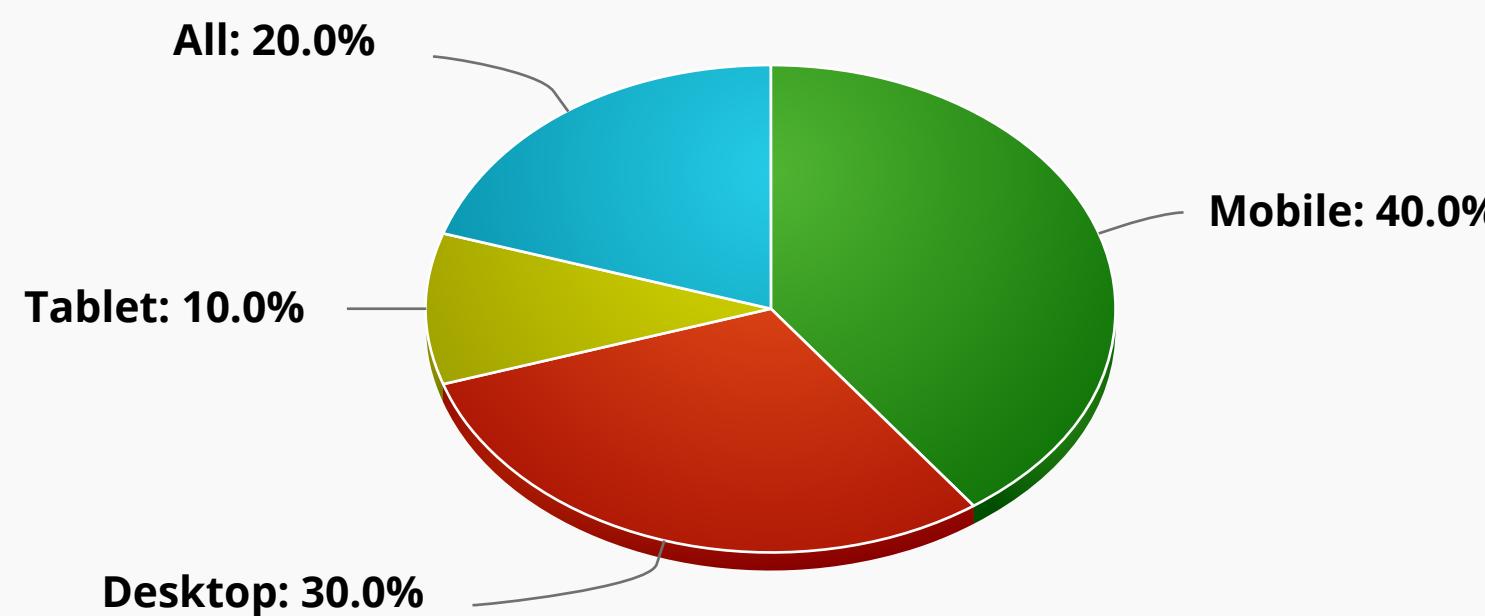
Do you have any recommendations for AMDT library?

What if AMDT has a online library/ library management system for you to access the university library from home? What's your opinion?

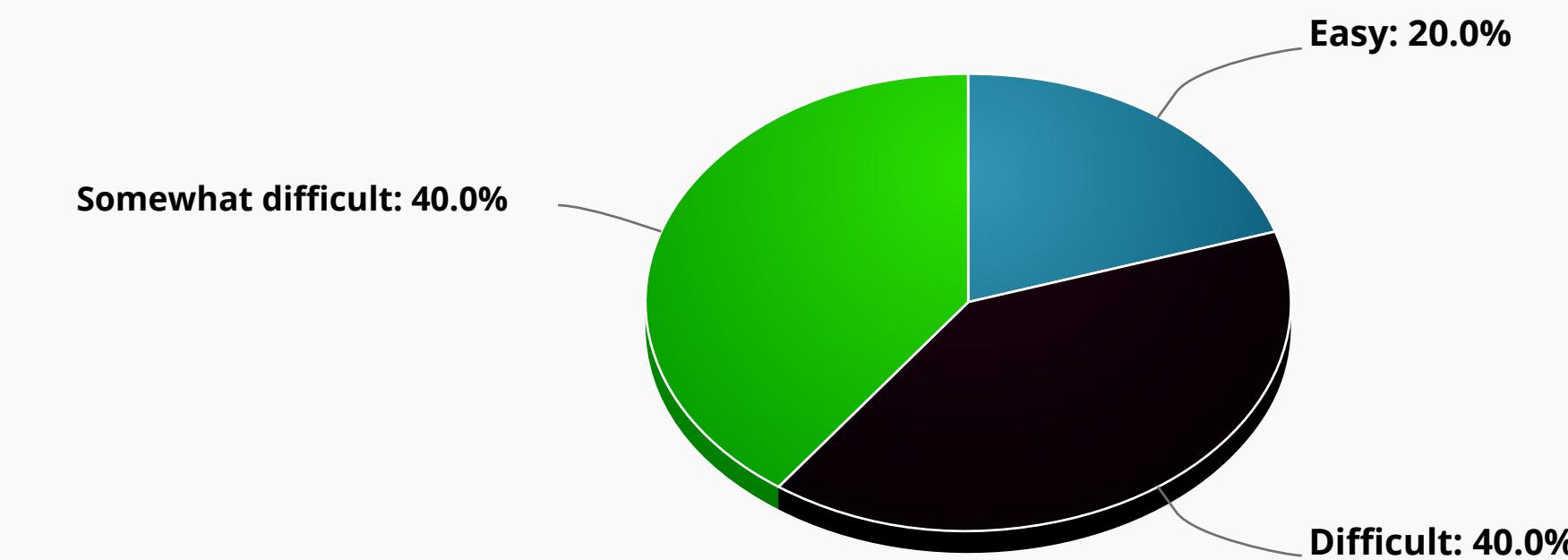
Qualitative Research

As the quantitative research, I asked questions as a google form survey to collect statistical data about users.

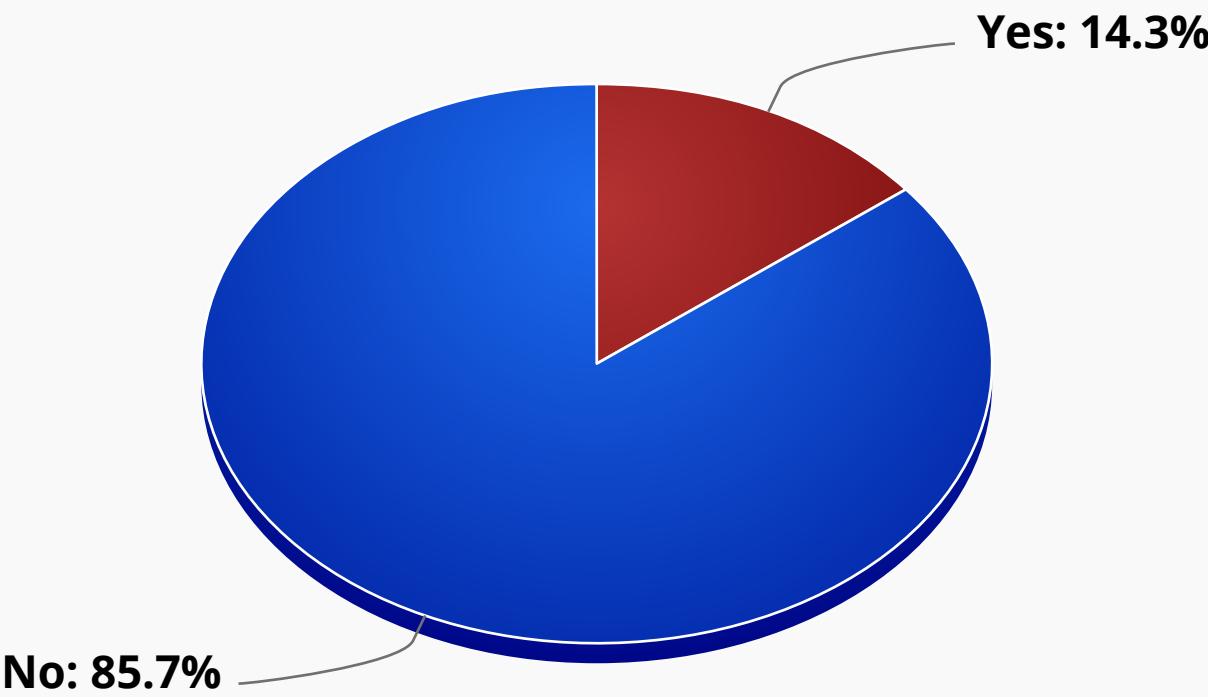
What are the devices you use to access the internet?



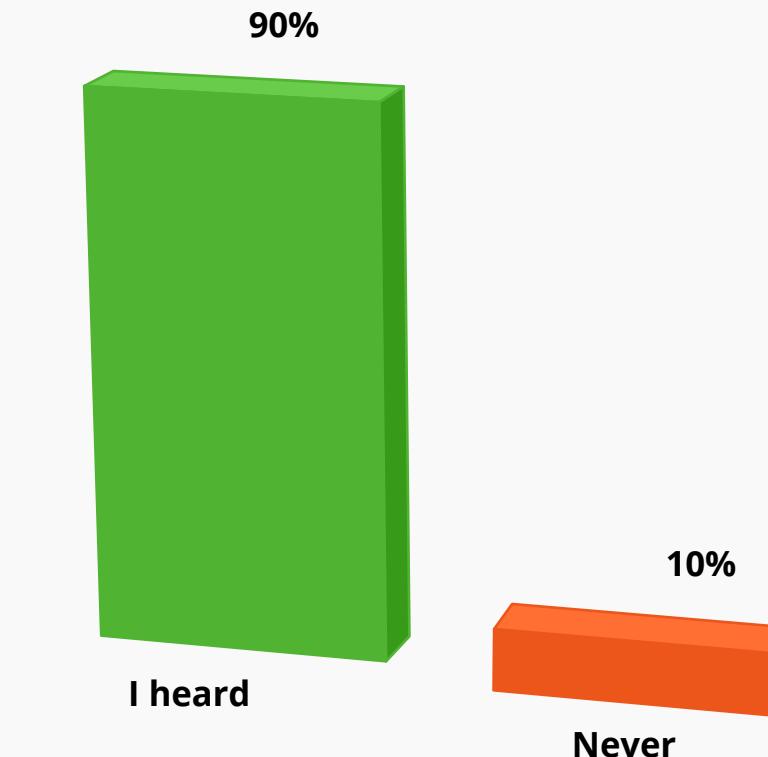
How hard is it to find a item from AMDT library ?



Are you happy with AMDT library's study space reservation process ?

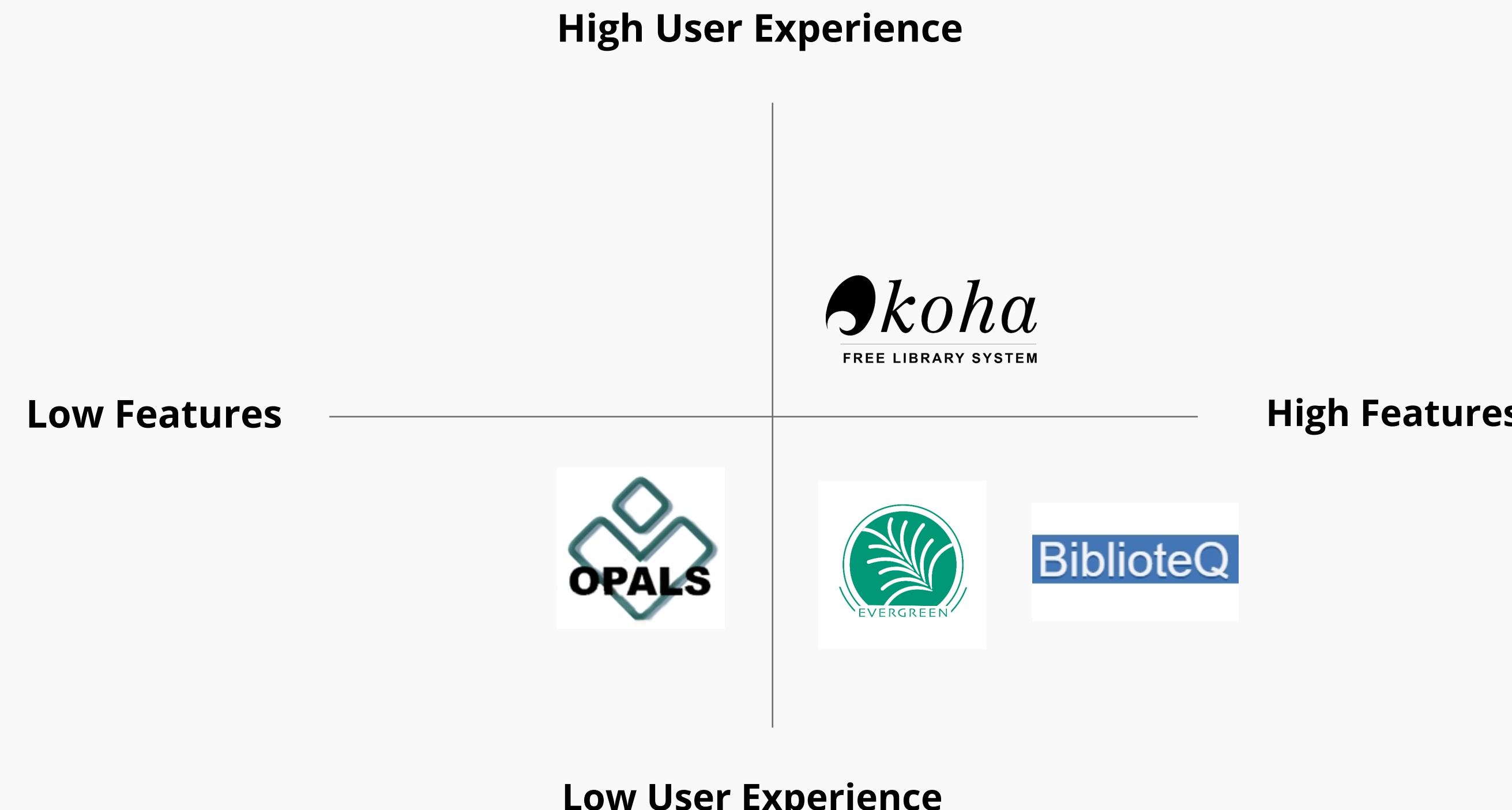


Have you ever heard of library management system ?



Competitive Analysis

I did a research and try out other popular library management systems to get understand about what they offering, what are the features and identify what are the gaps and points where end users needs are not completely met. After the research I got an idea about their strength and weaknesses in comparison to our own. These are the often used library management systems in Sri Lanka.





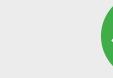
BiblioteQ



User Notes



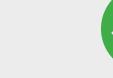
Borrowing



Open Source



Catalog



E Resources

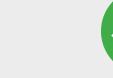


Online Payments

Space Reservations



Bar Cording



Fine Management



Voice Search



Search Filters



Customizable

2 Factor Authentication

Study Rooms



User Stats



Bookmark / Favorites



Define

In define phase I created user personas, empathy maps and journey maps to identify user interaction and sorted out the user requirements.

As a first stage, I created a user personas. It helps me to see things from the user's end. All the interviews I did summarized into three main personas reflecting the goals and frustrations found in the interviews. Personas helps me to driving the design decisions by taking their common requirements.

After that I created two empathy maps to get four major areas in which to focus attention on. Empathy maps provide an overview of persona's experience. It helped to identify gaps between the user needs and their current experience.

End of the define phase, I design journey maps to visualize the process that a users go through in order to achieve a specific goal. I could identify their emotions and areas of improvement.

User Personas



"Creativity is everywhere
and for everyone "

Malith Perera

Undergraduate | Junior
Designer | Male | Colombo

Bio

Malith Perera is a part time student of Amdt and he works as a junior designer. He spends most of his spare time at home. He keep up with various web apps and use them.

Personality

Extrovert | Creative | Freindly

Goals

1. Wants to access library from home
2. Wants to find book easily
3. Wants to do things within minimum time.

Technology

Social media



Social media



Software



E books



Devices



Frustrations

1. Didn't have much time to visit the library
2. Unaware of book collections and categories
3. Complex book search process



" All I want is a good quality education "

Bio

Roshel Fernando is a 24 year old teenager. She is living in Colombo. She is not very good at new technologies, but she has a good knowledge about E-resources and E-libraries. She loves to spend her time with books and eager to learn new stuff.

Personality

Creative | Introvert | Judging

Goals

1. Wants to expand creativity
2. Wants to explore unique patterns
3. Wants to go through the past research articles

Technology

Social media



Social media



Software



E books



Devices



Frustrations

1. Time limitations
2. Lack of library resources and materials
3. Don't have enough study space



" There's no such thing
as work-life balance "

G. A. P Rathnayake

Freelancer | Librarian | 47 |
Male | Colombo

Bio

Rathnayake is a full time librarian and part time freelancer. He loves to read books of his free time. He always keep up with new technology. He doesn't work much with paperwork.

Personality

Creative | Curious | Thinker

Goals

1. Wants to update books within simple steps
2. Wants to find book record easily
4. Wants to access the library from anywhere

Technology

Social media



Social media



Software



E books



Devices



Frustrations

1. Didn't have much time to update and keep record things
2. Complex process
3. Work pressure

Empathy Mapping

Says & Do

How can I visit the library during this COVID19
Want to check some resources for my assignment
Have to check another library

See

Most universities have an online library
There are several online platforms for read books
Complex library process



Hear

Those sites have a lot of problems
Some websites are not even secure
Pandemic could last for years

Thinks

Why they don't have a digital platform
How I find these recourses
Have to explore more options

Says & Do

Hard to manage library members
All the staff work from home
How can I add a book to the library without having visit

See

There are a lot of online libraries nowadays
Many people use internet
Every student has a mobile phone



Hear

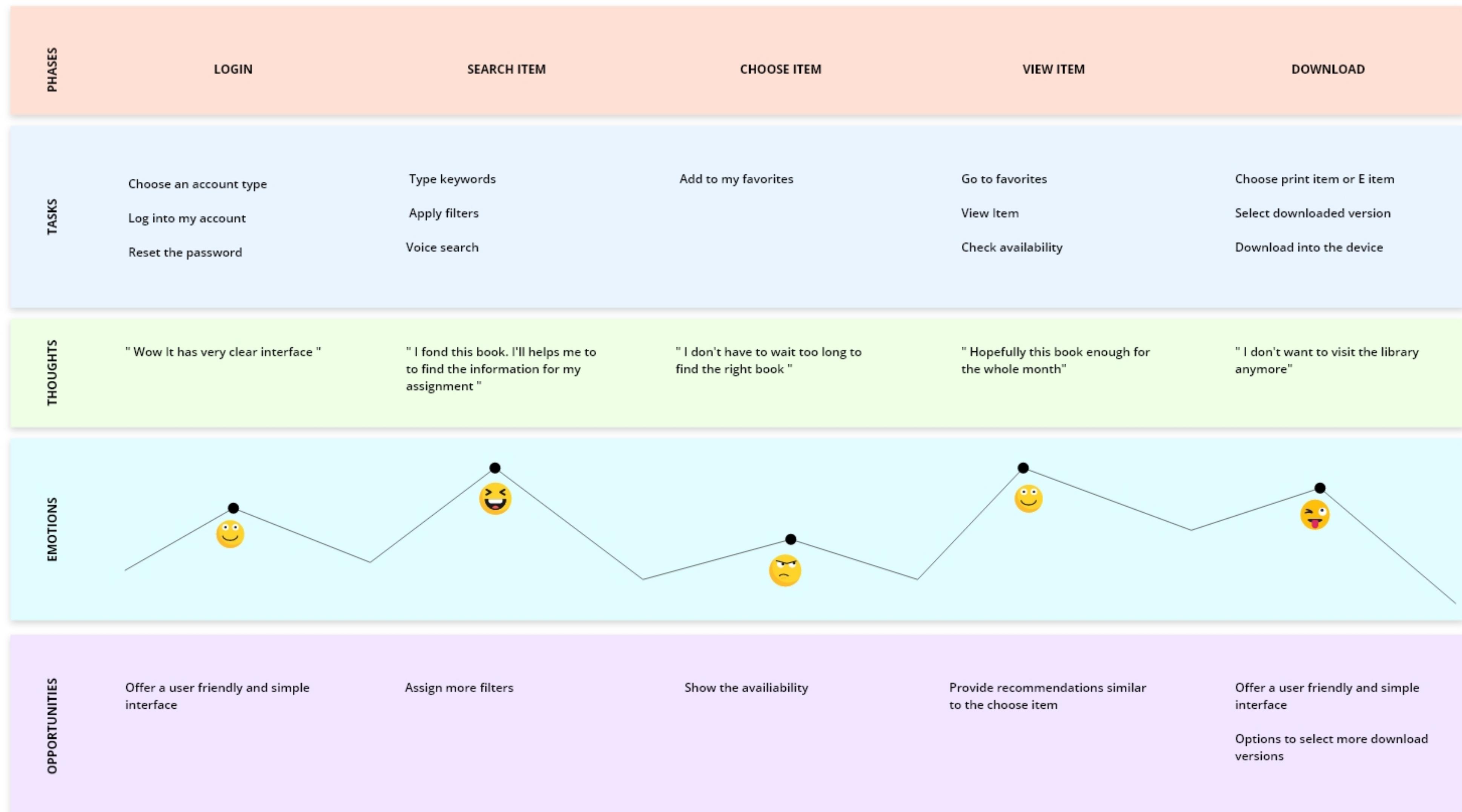
Students was not able to visit the library
Students are having some issues regarding the books they need

Thinks

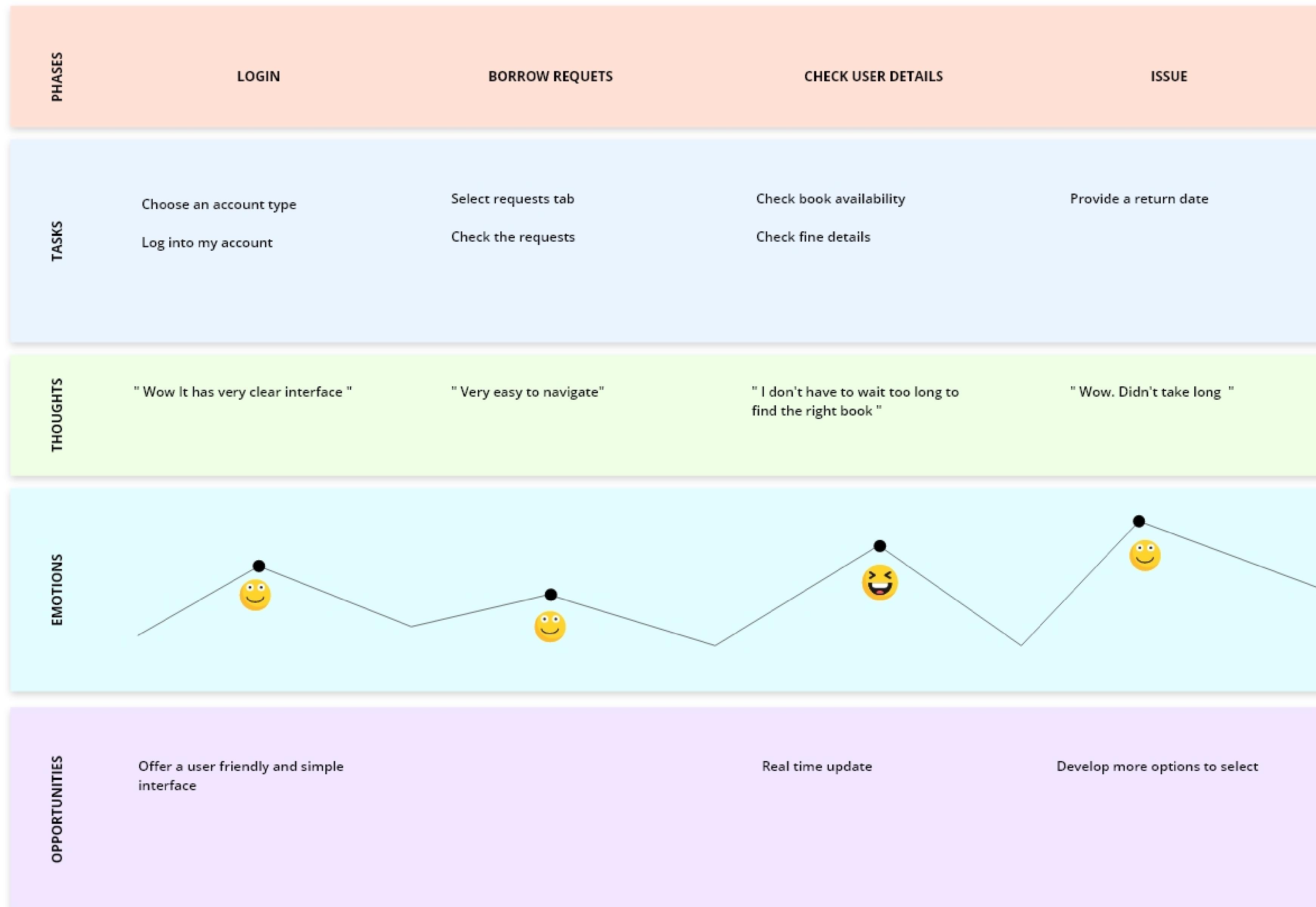
Should I visit the library
Wants to find a good option

Journey Maps

Goal : To download a E book from AMDT online library



Goal : To issue a book from library collection

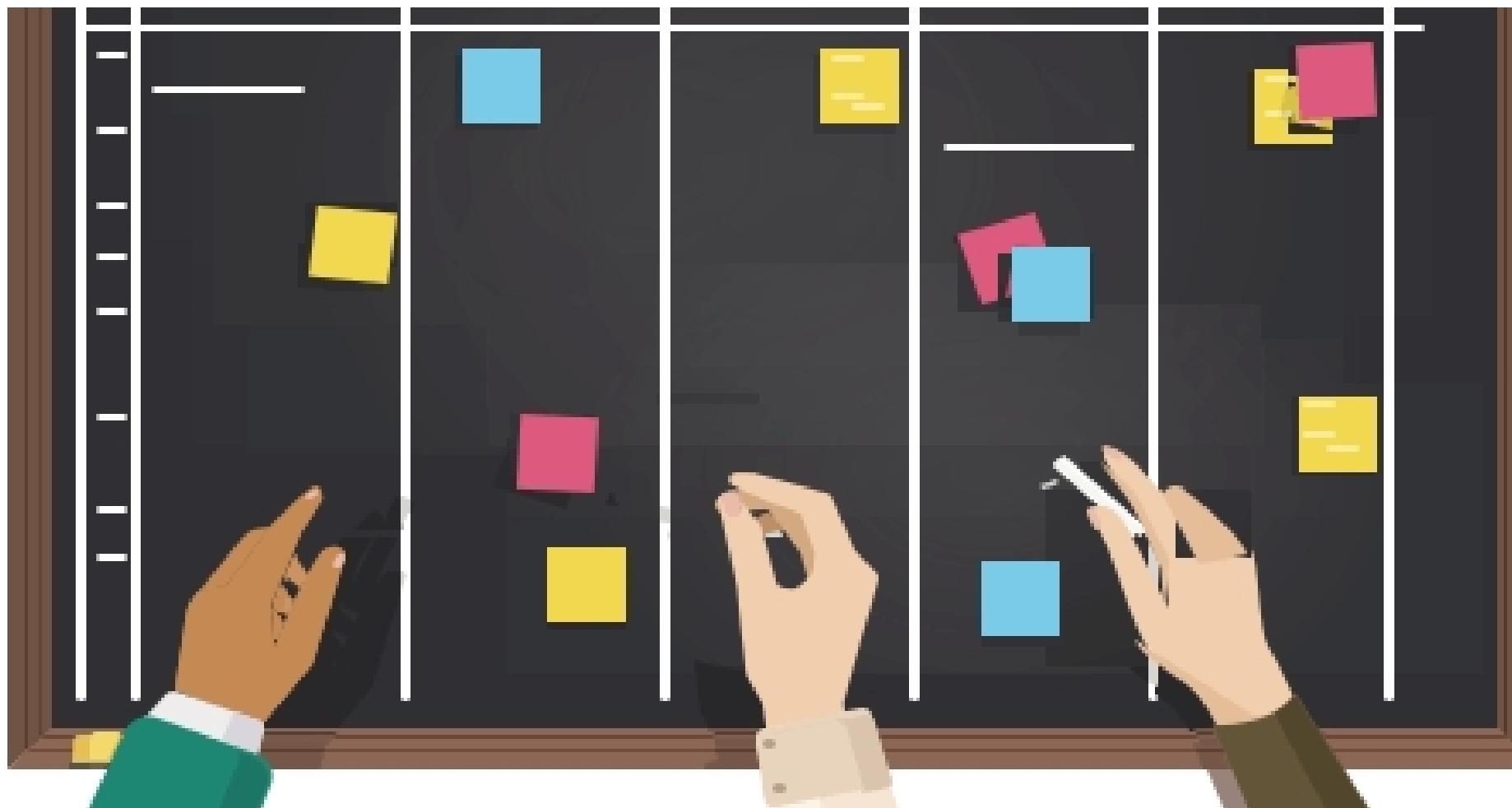


Ideate

In this ideate phase, I did a brain storm session and came up with the most number of ideas. I used three methods in order to find out more user needs.

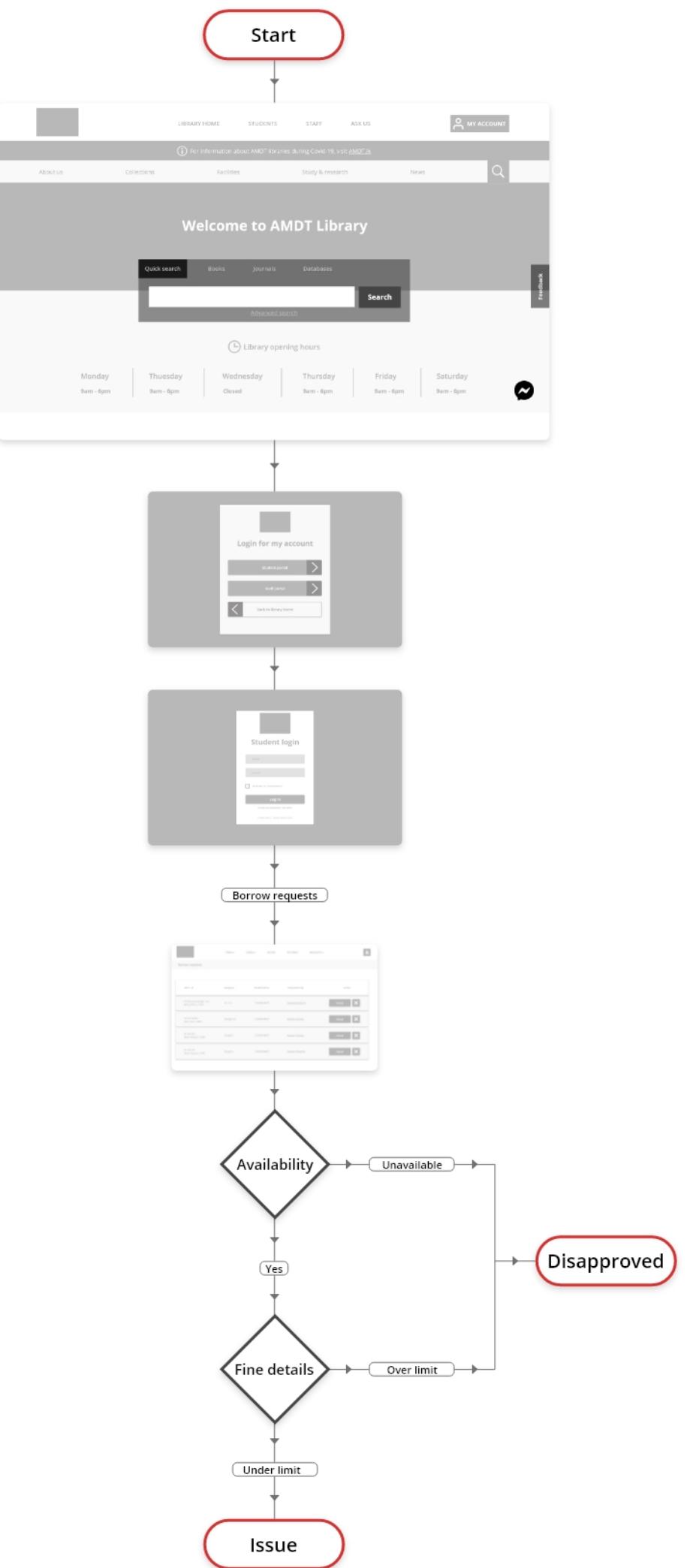
Cart Sorting

I did a open card sorting session to assessing the information architecture.

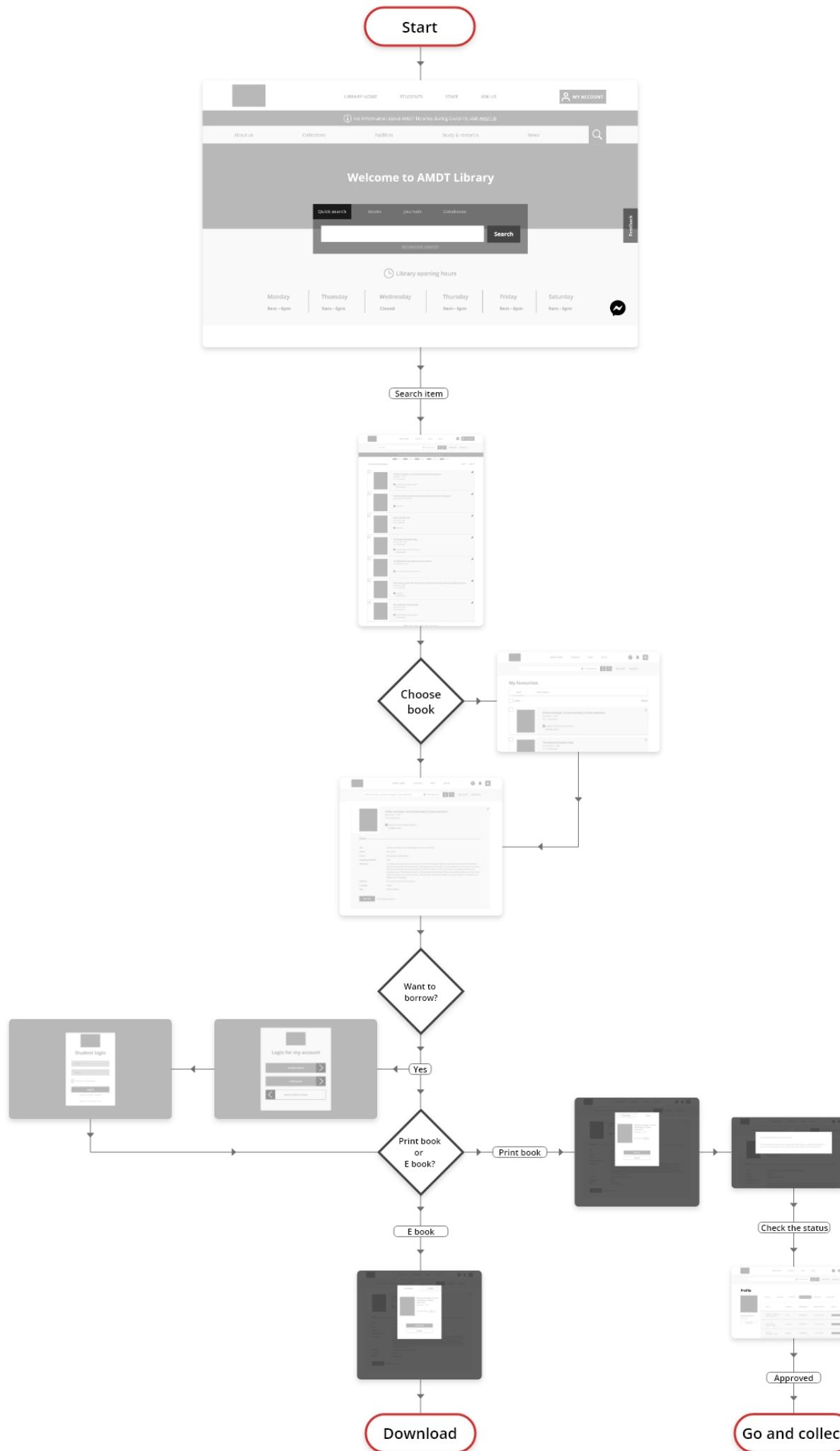


User Flows

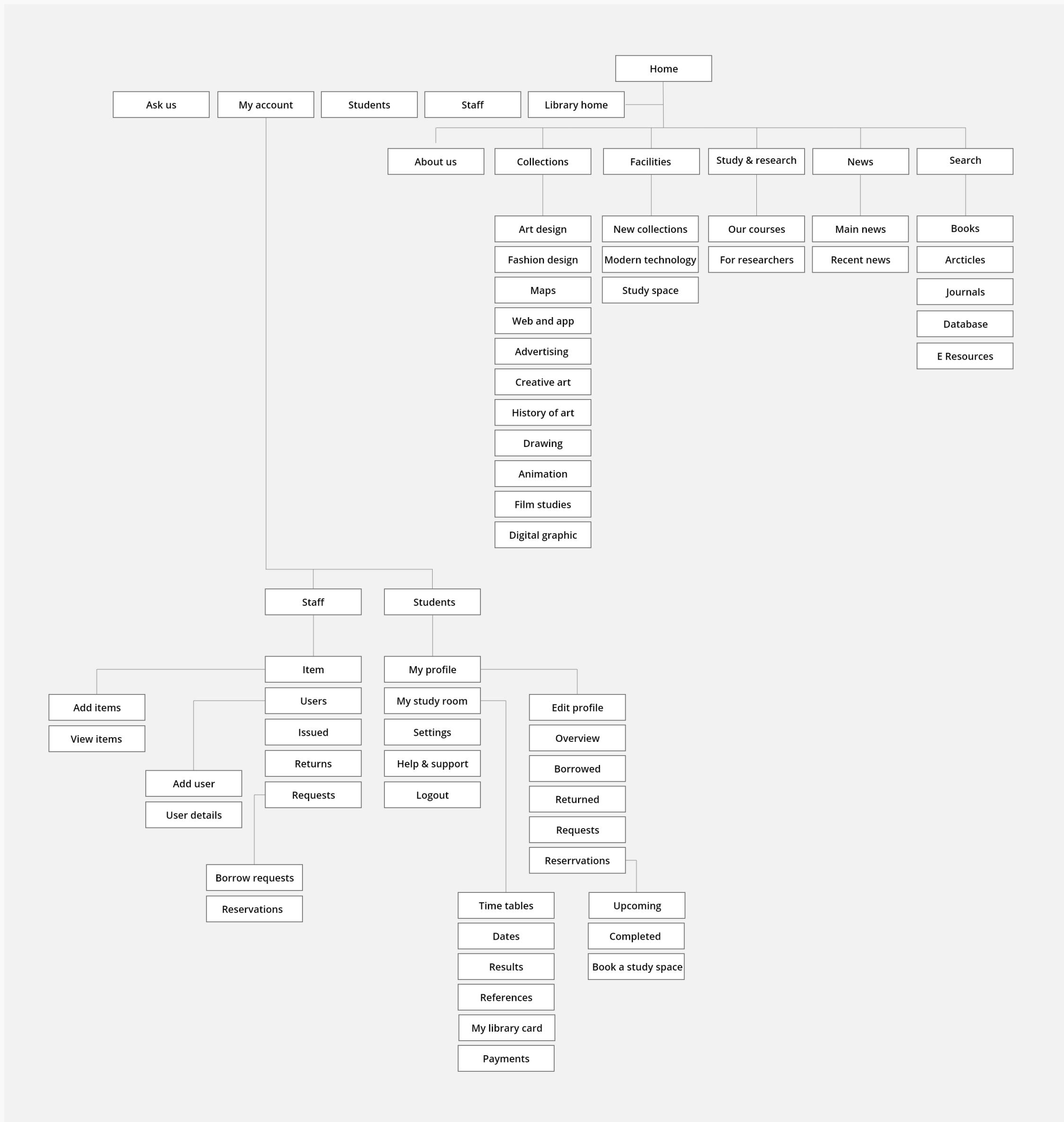
User flow for staff to issue a book



User flow for students to borrow or download a book



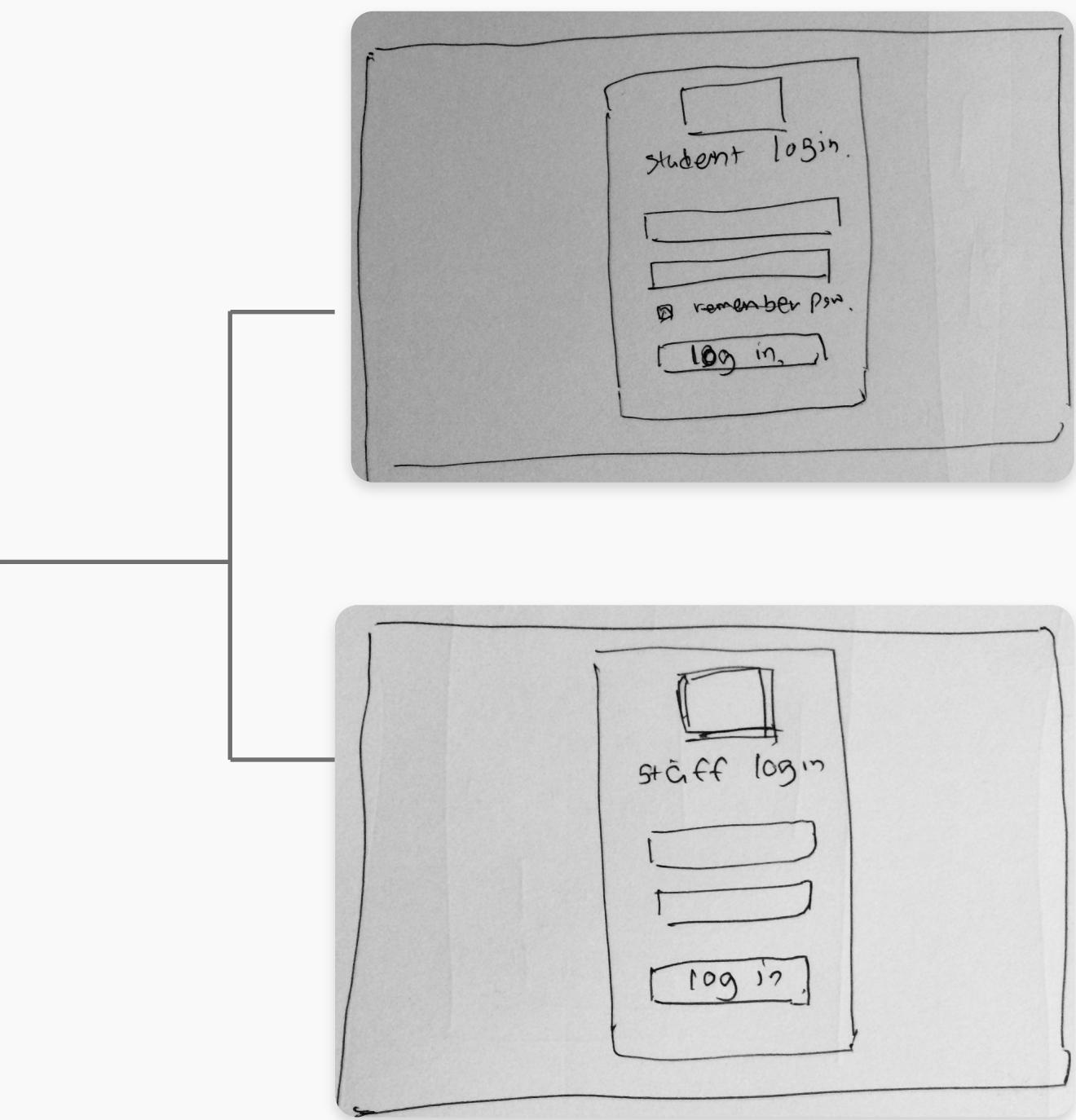
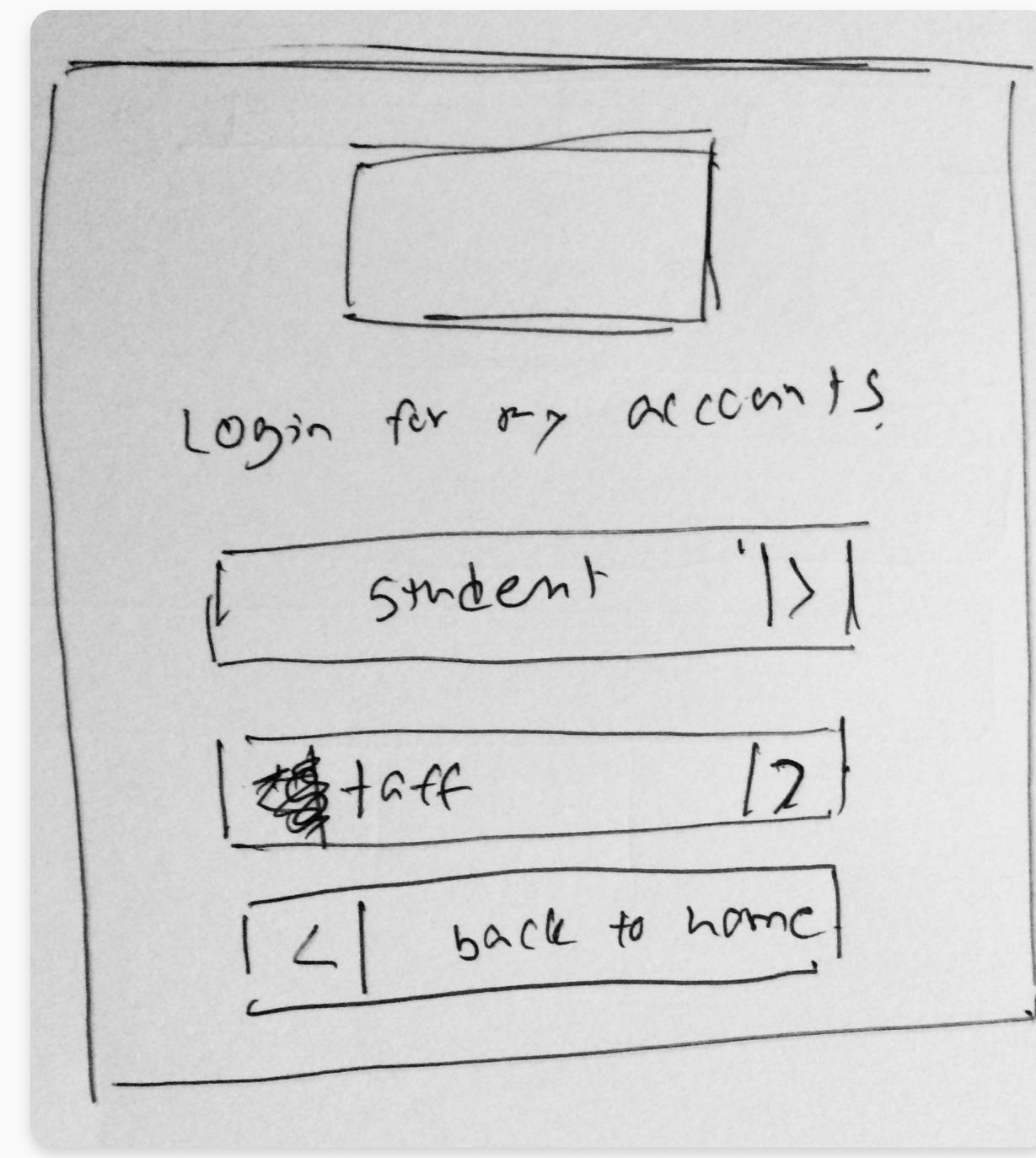
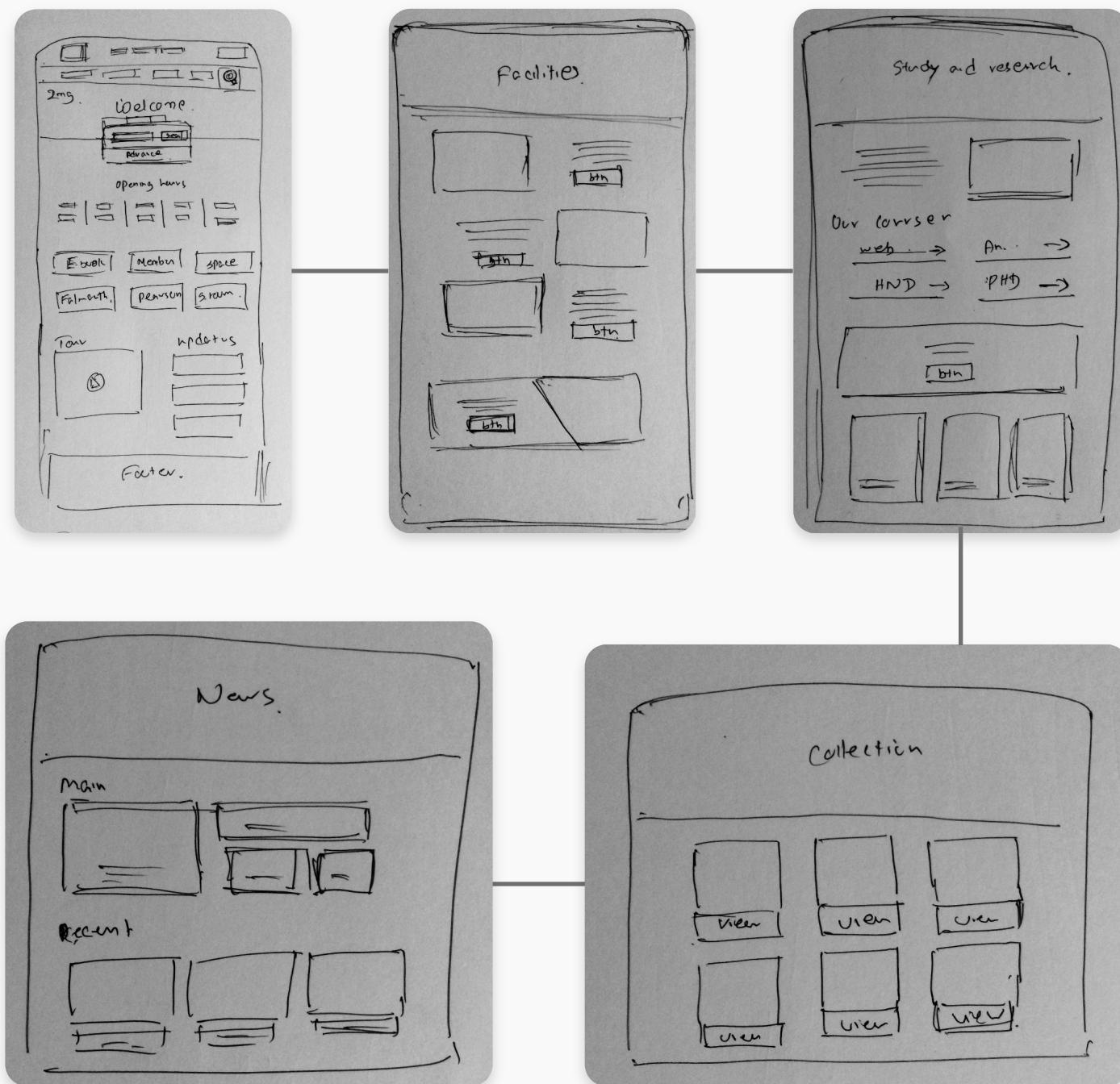
Information Architecture

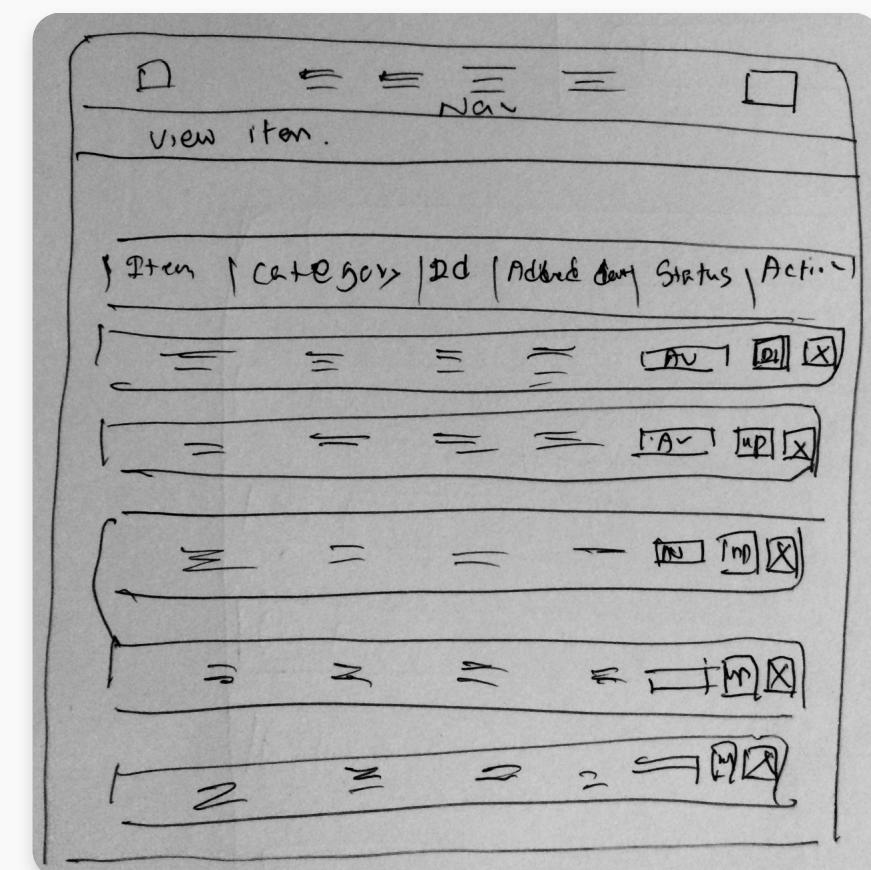
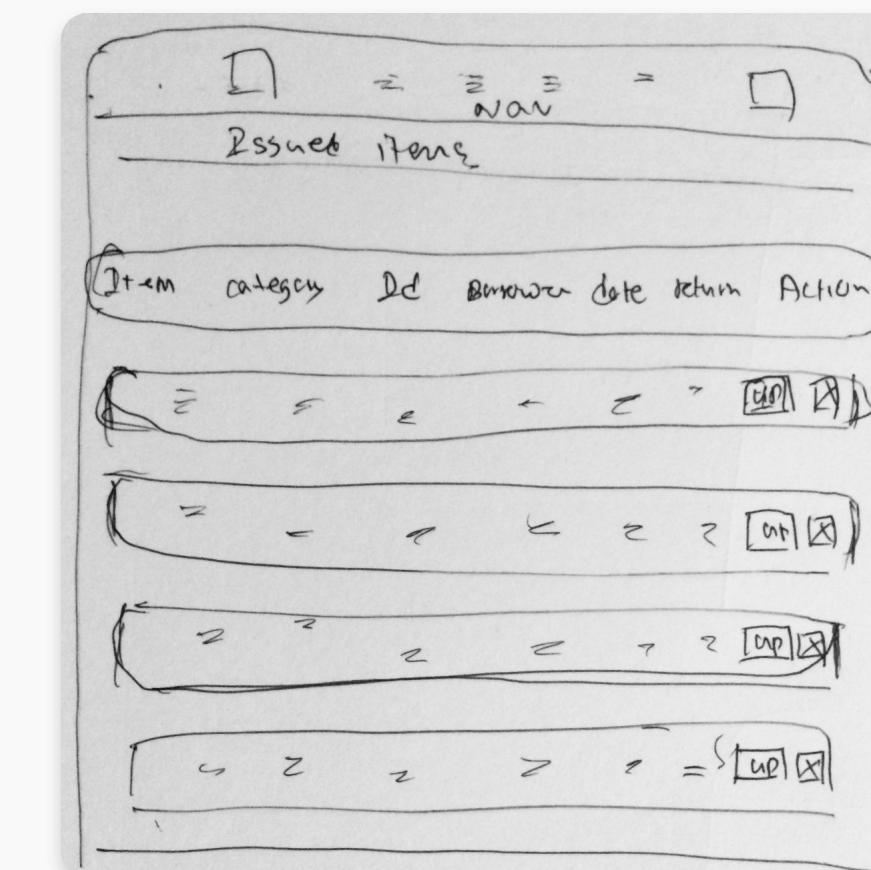
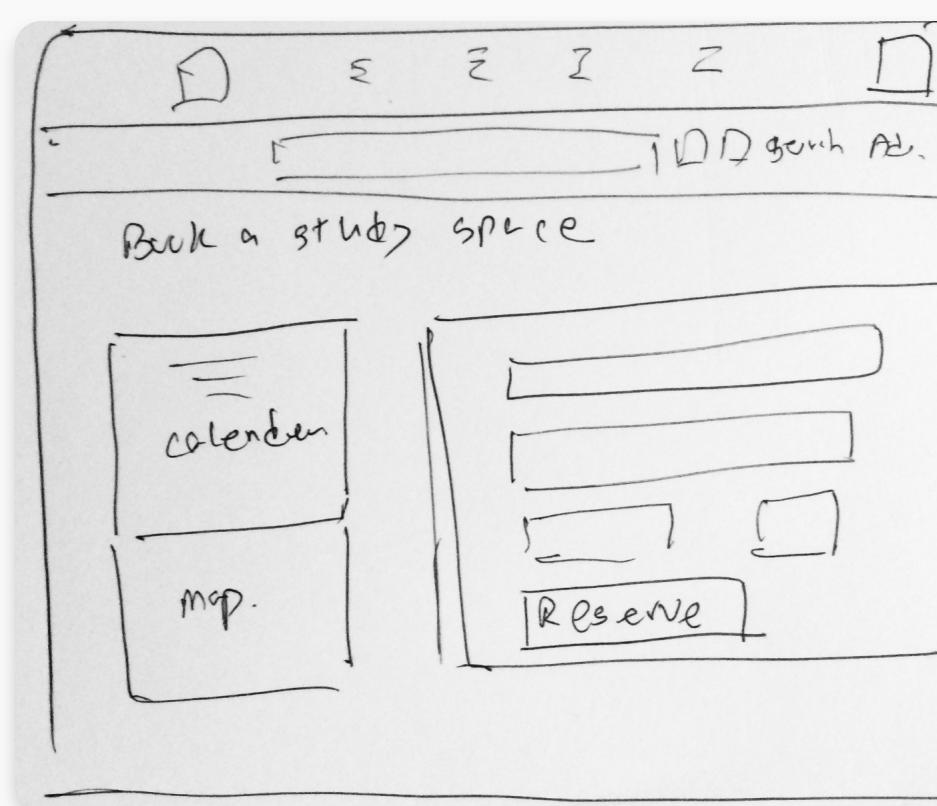
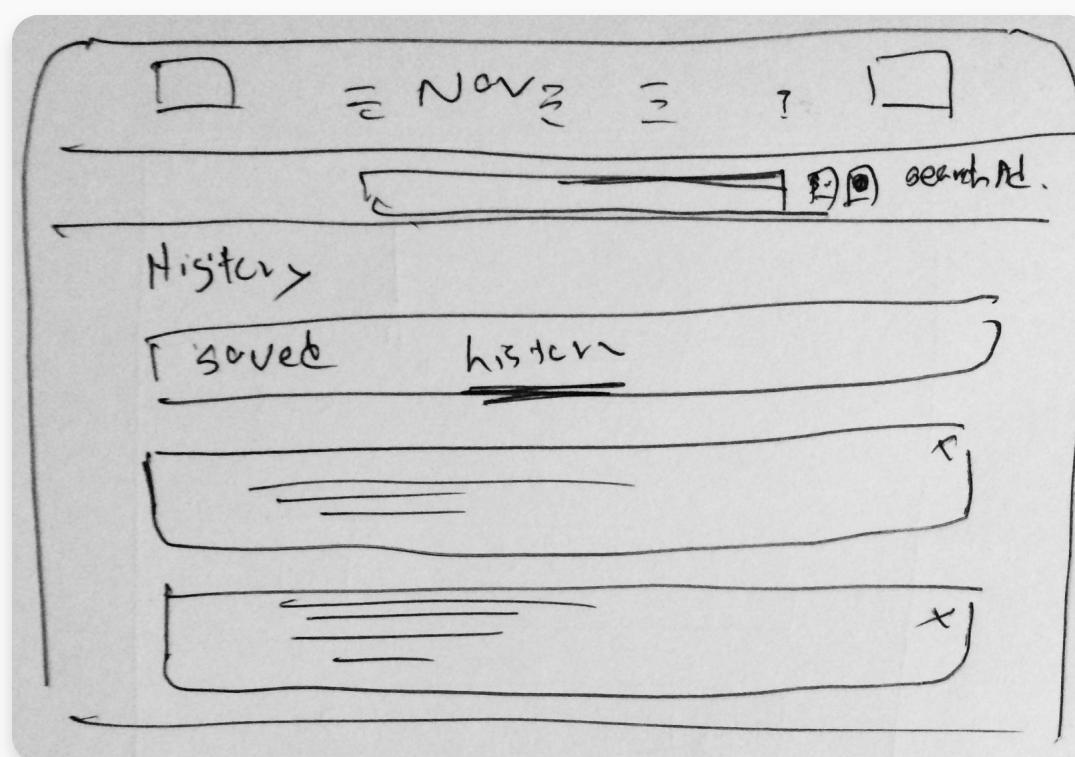
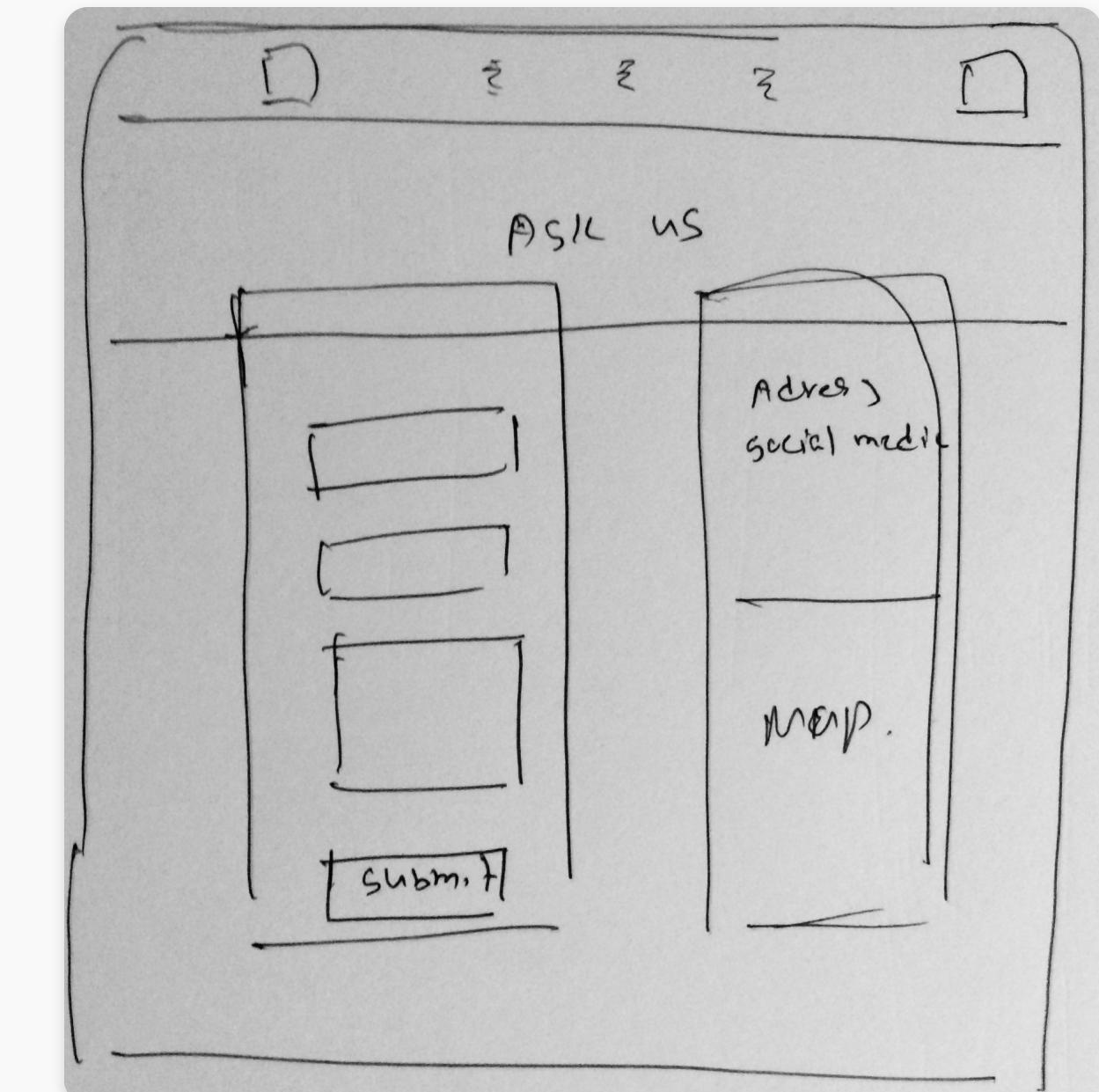
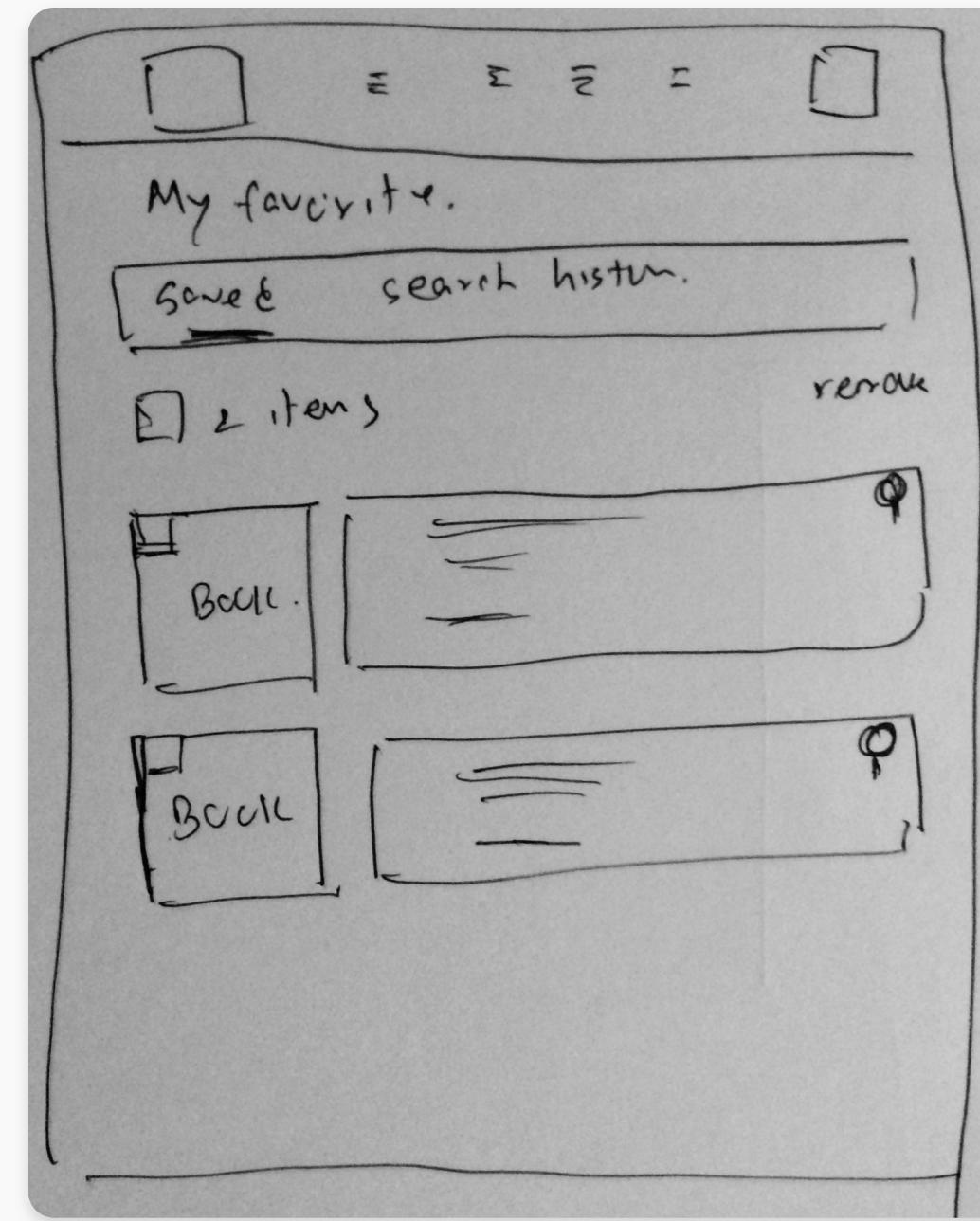
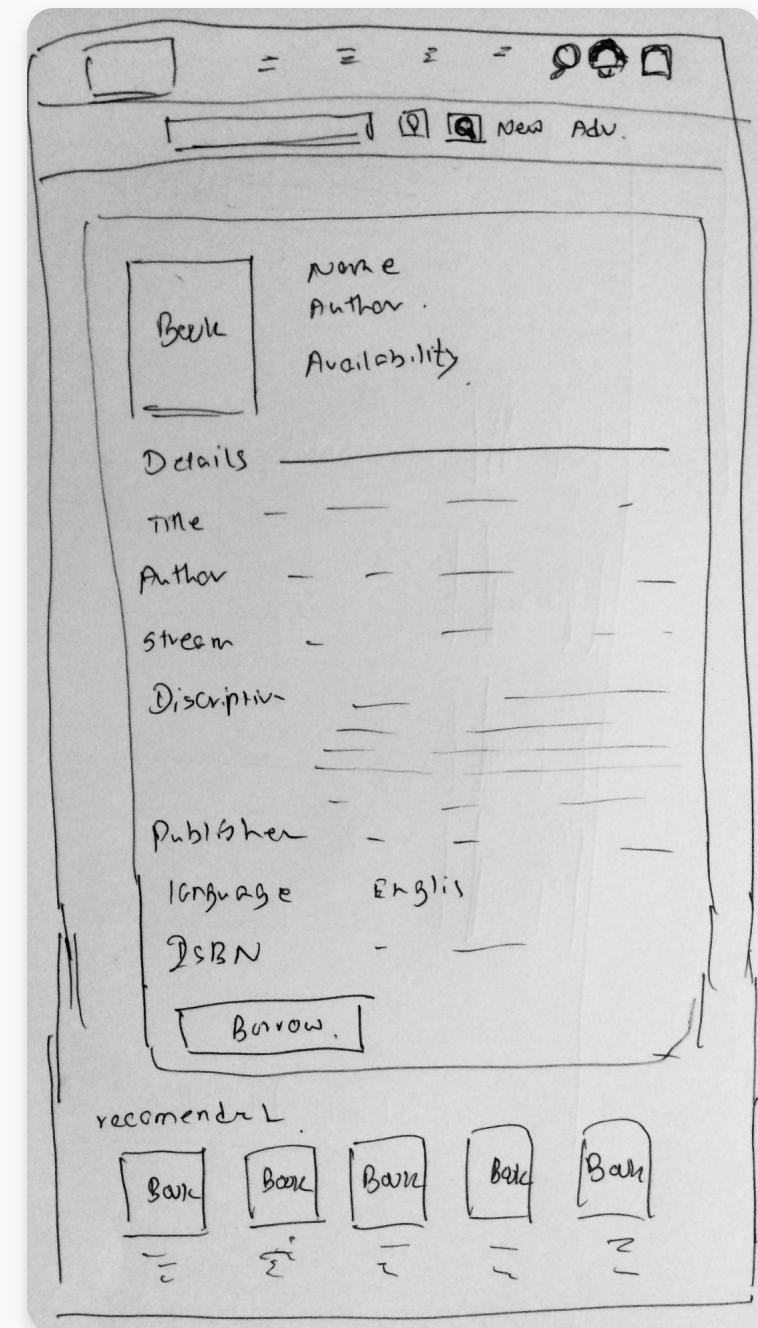
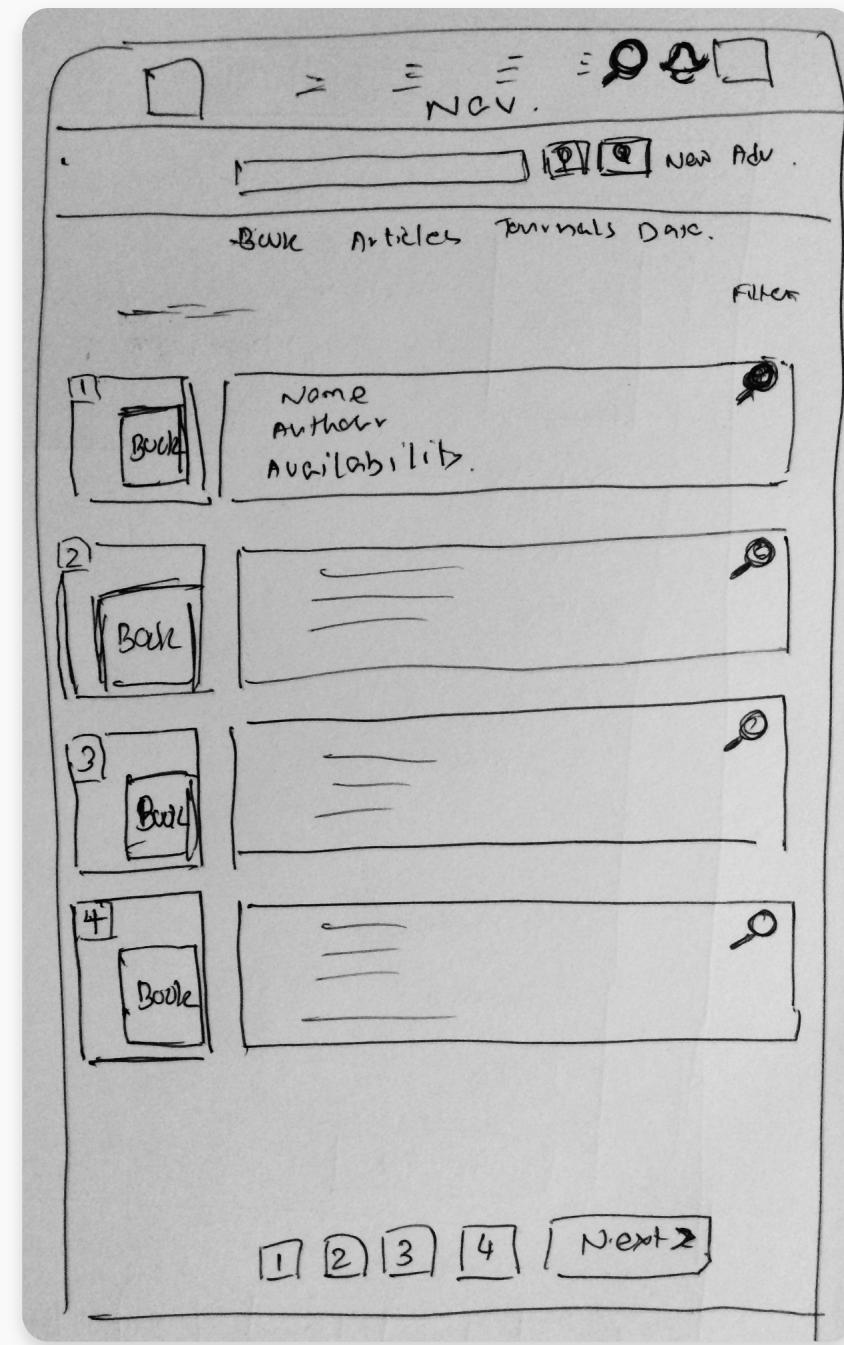


Design

The design phase includes low fidelity, high fidelity wireframes and interactive mockups.

Low Fidelity Wireframes





High Fidelity Wireframes

This wireframe shows the main landing page of the AMDT Library website. At the top, there's a navigation bar with links to LIBRARY HOME, STUDENTS, STAFF, ASK US, and a MY ACCOUNT icon. Below the navigation is a search bar with a placeholder for COVID-19 information. The main content area features a "Welcome to AMDT Library" header, a search interface with "Quick search" and "Advanced search" fields, and a "Feedback" link. It also displays "Library opening hours" for the week. Below this are several call-to-action buttons: "E-books", "Become a member", "Study Space", "Falmouth Library", "Pearson Books", and "My Study Room". A "Library tour" section contains a video player icon. The "Latest library updates" section lists three items with dates (01 April 2021, 25 April 2021, 25 April 2021) and descriptions. At the bottom, there are "Search & Find" and "Quick links" sections, along with the Falmouth University logo.

This wireframe represents the "Collections" page. It has a similar top navigation bar. The main content area is titled "Collections" and features a grid of twelve collection thumbnails, each with a "View collection" button. The collections are categorized into four rows: Art & design, Fashion design, Maps, Web & App; Advertising & media, Creative art, History of art, Drawing & sketching; Animation, Film studies, Digital graphic, Future tech. At the bottom, there are "Search & Find" and "Quick links" sections, along with the Falmouth University logo.

This wireframe shows the "Facilities" page. It includes a navigation bar with links to LIBRARY HOME, STUDENTS, STAFF, ASK US, and a MY ACCOUNT icon. The main content area is titled "Facilities" and contains a large text block about managing facilities, followed by a "Read more" button. Below this is a "New Collections" section with a "Read more" button. Further down is a "Modern Technology" section with a "Read more" button. The "Study Space" section is partially visible on the right. At the bottom, there are "Search & Find" and "Quick links" sections, along with the Falmouth University logo.

LIBRARY HOME STUDENTS STAFF ASK US  MY ACCOUNT

About us Collections Facilities Study & research News 

News

Main news

Amdt Graduation 19 moments 1 day ago

Amdt Showcase at Taj 2020 2 days ago

Best moments of annual Expo 2 weeks ago

API 2021 winners and records 1 month ago

Recent

How the Library can help you in your studies
University libraries can sometimes be daunting places - perhaps because you've never used a library as big before or you've never used one outside of your home country. However, [More](#)

Using library with Covid situation
Libraries around the world are facing hard choices around which services to offer and how, ranging from minimal restrictions to full closure. We are aware that governments [More](#)

How Technology Is Changing the Future of Libraries
Technology continues to evolve, and as it does it is becoming more and more integrated with society. Smart appliances and voice-controlled assistants are just two examples of how [More](#)

More News

Search & Find Quick links

Fashion research 2019 University home
eResources Pearson
Design camp Covid notice
E-books Membership tips
Membership forms

FALMOUTH UNIVERSITY

LIBRARY HOME STUDENTS STAFF ASK US   

Ask us

Let's ask anything about library and website. Send us a message. We'll be in touch within a day.

Full name

Email

What's this about?

Message

Submit

317A Galle Rd, Colombo 00400
Phone: 011 234 3342

Search & Find Quick links

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E-books Membership tips
Membership forms

FALMOUTH UNIVERSITY

LIBRARY HOME STUDENTS STAFF ASK US  MY ACCOUNT

About us Collections Facilities Study & research News 

Study & research

Outstanding courses and experience

Creativity is simply everywhere. It can be found anywhere between a chit chat in an elementary school to a simple poster to a board-room meeting. The excellence of Creativity is that it's not trapped within one industry but rather, it's the driving force of any sector. In fact, as per Forbes, Creativity is one of the top necessary factors for any business to grow in 2020.

Amdt have various courses for students to expand their creativity throughout their university years and lots of creative activities, events as well. Our courses offer real-life learning and close industry connections.

Our courses

Undergraduate courses 
Foundation courses 

Pearson HNDs 
Pathway to university 

Your path to 2022

Get a glimpse of your creativity future at AMDT school of creativity

Learn more 

For researchers

Discover our research

Explore the work of our world-class researchers across a range of cross-disciplinary areas.

Support for researchers

The Library has a range of services and resources for researchers. Discover what is available to you.

Collaborate with us

Amdt provides research and commercialisation expertise to industry, funders, licensees and investors.

Search & Find Quick links

Fashion research 2019 University home
eResources Pearson
Design camp Covid notice
E-books Membership tips
Membership forms

FALMOUTH UNIVERSITY

LIBRARY HOME STUDENTS STAFF ASK US

Artifice and design : art and technology in human experience

All resources New search Advanced

Artifice and design : art and technology in human experience.
Barry Allen | 1957
3.5 / 5 Goodreads

Available at library design collection
Available online >

Details

Title Artifice and design : art and technology in human experience
Author Barry Allen
Stream UX Design / Web design
Originally published 2008
Description As familiar and widely appreciated works of modern technology, bridges are a good place to study the relationship between the aesthetic and the technical. Fully engaged technical design is at once aesthetic and structural. In the best work (the best design, the most well made), the look and feel of a device (its aesthetic, perceptual interface) is as important a part of the design problem as its mechanism (the interface of parts and systems). We have no idea how to make something that is merely efficient, a rational instrument blindly indifferent to how it appears. No engineer can design such a thing More
Publisher Cornell University Press; 2nd edition
Language English
ISBN 9780801446825

Borrow Borrowing procedure?

Recommended for you

- Philosophy of Technology An Introduction
- How Nature Works: The Science of Self-Organized Criticality
- Culture and Technology A Primer
- Technology and Transcendence
- New Waves in Philosophy of Technology
- Thinking through technology
- Technology and social power
- Computer Games and the Social Imaginary

LIBRARY HOME STUDENTS STAFF ASK US

All resources New search Advanced

My favourites

Saved Search history Remove

2 items

Artifice and design : art and technology in human experience.
Barry Allen | 1957
3.5 / 5 Goodreads

Available at library design collection
Available online >

The Design of Everyday Things
Don Norman | 1988
4.1 / 5 Goodreads

Available at library web design collection
Available online >

LIBRARY HOME STUDENTS STAFF ASK US

Artifice and design : art and technology in human experience

All resources New search Advanced

Profile

My study room Settings Help & support Sign out

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LIBRARY HOME STUDENTS STAFF ASK US

UX Design

All resources New search Advanced

157 results sorted by relevance

1 Artifice and design : art and technology in human experience
Barry Allen | 1957
3.5 / 5 Goodreads
Available at library design collection Available online >

2 Modular Design Frameworks: A Projects-based Guide for UI/UX Designers
Jeffrey C. Cox | 2007 edition
4.5 / 5 Goodreads
Innovative

3 Don't Make Me Think Revised
Steve Krug | 2008 edition
4.5 / 5 Goodreads
Innovative

4 The Design of Everyday Things
Don Norman | 1988
4.1 / 5 Goodreads
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5 The Elements of User Experience: User-centered design
Jacob Nielsen | 2000 edition
4.5 / 5 Goodreads
Innovative Available online >

6 Rocket Surgery Made Easy: The Do-It-Yourself Guide to Finding and Fixing Usability Problems
Jeffrey Zeldman | 2001 edition
4.5 / 5 Goodreads
Innovative Available online >

7 Don't Make Me Think, Revisited
Steve Krug | 2008 edition
3.5 / 5 Goodreads
Available at library design collection Available online >

8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 30 >

LIBRARY HOME STUDENTS STAFF ASK US

Artifice and design : art and technology in human experience

All resources New search Advanced

Print book E book

Artifice and design : art and technology in human experience
Barry Allen | 1957
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- Computer Games and the Social Imaginary

LIBRARY HOME STUDENTS STAFF ASK US

All resources New search Advanced

My favourites

Saved Search history Clear all

Artifice and design : art and technology in human experience.
Barry Allen | 1957
3.5 / 5 Goodreads

The Elements of User Experience: User-centered

Artifice and design : art and technology in human experience.

The Elements of User Experience: User-centered

Artifice and design : art and technology in human experience.

The Elements of User Experience: User-centered

Artifice and design : art and technology in human experience.

The Elements of User Experience: User-centered

Artifice and design : art and technology in human experience.

The Elements of User Experience: User-centered

LIBRARY HOME STUDENTS STAFF ASK US

Artifice and design : art and technology in human experience

All resources New search Advanced

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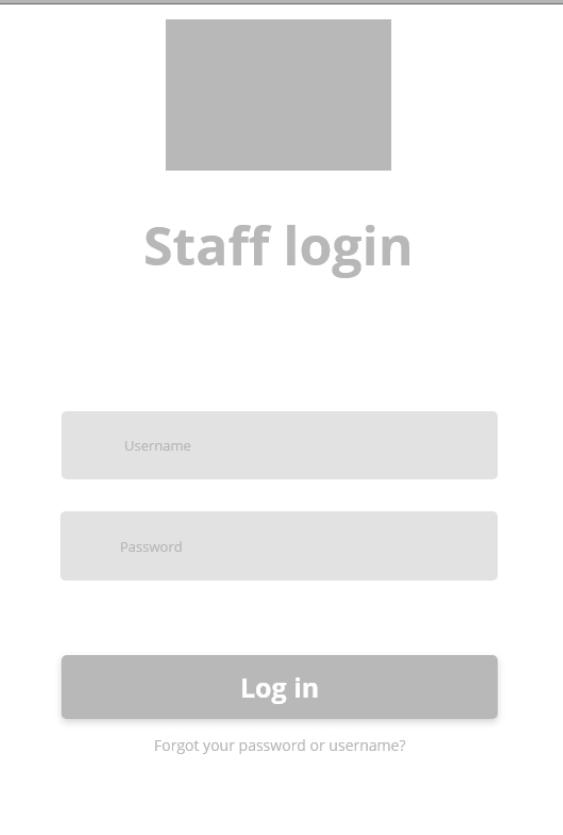
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Publisher Cornell University Press; 2nd edition
Language English
ISBN 9780801446825

Borrow Borrowing procedure?

Recommended for you

- Philosophy of Technology An Introduction
- How Nature Works: The Science of Self-Organized Criticality
- Culture and Technology A Primer
- Technology and Transcendence
- New Waves in Philosophy of Technology
- Thinking through technology
- Technology and social power
- Computer Games and the Social Imaginary



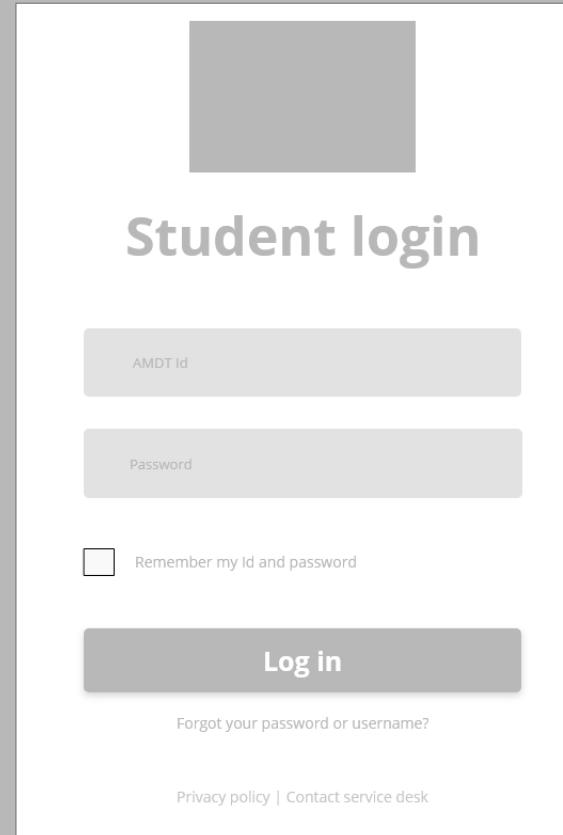
Staff login

Username

Password

Log in

Forgot your password or username?



Student login

AMDT id

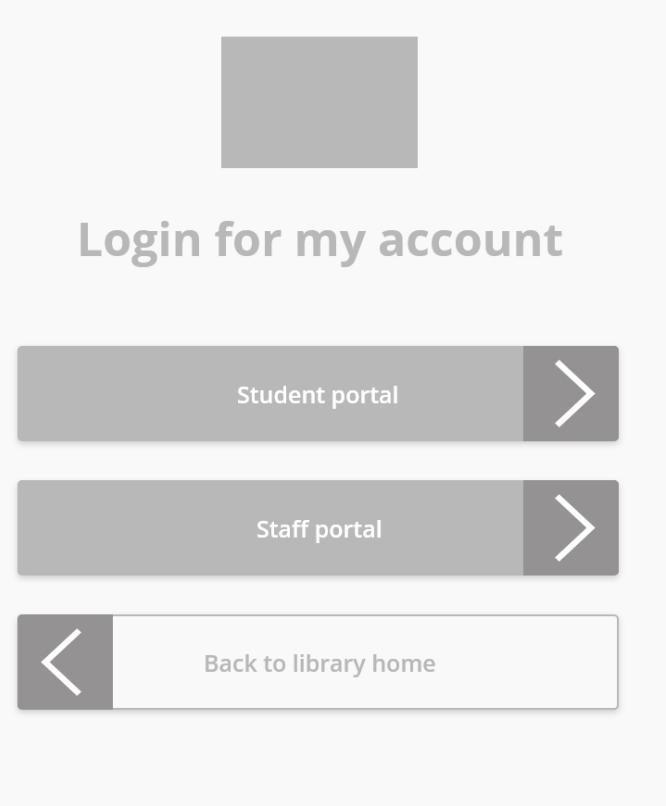
Password

Remember my id and password

Log in

Forgot your password or username?

Privacy policy | Contact service desk



Login for my account

Student portal >

Staff portal >

< Back to library home

LIBRARY HOME STUDENTS STAFF ASK US

All resources New search Advanced

Profile

Borrowed

Item	Category	Identification	Borrowed date	Return date
Artifice and design : art Barry Allen 1997	UI / Ux	123389AMDT	01 / 02 / 2020	01 / 02 / 2020
Art of media John Doe 2007	Design art	123389AMDT	01 / 02 / 2020	01 / 02 / 2020
AI and UX Mark Wood 1999	Graphic	123389AMDT	01 / 02 / 2020	01 / 02 / 2020
AI and UX Mark Wood 1999	Graphic	123389AMDT	01 / 02 / 2020	01 / 02 / 2020
Art of media John Doe 2007	Design art	123389AMDT	01 / 02 / 2020	01 / 02 / 2020

[Edit profile](#)

LIBRARY HOME STUDENTS STAFF ASK US

All resources New search Advanced

Profile

Downloads

Kaveesha Perera IAMDT.2284

Today

- Artifice and design : art and technology in human experience
Barry Allen | 1957
- Artifice and design : art and technology in human experience
Barry Allen | 1957
- Artifice and design : art and technology in human experience
Barry Allen | 1957

Yesterday

- Artifice and design : art and technology in human experience
Barry Allen | 1957

[Edit profile](#)

LIBRARY HOME STUDENTS STAFF ASK US

All resources New search Advanced

Profile

Reservation

Kaveesha Perera IAMDT.2284

Upcoming

- 25th June 2021 Area - A15 Persons - 6 Time - 5pm to 7.30pm
- 27th June 2021 Area - B05 Persons - 2 Time - 5pm to 7.30pm
- 05th July 2021 Area - A15 Persons - 6 Time - 5pm to 7.30pm
- 11th July 2021 Area - A15 Persons - 6 Time - 5pm to 7.30pm
- 21st July 2021 Area - A15 Persons - 6 Time - 5pm to 7.30pm

Completed

[Create a new study space reservation](#)

LIBRARY HOME STUDENTS STAFF ASK US

All resources New search Advanced

Profile

Borrowed

My borrowing	My collections
On hold 1 >	Favourites 2 >
Approved 2 >	On progress 3 >
Total fine Rs. 250 >	Completed 12 >

Library activity

June

- Book borrow request
- Cancel book borrow request

May

- Book library space
- Book borrow request
- Change password
- Delete favourites
- Book borrow request

Recently viewed books

- Philosophy of Technology: An Introduction
- How Nature Works: The Science of Self-organized Criticality
- Culture and Technology: A Primer
- Technology and Transcendence
- New Waves in Philosophy of Technology
- Thinking through technology
- Technology and social power
- Computer Games and the Social Imaginary

LIBRARY HOME STUDENTS STAFF ASK US

All resources New search Advanced

Book a study space

Bookings will now be released at 12PM (midday), three days in advance. Please only book a study space if you are sure that you will be able to use it. If you can't make your booking you can cancel it using the link in the confirmation email to free it up for somebody else. You can cancel at any time before the start of your booking. You must check-in within 30 minutes of the start time of your booking. If you do not check-in your booking will be released for other students or staff to use. If you have two bookings for the same day please remember to check-in to both bookings at the relevant start time, even if they are for the same study space.

June 2021

SU	MO	TU	WE	TH	FR	SA
30	31	1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	1	2	3
4	5	6	7	8	9	10

Full name

AMDT Id

Area

Table

From To

[Reserve](#)

LIBRARY HOME STUDENTS STAFF ASK US

All resources New search Advanced

Profile

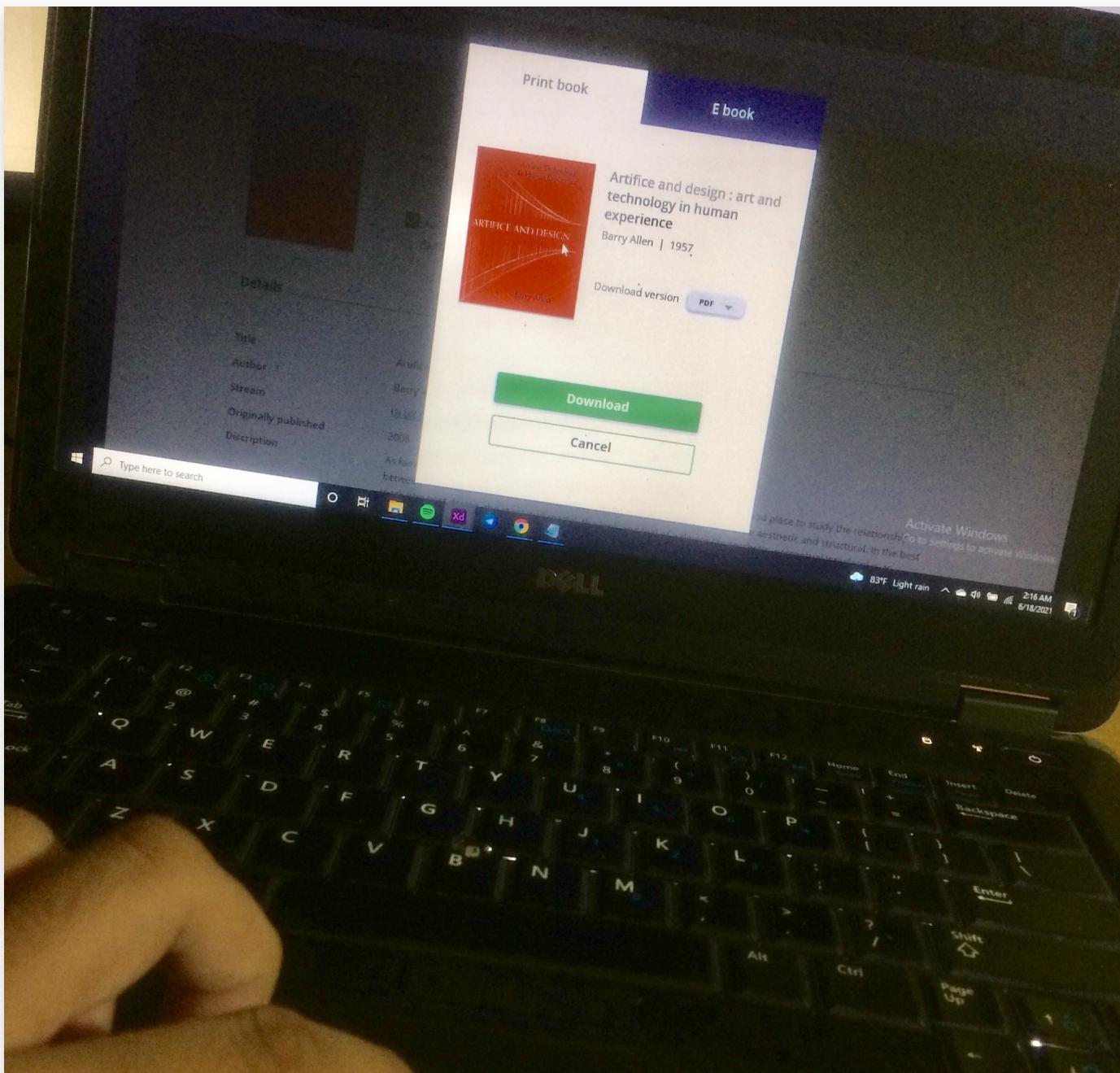
Returned

Item	Category	Identification	Returned date
Artifice and design : art Barry Allen 1997	UI / Ux	123389AMDT	01 / 02 / 2020
Art of media John Doe 2007	Design art	123389AMDT	01 / 02 / 2020
AI and UX Mark Wood 1999	Graphic	123389AMDT	01 / 02 / 2020
AI and UX Mark Wood 1999	Graphic	123389AMDT	01 / 02 / 2020
Art of media John Doe 2007	Design art	123389AMDT	01 / 02 / 2020

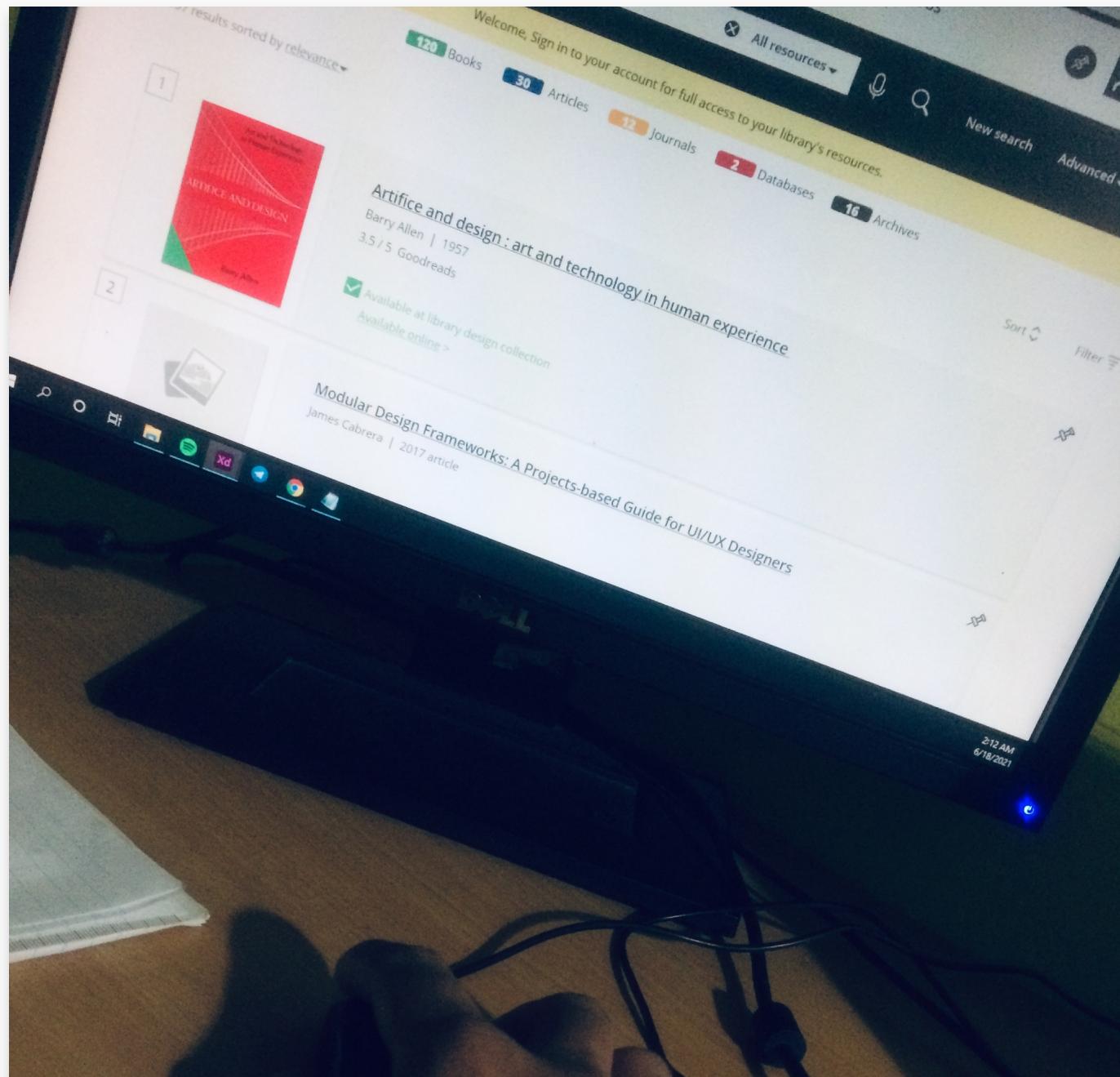
[Edit profile](#)

User Testing

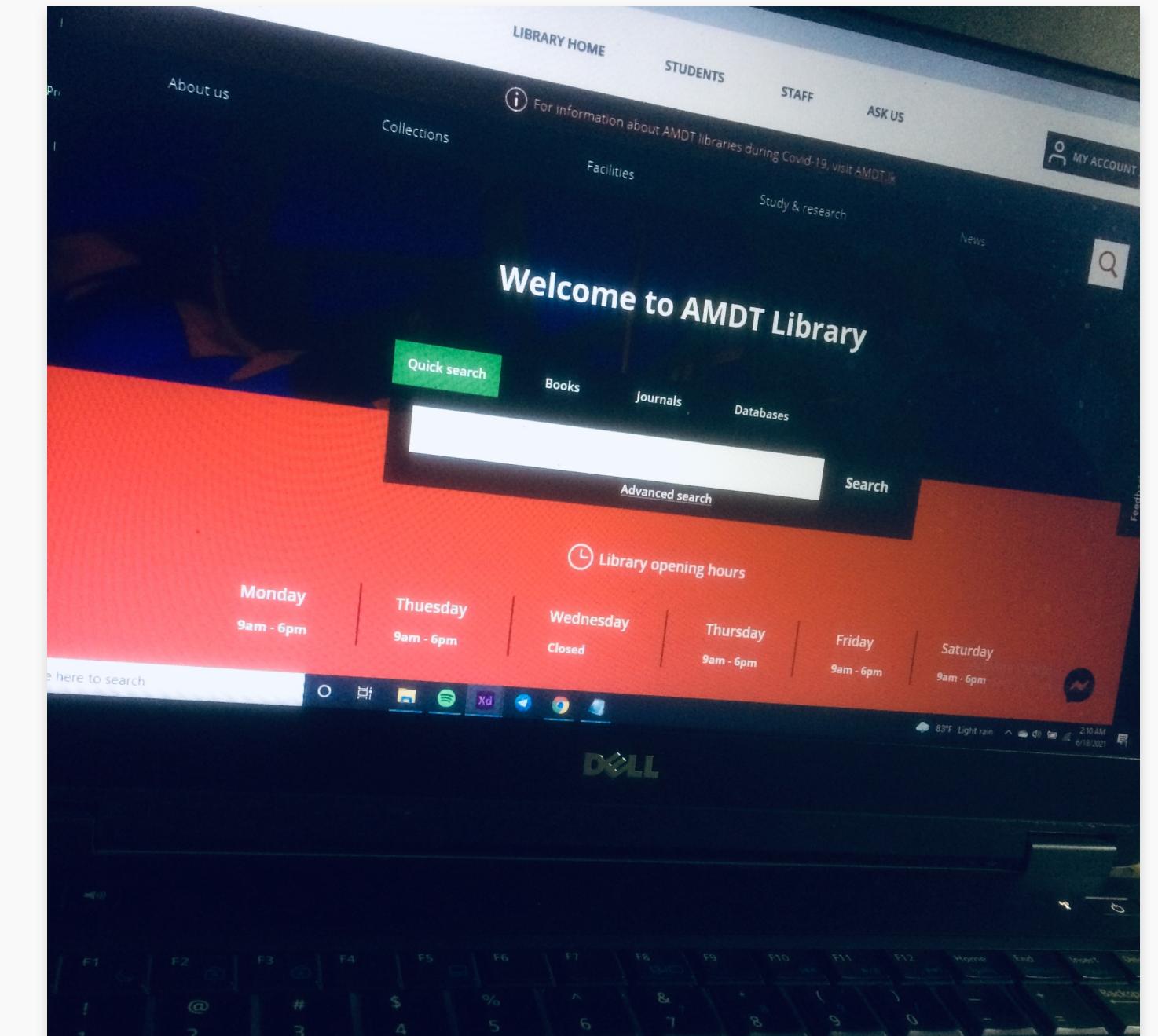
Finally I test the design with real users. Using a prototype I did a usability test with five participants and successfully achieved a two tasks each. The test helped me to validate my interactive designs and noted down major user actions and their comments about prototype and how they identify interact with elements in order to achieve their end goal. Then I moved onto brush up my final designs.



User 1



User 2



User 3

Feedbacks

Tasks given : To download a E book

To issue a book

- Icons should be more consistency
- All the interfaces are clean and have enough white space
- Use more colors for staff interfaces.
- Would be better to have more filtering options
- I like the way you organized the elements in library's interface
- Search bar of staff interface is too big when it compared to other staff interface's elements

Iterations / Making Changes

The image shows two screenshots of a library website's 'My favourites' section, labeled 'Before' and 'After (with more consistency)'.

Before: The interface is divided into two main columns. The left column contains a sidebar with 'Saved' and 'Search history' buttons, and a list of items. The right column contains a list of items. A 'Remove' button is located at the top right of the right column.

After (with more consistency): The interface has been simplified. The sidebar from the 'Before' version is now part of a larger header at the top. The main content area is a single, continuous list of items, and the 'Remove' button is removed.

Before

After (with more consistency)

The image shows two screenshots of a library website's 'View items' section, labeled 'Before' and 'After (search bar changes)'.

Before: The interface includes a header with 'ITEMS', 'USERS', 'ISSUED', 'RETURNS', and 'REQUESTS'. Below the header is a search bar with a magnifying glass icon. The main content area is a table listing items with columns for 'Item', 'Category', 'Identification', 'Added date', 'Item status', and 'Action' (with 'Edit' and 'X' buttons).

After (search bar changes): The header has been simplified to just 'ITEMS', 'USERS', 'ISSUED', 'RETURNS', and 'REQUESTS'. The search bar has been moved to the top right of the main content area. The main content area remains a table with the same columns as the 'Before' version.

Before

After (search bar changes)

Final Visual Design

The image shows two computer monitors side-by-side, each displaying a different interface of a library management system.

Monitor A (Left): This monitor displays a list of items. The header includes navigation links: ITEMS ▾, USERS ▾, ISSUED, RETURNS, and REQUESTS ▾. Below the header is a search bar with dropdown filters for Name ▾, Status ▾, and Last updated ▾. The main table lists four items:

Item	Category	Identification	Added date	Item status	Action
Artifice and design : art Barry Allen 1997	UI / UX	123389AMDT	01 / 02 / 2020	Available	Edit X
Art of media John Doe 2007	Design art	123389AMDT	01 / 02 / 2020	Available	Edit X
AI and UX Mark Wood 1999	Graphic	123380AMDT	01 / 02 / 2020	Available	Edit X
AI and UX Mark Wood 1999	Graphic	123389AMDT	01 / 02 / 2020	Available	Edit X

Monitor B (Right): This monitor displays a user profile page. The header includes links: LIBRARY HOME, STUDENTS, STAFF, ASK US, and a user icon (K). The search bar includes dropdowns for All resources ▾, New search, and Advanced ▾. The main content area is titled "Profile" and features a large red square placeholder for a profile picture with a white letter "K". Below the placeholder, the user's name is listed as "Kaveesha Perera" with the identifier "iAMDT.2284". There is a "Edit profile" button. The page is divided into several sections:

- Overview:** Includes tabs for Borrowed, Returned, Borrow request, Downloads, and Reservation.
- My borrowing:** Shows 1 item on hold.
- My collections:** Shows 2 favourites, 3 items on progress, and 12 completed items.
- Library activity:** Shows a total fine of Rs. 250.

At the bottom right of the profile page, there is a "Filter" button.

Style Guide

Color Palette

Primary Colors

#0455A4 #D63031

UI Colors

#F9F9F9
#FFFFFF

Text Colors

#FFFFFF #6A6A6A #000000

Status Colors

Error #FF0000 Success #34A752
Info #F7EDA3 Notification #F84F31

Typography

Aa Aa Aa

Open Sans - Bold Open Sans - Semibold Open Sans - Regular

H1 - 50px Bold H2 - 25px Semibold H3 - 20pt SemiBold Body - 20pt Regular

Iconography

UI Components

Buttons

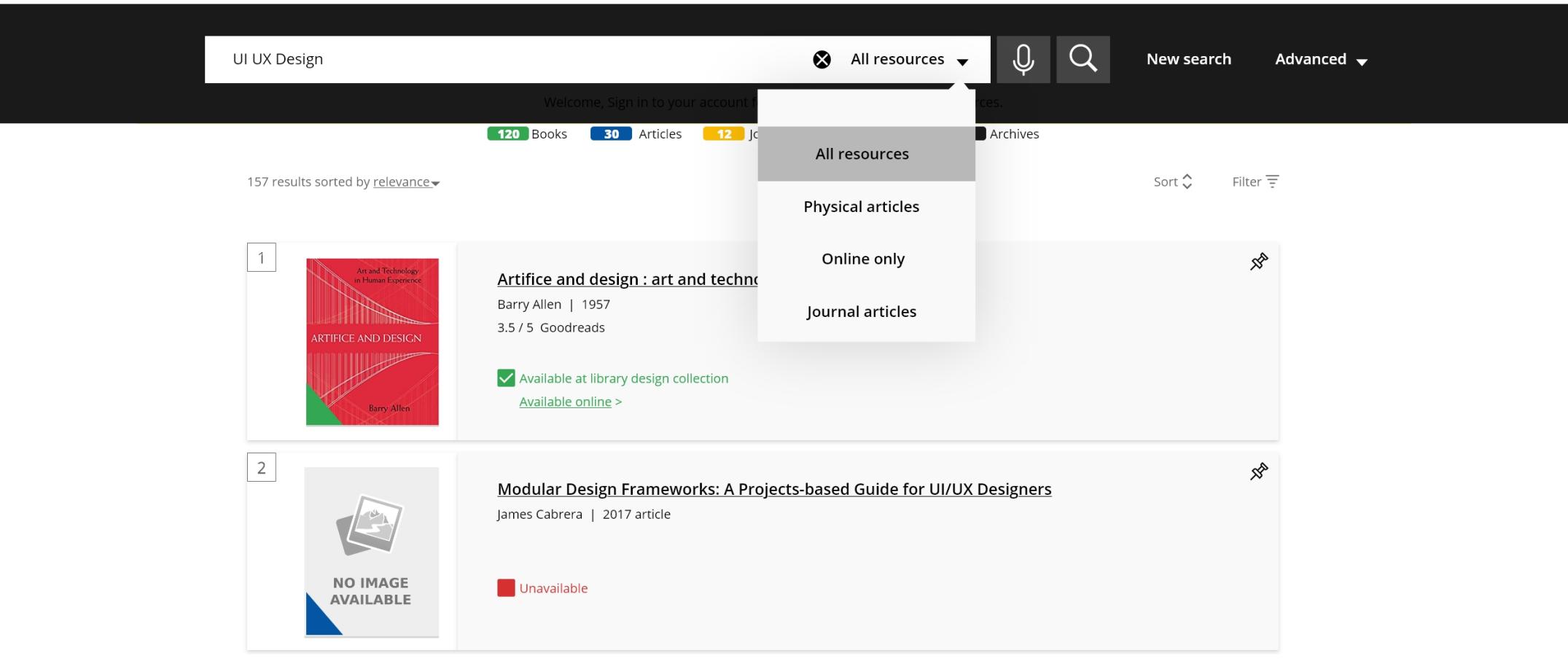
Primary Button Secondary Button

Navigation

Grid

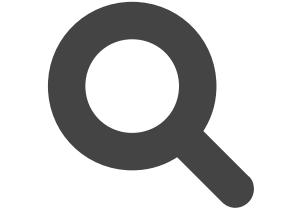
12 column grid

Total width : 1640 px
Offset : 280 px

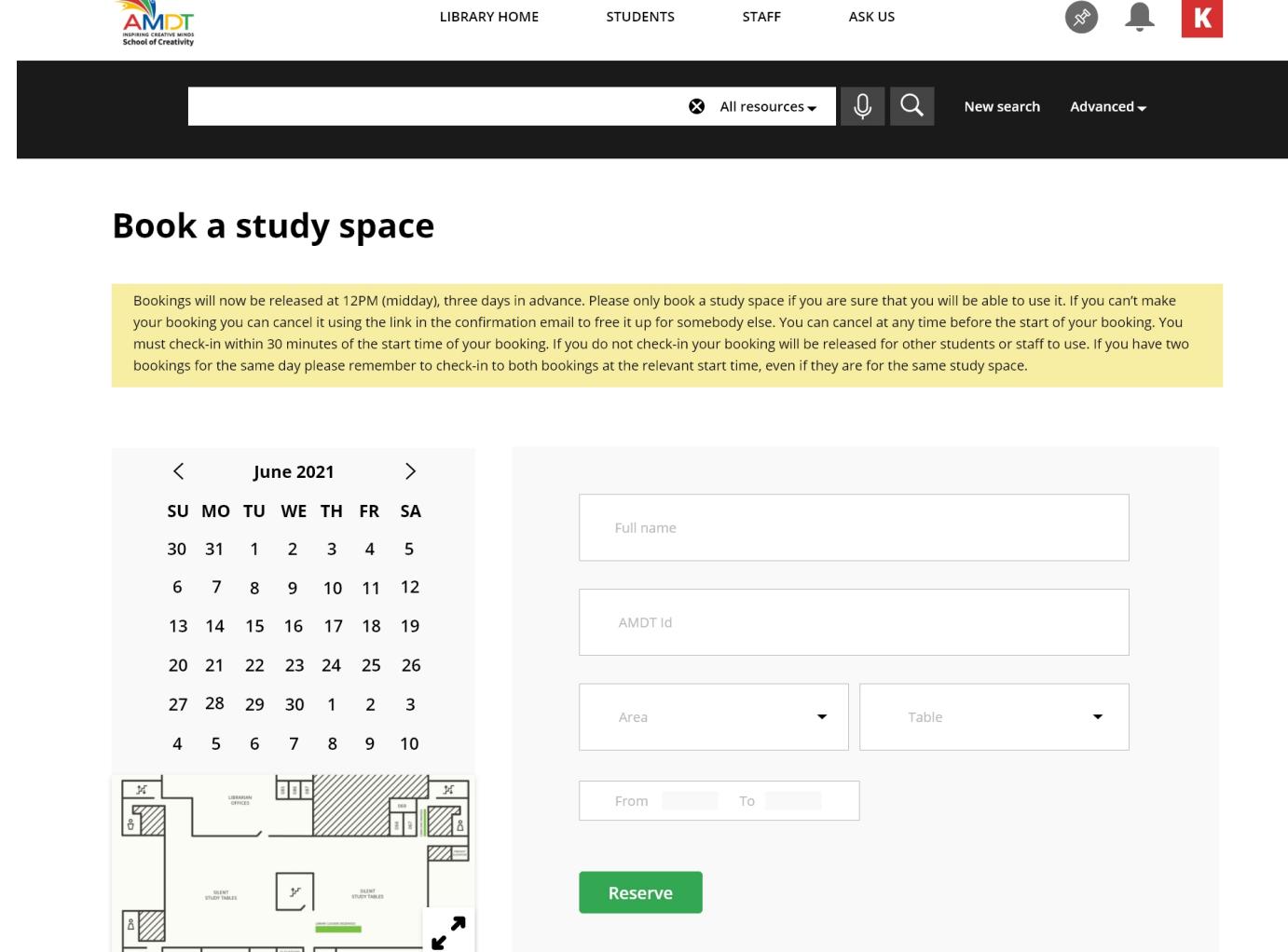


The screenshot shows the AMDT library search results for 'UI UX Design'. The search bar at the top contains 'UI UX Design'. Below it, a dropdown menu is open under 'All resources' with options: All resources (selected), Physical articles, Online only, and Journal articles. The main search results area displays two items:

- Artifice and design : art and technology** by Barry Allen (1957). It shows a red book cover with the title and author. Below the cover, it says 'Available at library design collection' and provides a link to 'Available online >'. This item is marked with a green checkmark icon.
- Modular Design Frameworks: A Projects-based Guide for UI/UX Designers** by James Cabrera (2017 article). It shows a placeholder image with the text 'NO IMAGE AVAILABLE' and a red square indicating it is 'Unavailable'.



Expert Search & Advanced Search



The screenshot shows the AMDT study space reservation system. At the top, there is a large icon of a clipboard with a checkmark. Below it, the text 'Online Study Space Reservations' is displayed.

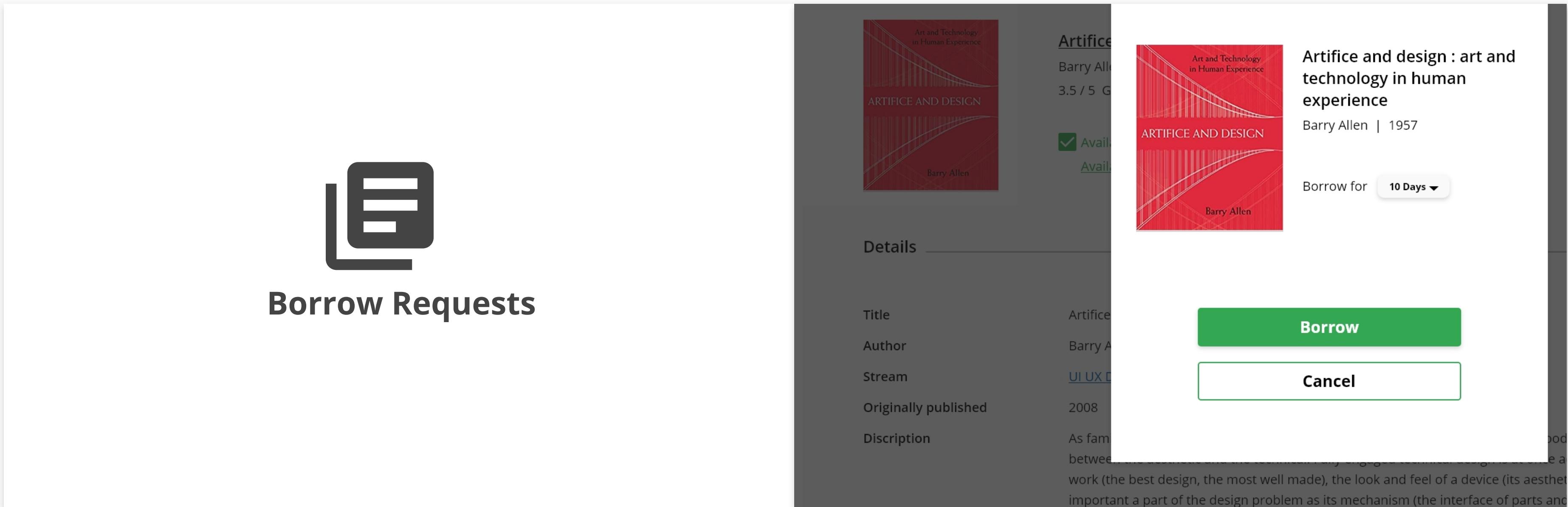
The main section is titled 'Book a study space'. It includes a calendar for June 2021 with days from SU to SA. A yellow callout box provides booking instructions: 'Bookings will now be released at 12PM (midday), three days in advance. Please only book a study space if you are sure that you will be able to use it. If you can't make your booking you can cancel it using the link in the confirmation email to free it up for somebody else. You can cancel at any time before the start of your booking. You must check-in within 30 minutes of the start time of your booking. If you do not check-in your booking will be released for other students or staff to use. If you have two bookings for the same day please remember to check-in to both bookings at the relevant start time, even if they are for the same study space.'

To the right, there are input fields for 'Full name', 'AMDT Id', 'Area' (with a dropdown menu), 'Table' (with a dropdown menu), and date ranges 'From' and 'To'. A large green 'Reserve' button is at the bottom.

name	Amdt Id	Hold items	Total fine (Rs)	Status
resha Perera	Iamdt2284	2	200	Active
Perera	Iamdt8822	3	10	Active
ka Fernando	Iamdt2020	2	500	Banned
n Rodrigo	Iamdt2020	3	200	Active



Simple and Clean Interface





LIBRARY HOME STUDENTS STAFF ASK US [MY ACCOUNT](#)

(i) For information about AMDT libraries during Covid-19, visit [AMDT.IK](#)

About us Collections Facilities Study & research News [Search](#)

Welcome to AMDT Library

Quick search Books Journals Databases [Advanced search](#) [Search](#) [Feedback](#)

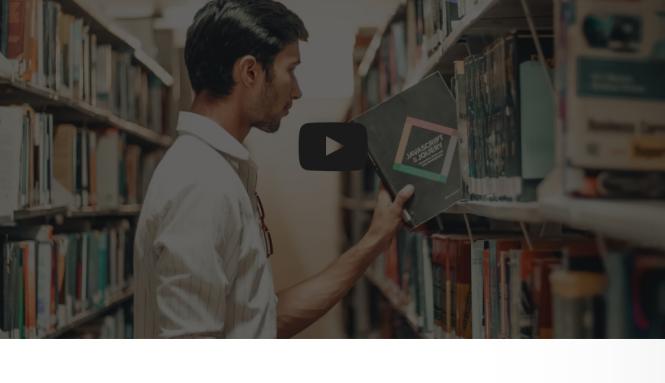
Monday 9am - 6pm Tuesday 9am - 6pm Wednesday Closed Thursday 9am - 6pm

Library opening hours

E-books Become a member

Falmouth Library Pearson Books

Library tour



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25 A
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throu

Read more

Facilities



New Colle

We manage more than 2,000 offsite shelving facilities across main buildings and public spaces.

We keep our facilities ready for users, coordinating and maintaining accessibility and safety, managing buildings, office moves, and purchasing public spaces.

Read more

Modern Technology



Faculty, students, staff, and visitors may conduct literature searches by utilizing an extensive collection of online indexing and abstracting databases and engines. The ISI Web of Knowledge (Science Citation Index), Current Contents, Medline and PubMed. Graduate students, research associates, and faculty have 24-hour access to the John Crerar Libraries (open 365 days a year), with amenable facilities for reading, conferences, and tutorials. These areas are available for both course- and research-related activities. A state-of-the-art computing facility was added in Spring 2000. Library services that are available to users include online interlibrary loan, electronic document delivery, reference and search assistance, online recall of materials, and renewal of lending periods via the online library web catalog.

Read more

Study Space



It has a well-furnished reading room with over 20,000 books and periodicals. The Library is fully equipped with modern audio-visual learning aids and a computer lab. A quiet study room is also available for group work.

Read more

Library space reservation

Now book a study space via website

Find out more

Search & Find

Fashion research 2019
eResources
Design camp
E-books

Quick links

University home
Pearson
Covid notice
Membership tips
Membership forms

FALMOUTH UNIVERSITY

Search & Find

Fashion research 2019
eResources
Design camp
E-books

Quick links

University home
Pearson
Covid notice
Membership tips
Membership forms

FALMO UNIVERSITY

AMDT
Inspiring Creative Minds
School of Creativity

LIBRARY HOME

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STAFF

ASK US

 MY ACCOUNT

About us

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Study & research

News



Collections

Art & design

[View collection](#)

Fashion design

[View collection](#)

Maps

[View collection](#)

Web & App

[View collection](#)

Advertising & media

[View collection](#)

Creative art

[View collection](#)

History of art

[View collection](#)

Drawing & sketching

[View collection](#)

Animation

[View collection](#)

Film studies

[View collection](#)

Digital graphic

[View collection](#)

Future tech

[View collection](#)

News

2019

Quick

links

University

Pearson

Covid

Member

Member

Login for my account

[Student portal](#)

[Staff portal](#)

[Back to library home](#)

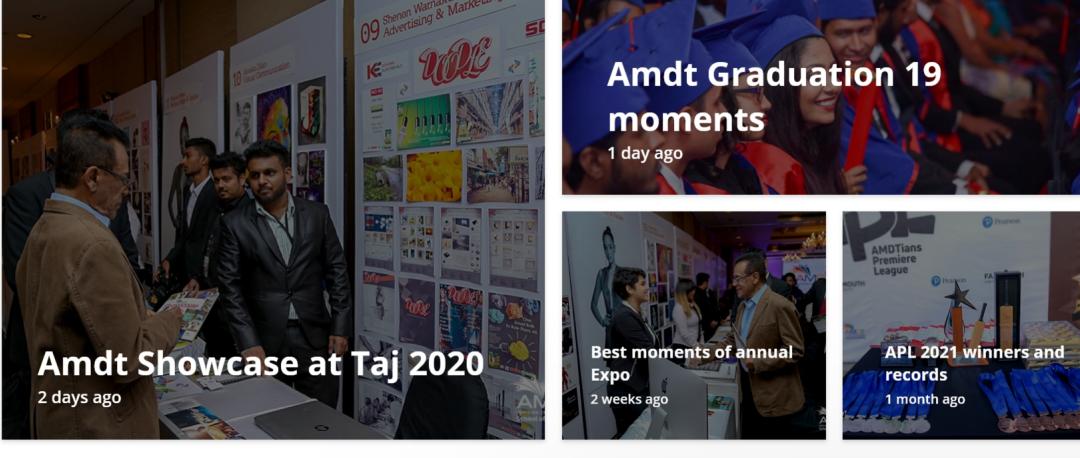


LIBRARY HOME STUDENTS STAFF ASK US MY ACCOUNT

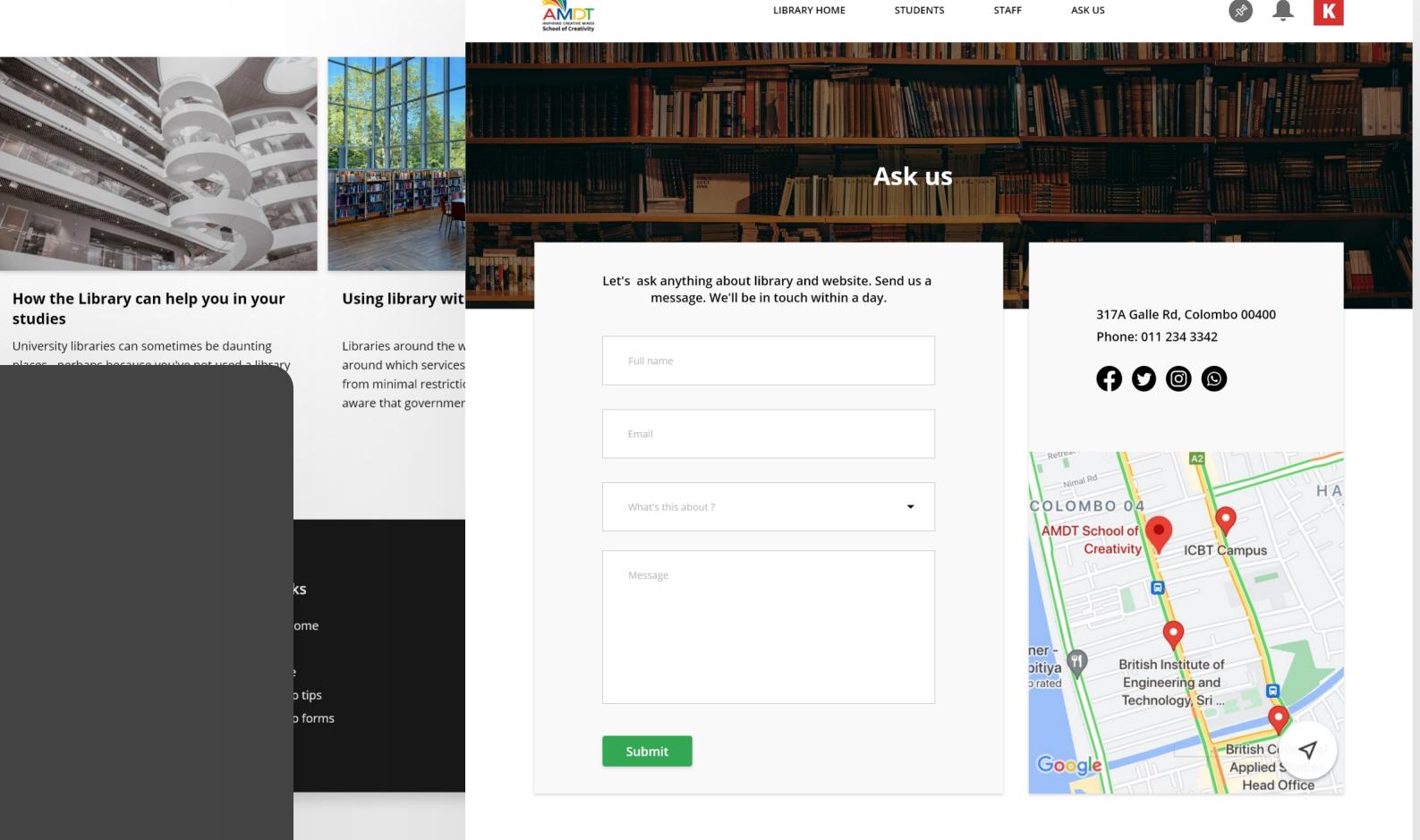
About us Collections Facilities Study & research News

News

Main news



Recent



How the Library can help you in your studies

University libraries can sometimes be daunting places – perhaps because you've not used a library

Using library with minimal restrictions

Libraries around the world have been operating under different circumstances, some around which services have been suspended or restricted, others where they have continued to operate with minimal restrictions.

Ask us

Let's ask anything about library and website. Send us a message. We'll be in touch within a day.

Full name

Email

What's this about ?

Message

Submit

317A Galle Rd, Colombo 00400
Phone: 011 234 3342

Facebook Twitter Instagram WhatsApp

AMDT School of Creativity

IBT Campus

British Institute of Engineering and Technology, Sri Lanka

British Council Applied Science Head Office

Search & Find

Fashion research 2019

eResources

Design camp

E-books

Quick links

University home

Pearson

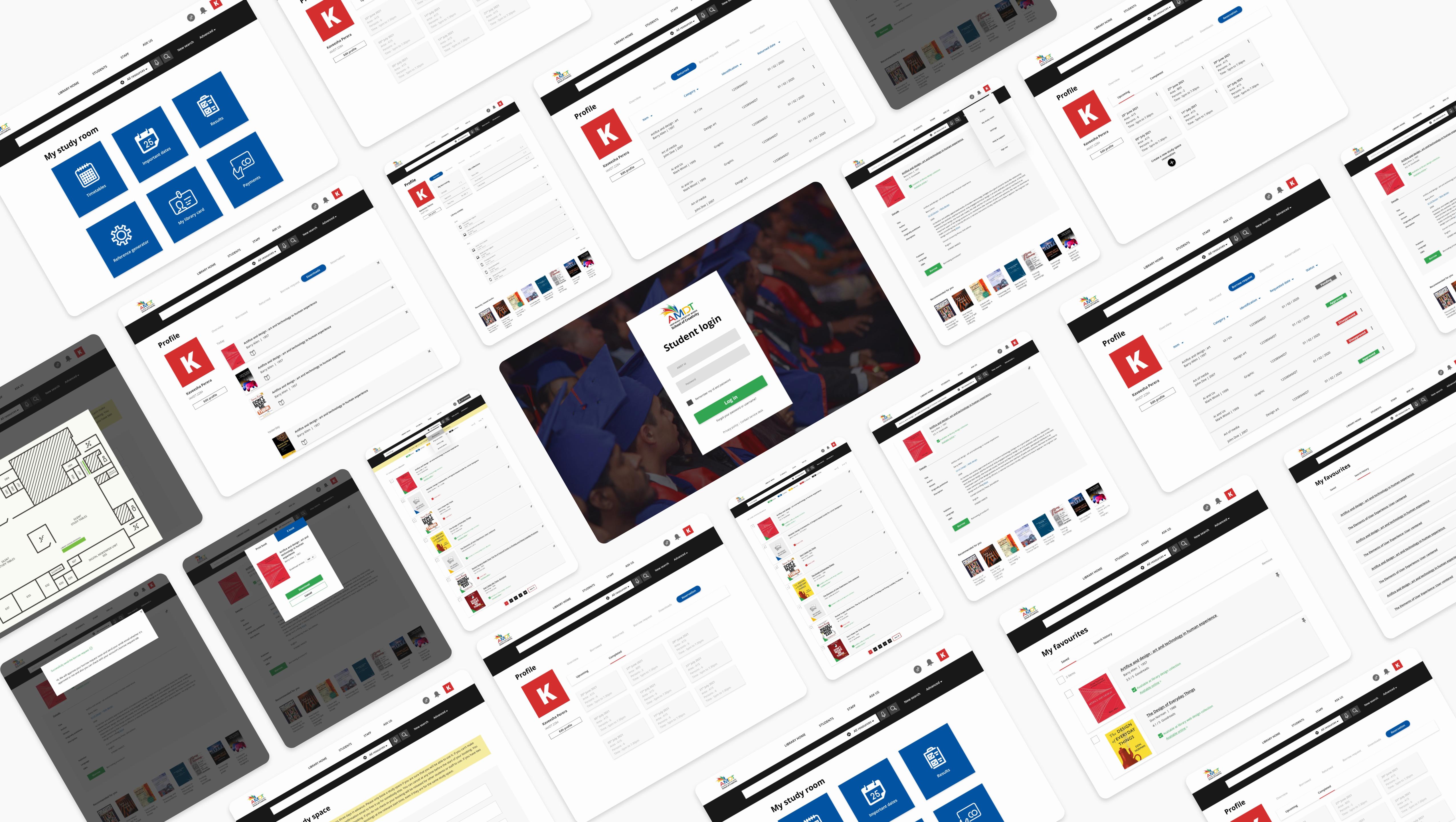
Covid notice

Membership tips

Membership forms

FALMOUTH UNIVERSITY

AMDT



This image displays a collage of various user interface screens from a library management system, featuring a dark-themed design with white and light gray backgrounds. The screens include:

- Dashboard:** Shows a grid of items with details like title, author, and date.
- Items List:** A table showing items categorized by type (e.g., Graphic, Design art) and status (Available, Pending).
- Users List:** A table showing users with columns for Name, Status, Hold Items, and Total Fine (Rs.).
- Add New Item:** A form for adding items with fields for Item*, Book title*, ISBN no, Author*, and Description.
- Staff Login:** A login screen with fields for Username and Password, and links for forgot password and log in.
- User Details:** A modal for editing user information like Full name, AMDT Id, Email, Contact no, Course, Total fine, and Banned status.
- Borrow Requests:** A table showing borrow requests with columns for Identification, Category, Item, and Requested by.
- Reservations:** A table showing reservations with columns for Persons, Table no, and Time.
- REQUESTS:** A table showing requests with columns for Action, Persons, Table no, and Time.

The interface includes various buttons for actions like Update, Remove, and Send reminder, along with dropdown menus and search bars. The AMDT School of Creativity logo is visible on several screens.