

NCSU LIBRARIES MOBILE

Overview

NCSU Libraries Mobile, launched on October 30, 2009, provides access to library-oriented services for users of mobile, web-enabled devices. This service builds on the earlier work done for the MobiLIB project to provide new and enhanced library services to users of more sophisticated mobile devices, while maintaining a high level of service to those using less-advanced devices. Based on user feedback, other mobile-enhanced services will be added in the future.



Implementation

Starting with a code-base from the MIT Mobile Web Open Source Project (<http://sourceforge.net/projects/mitmobileweb/>) with modifications by NCSU's Office of Information Technology, the team set out to develop a suite of services that are individually optimized to three tiers of mobile devices. The WURFL mobile device dataset was used to detect mobile devices and group them based on their capabilities, allowing us to provide multiple levels of mobile-enhanced services.

It is important to note that smart decisions made as part of earlier non-mobile technical efforts at NCSU Libraries significantly contributed to the fairly rapid development of this site. By utilizing existing APIs for services such as the catalog, library hours and computer availability, we were able to focus more time on optimizing the content for mobile devices.

Team

- David Woodbury, NCSU Libraries Fellow (davidwoodbury@ncsu.edu)
- Jason Casden, Digital Library Initiatives (jason_casden@ncsu.edu)
- Markus Wust, Digital Scholarship and Publishing Center (markus_wust@ncsu.edu)

Project Links

- NCSU Libraries Mobile: <http://m.lib.ncsu.edu>
- About NCSU Libraries Mobile <http://www.lib.ncsu.edu/m/about.html>
- WolfWalk project: <http://www.lib.ncsu.edu/dli/projects/wolfwalk/>
- "Making something small... and great: NCSU Libraries Mobile site" promotional video <http://tinyurl.com/ncsumobile>

References & Useful Links

Apple Dashcode: <http://developer.apple.com/tools/dashcode/>

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Educause (2010). 2010 Horizon Report. Retrieved from: <http://www.educause.edu/ir/library/pdf/CSD5810.pdf>

Fling, Brian. (2009). Mobile Design and Development: Practical Concepts and Techniques for Creating Mobile Sites and Web Apps. Sebastopol, California: O'Reilly Media.

Griggs, K., Bridges, L. M., Rempel, H. G. (2009). "library/mobile: Tips on Designing and Developing Mobile Web Sites", The Code4Lib Journal, Issue 8. Retrieved from: <http://journal.code4lib.org/articles/2055>

iA (2010, April 12). Designing for iPad: Reality Check. Retrieved from: <http://informationarchitects.jp/designing-for-ipad-reality-check/>

International Telecommunications Union (2009). The World in 2009: Facts and Figures. Retrieved from: http://www.itu.int/ITU-D/ict/material/Telecom09_flyer.pdf

iUI: <http://code.google.com/p/iui/>

iWebKit: <http://www.google.com/search?aq=f&sourceid=chrome&ie=UTF-8&q=iwebkit>

jQTouch: <http://www.jqtouch.com/>

MIT Mobile Web Open Source Project: <http://sourceforge.net/projects/mitmobileweb/>

W3C Mobile Web Best Practices: <http://www.w3.org/TR/mobile-bp/>

W3C CSS Mobile Profile: <http://www.w3.org/TR/css-mobile/>

WordPress Mobile Pack: <http://wordpress.org/extend/plugins/wordpress-mobile-pack/>