

Generous Interfaces Evaluated

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What Is a Generous Interface?

- show first, don't ask
- provide rich overviews
- encourage browsing/exploring
- show relationships

(Mitchell Whitelaw, 2012 and onwards)



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Project: Evaluate & Prototype

Participants:

- Swedish National Heritage Board (facilitating mission)
- Nationalmuseum
- Nordic Museum
- Swedish Museums of World Culture
- Malmö museer



A Collaborative Process

Design sprints + coding in between

Participants: collections staff, digital media producers & developers

- always use open data & open source
- lots of user testing
- shared project workspace in between design sprints



We Evaluated a Few Interfaces

- Barnes Foundation: Collection Online
- Münzkabinett Berlin: Coins
- Google Arts & Culture: Art Palette

11 formal evaluations (30–45 minutes each)



Lessons Learned: Interfaces

- transparency is key!
- pick one: sorting or filtering
- two modes: browse content or use tools
- bonus: it's a tool for finding data errors





We Built a Prototype

Data: Europeana + Google Vision



Lessons Learned: Prototype

- introducing a new interface is difficult
- don't be afraid to remove functionality
- frequent user testing helps to set priorities



Lessons Learned: Collaboration

- the learning is in the process
- involve staff with different expertise
- involve all participants in face-to-face meetings
- fulfills the facilitating mission



Thank You!

**Repository, report
& more info here:
bit.ly/2CNsNna**

