

AR - Journey

General description

Function:

The AR functions as an addition to the smart wall, it provides: information for the user, clear overview of their own status/process and an overview of various matters such as events.

Implementation:

This product serves as an addition to the 'Smart Wall'. The AR function is implemented into the app and won't overshadow the 'Smart Wall'. The app will keep the users interested and is the first step into keeping new registered visitors to stay with the library.

Location of use:

The AR functions can be used at any location desired by the user. This also provides the ability of displaying location based information. The AR visual will move towards specific places depending on your personal interests.

Prerequisite:

Before going through this journey some prerequisites need to be met, the user will need:

- Library app
- Library card

Step 1: Registration

The user opens the previously downloaded app. Since it's the user's first time booting up the app, the user is required to register. The user scans his/hers library card as a form of register, this links the app to the library card and thus the users information.

Now the user has his phone linked to his information and will stay this way until the user manually logs out.

Step 2: The Sapling

The user is now registered and started up the app. The app displays the users 'sapling', thanks to AR-technology the sapling is placed according the users preference. This sapling is an visual representative of the users activity and 'Kenniscloud'. This sapling is the same as the one being displayed on the 'Smart Wall' should the user check in there.

Now the user has a visual representation of his progress and can continue to customize it.

Step 3: Customisation

The user has the ability to customize their own sapling. This customisation will vary from simple colors to patterns, different trees and accessories. New users will only have the ability to change the color of the tree, more options will become available when the user reaches a new level.

Step 4: Growth

Now the user has obtained and customized their 'sapling', the user can begin (or continue) contributing in order to increase (grow) their 'sapling'. Increasing your sapling can be done in various ways. One way is to contribute information or share knowledge on the kenniscloud. The activity on the kenniscloud will be measured and the user's sapling will grow accordingly.

Step 5: Smart wall

Should the user decide to make a visit to the lovely library, the user will be able to check in with their library card at one of the check in points. After being checked in the user can put themselves on active and will be able to see their own sapling on the 'Smart Wall', which also displays other people's 'sapling' aka process.

Step 6: Information

Furthermore the user will have a full overview over various functions the app has to offer. These functionalities include a wide range of information and communication options, such as the user's inbox, events, profile, tags, etc.

Smart Wall - Journey

General description

Function:

Help people connect with one another by visualizing the KennisCloud through the means of a visualization of the contributed knowledge.

Implementation:

The Smart wall will be implemented in the library, where it will be eye catching. Through various scan points throughout the library the users can check in and view their 'sapling' and connections on the Smart Wall.

Location of use:

The Smart Wall will be installed inside of the Tilburg library at the "spoorzone". The wall is stationary and won't be (easily) moveable.

Prerequisite:

The user will need the following before going through this journey:

- Library card (Visual or digital)

Step 1: Check-in

Upon entering the library, you'll have the option to scan your library card at one of the designated check-in poles. By doing so, your status will be switched to "present" and your personal tree will be displayed on the smart wall. This check-in pole triggers the curiosity of those who enter the library. These visitors will begin wondering why there is a pole and what it does, this is the first step into gaining more visitors.

Step 2: Displaying your tree

When walking up to the smart wall, another check-in pole will be present. By scanning your card here you're signaling other that you're currently "active". Meaning you're more than happy to help out other people and willing to gain and share knowledge. Because of this your tree will always be displayed in the foreground of the smart wall.

If you decide to not scan your card at this check-in point, your tree will still appear on screen, but instead will be displayed in the background. This is the second step to trigger new visitors. When seeing the interactive wall they will begin wondering what it is meant for, this will draw them towards the wall and make them interact with it. The interaction with the wall will stimulate them to join.

Step 3: Interacting with the smart wall

Once your tree is displayed in the foreground you'll be able to interact with it. When doing so, the roots of your tree will become visible, and show you all your different "branches" of interests. The length of these roots will vary based on the size of your try.

By tapping one of these subjects, you'll be able to see who else shows interest in this subject (either because they're offering new knowledge, or are seeking it).

Step 3b: Connecting with someone

By tapping one of the connecting trees (based on shared interests), you'll have the option to send them a message, examine your connection (i.e. book, event, location, interest you share) and send a meetup request for somewhere in the library. This could potentially lead to a meetup between you and the other person, in order to exchange knowledge.

Step 4: Logging off

If you no longer have the desire to actively engage with other people within the library, you'll have to rescan your library card once more, at the check-in pole located at the smart wall.

If you happen to be inactive for X minutes, you'll also automatically be logged off and put on "inactive".

This will result in your tree slowly fading into the background.

Step 5: Leaving the library

If you decide you no longer wish to be at the library, you'll have to check out using one of the poles located near the entrance of the building. By "signing out", your tree will disappear from the smart wall.

If you accidentally forget to manually sign out, do not fret. The system will automatically put your status on "offline" if you've been inactive for the past X minutes.