ABSTRACT

The National Science Digital Library (NSDL) dramatically broadens the information about STEM resources that it can accept and make available to its users with the introduction of the NSDL Data Repository (NDR) architecture. [1] To transform information into knowledge NSDL’s community of collaborators who are engaged in using, building, and promoting the digital library must see themselves as contributors to, and beneficiaries of a rich exchange of information among diverse stakeholders reflected in inclusive NSDL community-created policies. [2] Flexible content of many varieties that is small, modular, and adaptable is favored to promote this type of distributed reusable and multilayered information in an educational digital library such as NSDL. In this poster we trace the process used to determine a metaphor for the NSDL On Ramp (ONR) content and communications system [3] by exhibiting iterative designs for a user interface derived from ONR User Survey results. On Ramp is a platform for managing workflow, and creating, editing, distributing and storing content from multiple users and groups in a variety of formats.

THE ON RAMP USER SURVEY

Understanding and adoption of On Ramp by users is a key to finding ways to grow collaborative knowledge. NSDL Pathway projects represent significant NSDL audiences and provide focused views of selected NSDL resources. Pathway projects work with large communities of learners, and act as reference librarians for their users. A survey developed by the Human Computer Interaction Lab at Cornell was designed to discover how NSDL Pathway Projects managed content within their distributed systems, and to engage them in the design of ONR. The On Ramp User Survey provided data for the design of the ONR prototype. The survey also gauged the diversity of need, content, and experience of the initial user group.

1.1 Survey Description

Potential respondents were invited to participate from a pool of candidates who attended a presentation about On Ramp, at

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least related to a publishing metaphor (e.g., super formats, post processing).

2. REFERENCES