

## PROJECT 1: URBAN COMPUTING

Time to put your new design and prototyping skills to work! Your goal is to create an interactive technology for the Boston Public Library environment. There is an ongoing debate concerning the role of the library in tomorrow's networked information environment. We're going to grab this one by the horns: what is the future of situated public information access?

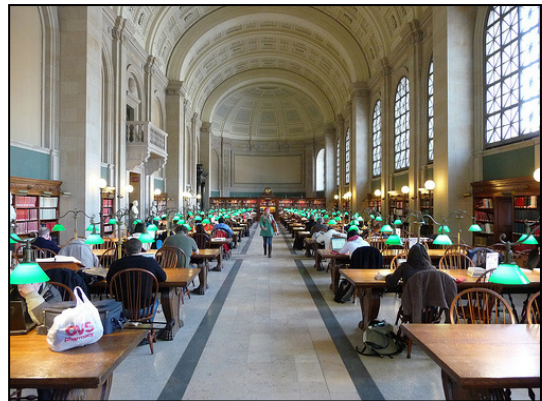
P1 takes place in multiple stages. This handout describes the first stage.

### Part One: Needfinding

We'll be taking a class field trip to the Boston Public Library today.

Bring your new sketchbooks with you. Observe and sketch *breakdowns* people have in the library experience. Also jot down thoughts, ideas, and potential designs for later review. One rule: do not get attached to any favorite ideas. Just generate. Bring a digital camera and take photos too. Tonight, brainstorm five design ideas based on what you experienced and bring them to class tomorrow.

Observe! You've been to libraries before, but I want you to step back and watch what's going on. Go places you wouldn't go otherwise. Where there are people, ask yourself what they're doing, and why they are doing it at the library. Where there aren't any people, think about why nobody is drawn to the area. Wander the stacks; check out books; go to the restaurant; study at the tables. Pay attention to the employees as well as the visitors.



*Deliverables: (due January 8<sup>th</sup> in class)*

- Sketches, photos, and in-progress design ideas captured while at the Boston Public Library, in the sketchbook.
- Sketches and short descriptions of five novel design ideas based on breakdowns seen and ideas generated during your trip.