AX FOR SPECIAL LIBRARIES

A QUICK OVERVIEW OF USER EXPERIENCE *FOR SPECIAL LIBRARIES*

WHAT IS AX?

ACCESS EXPERIENCE - THE IDEA THAT THOSE ACCESSING INFORMATION SHOULD BE THE PRIMARY FOCUS

PRINCIPALS OF AX

- Your services should be constantly evolving.

"

"If you neglect ongoing minor upgrades, the change backs up so much that the eventual big upgrades reaches traumatic proportions. I now see upgrading as a type of hygiene: You do it regularly to keep your tech healthy."

- Kevin Kelly, The Inevitable

"

PRINCIPALS OF AX

- Your services should be constantly evolving.
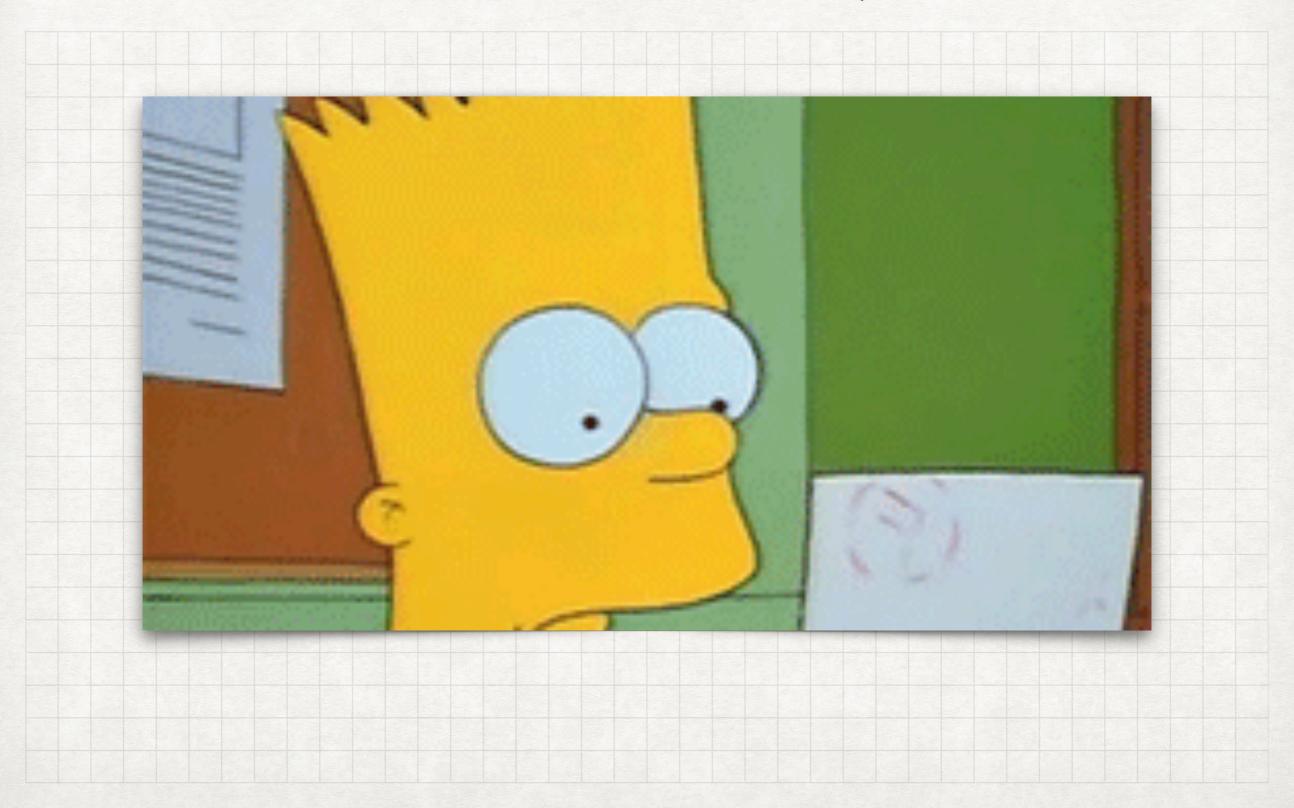
- You should Always be testing!
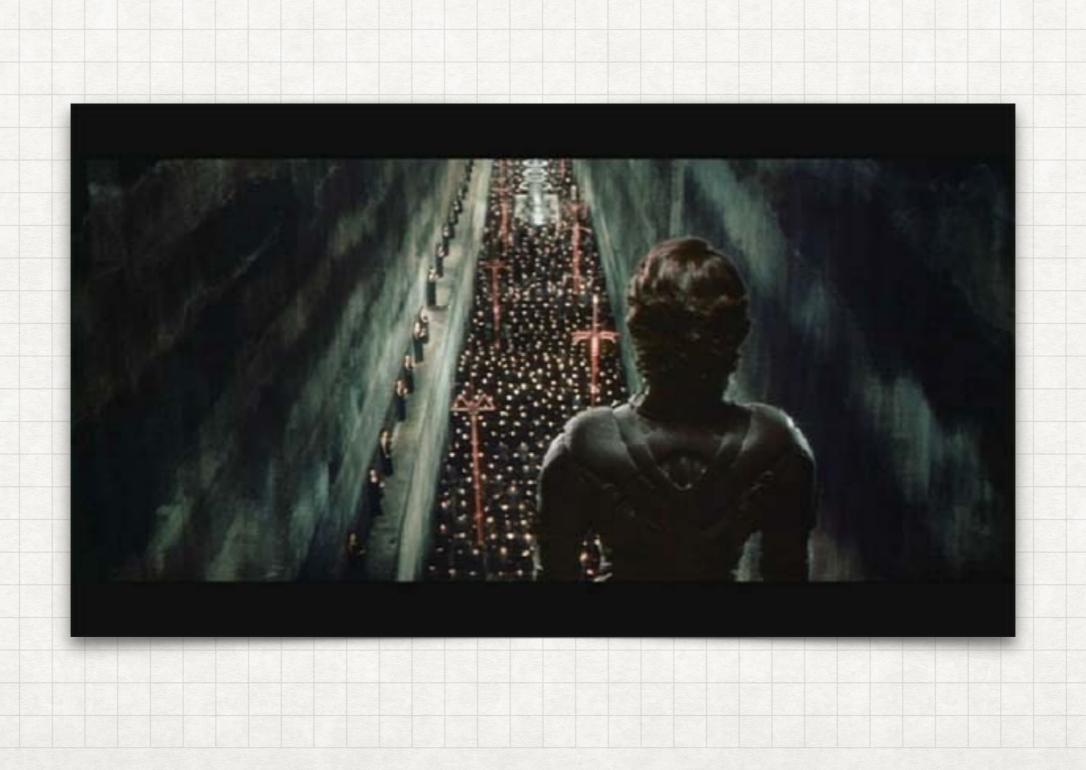
TESTING IS EASY

AND FUN!

FAILURE IS GOOD!

TEST TO FIND PROBLEMS AND CHECK SOLUTIONS, NOT TO PROVE IDEAS!

PRINCIPALS OF AX

- Your services should be constantly evolving.

- You should Always be testing!

- Put your users, stakeholder, patrons, or customers need first.

LONG LIVE THE ~~FIGHTERS~~USERS

USERS ARE KING!

RESOURCES

WEBSITES

- Boxes and Arrows

- Smashing Magazine

- NNG Blog

- A List Apart

- UX Matters

BOOKS

- *A Project Guide to UX Design: For user experience designers in the field or in the making (Voices That Matter)*, by Ross Unger, and Carolyn Chandler. New Riders, 2012.

- *Sketching User Experiences: The Workbook*, by Saul Greenberg, Sheelagh Carpendale, Nicolai Marquardt, and Bill Buxton. Morgan Kaufman, 2011

- *The Elements of User Experience: User-Centered Design for the Web and Beyond (2nd Edition) (Voices That Matter)*, by Jesse James Garrett. New Riders 2012 *

- *Don't Make Me Think, Revisited: A Common Sense Approach to Web Usability (Voices That Matter)*, by Paul Klug. New Riders 2013 *

- *Rocket Surgery Made Easy*, by Paul Klug. New Riders, 2009 *

- *Managing Chaos: Digital Governance by Design*, By Lisa Welshman. Rosenfeld Media, 2015

- *Why we fail: Learning from Experience Design Failures*, By Victor Lombardi. Rosenfeld Media, 2013 *

- * Most useful for going from 0 to 60