

UT Campus Map 2.0

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Objective

Improve the **usability, utility, and user experience** of the University of Texas at Austin's online campus map, by providing a **dynamic interface** and presenting **multiple layers** of location information.

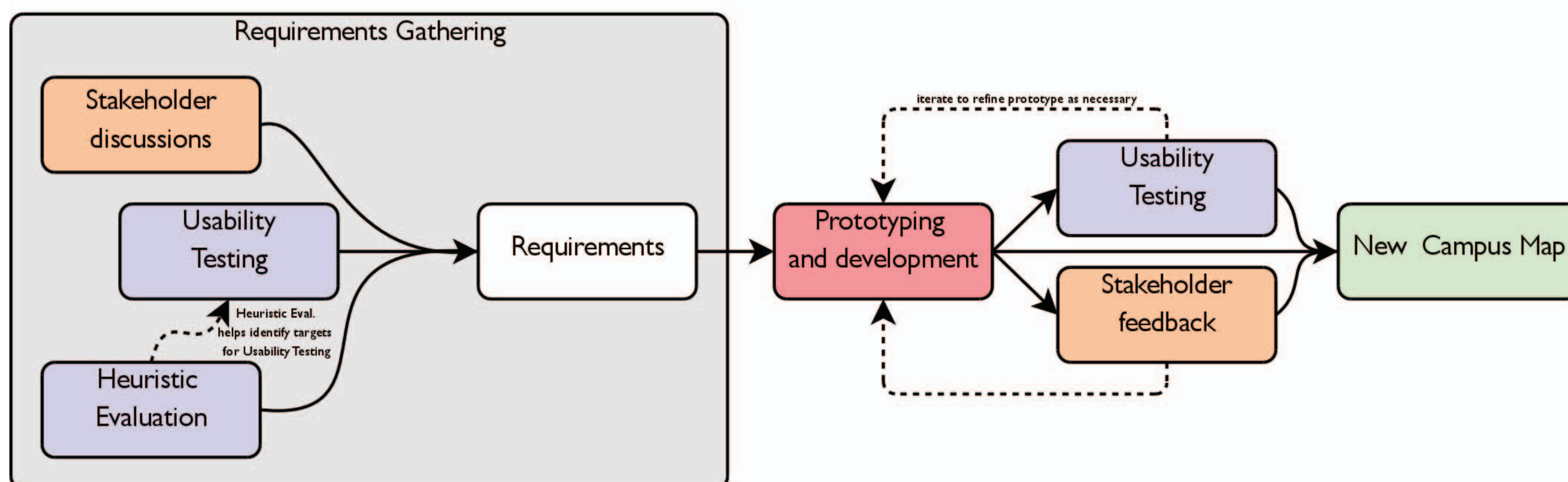
Methods and Process

Usability testing and heuristic evaluation to gather requirements and validate the prototype.

Tests were conducted **on-location** with a laptop and open source screen capture software.

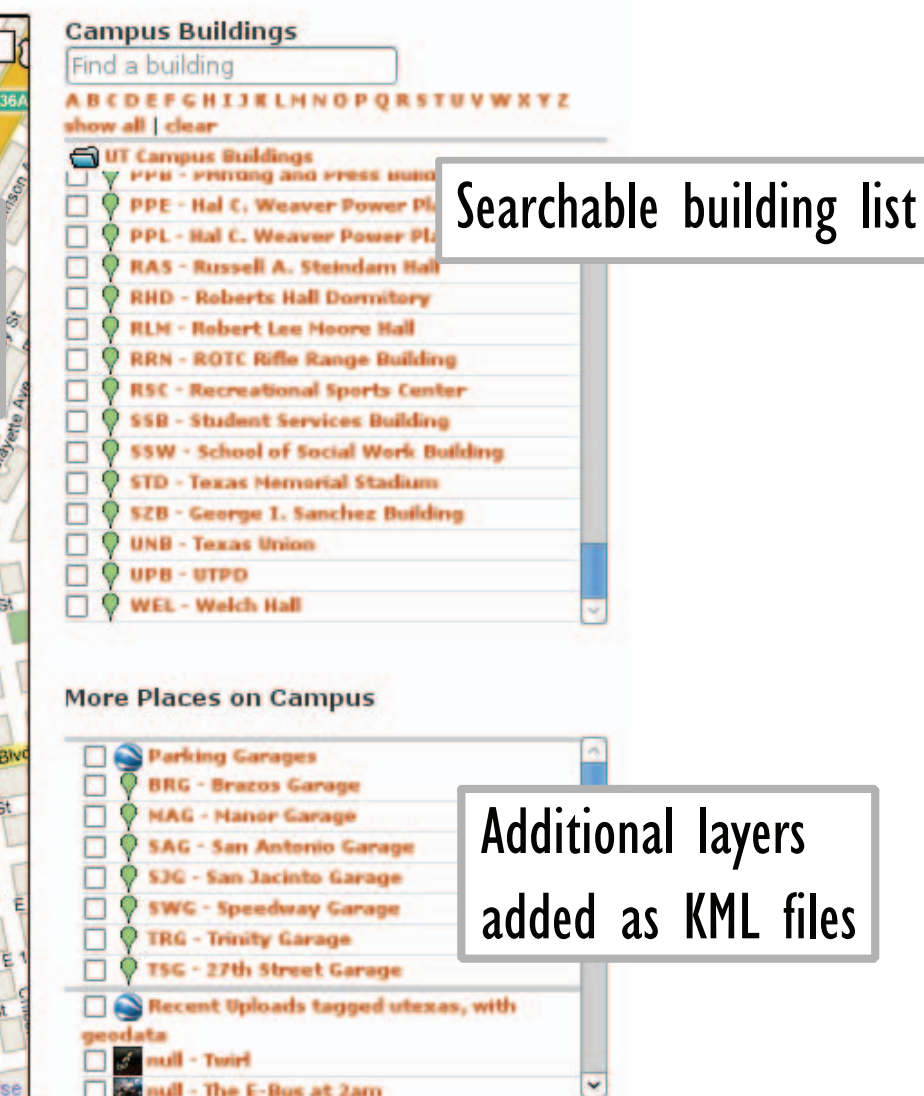
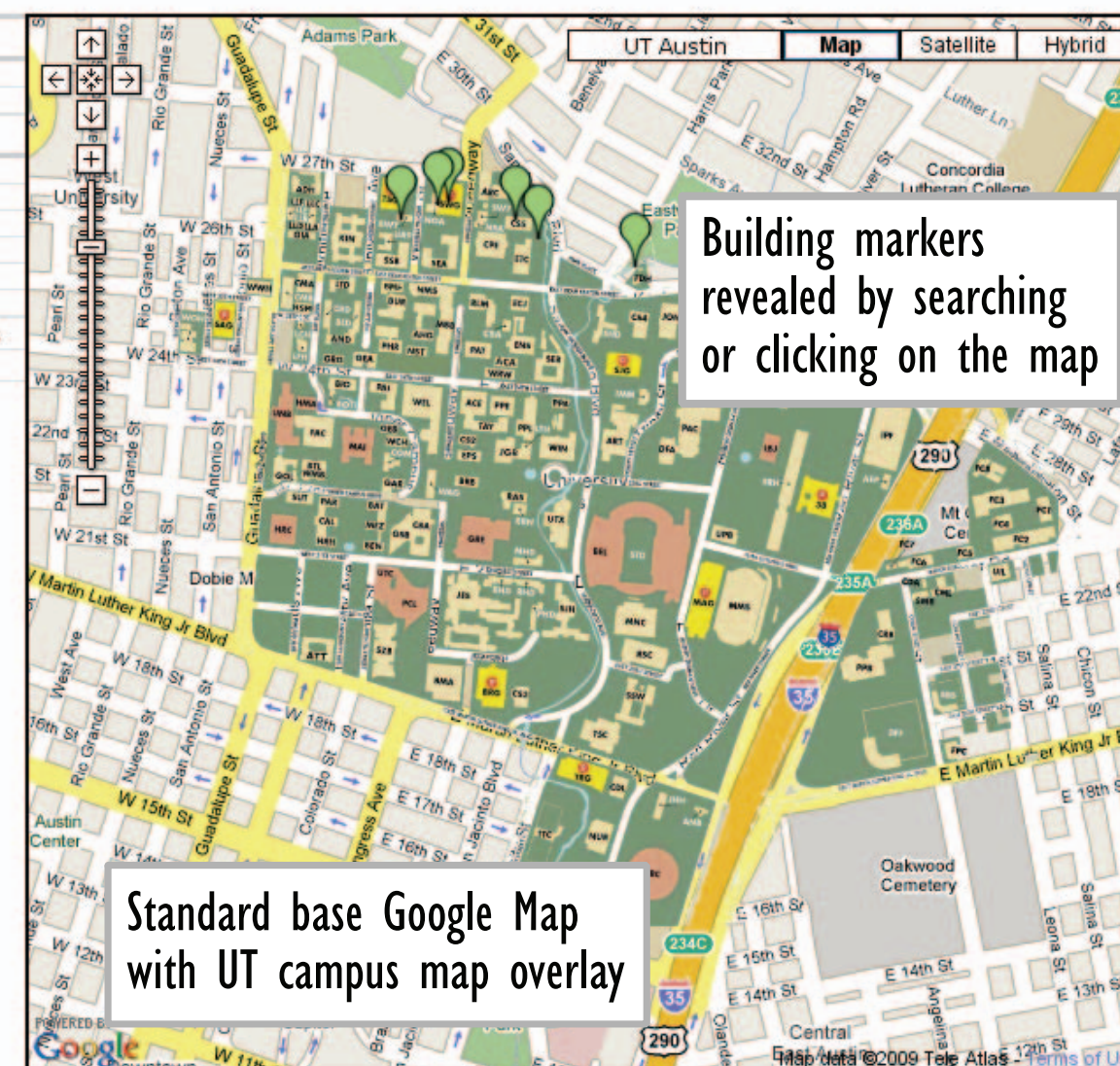
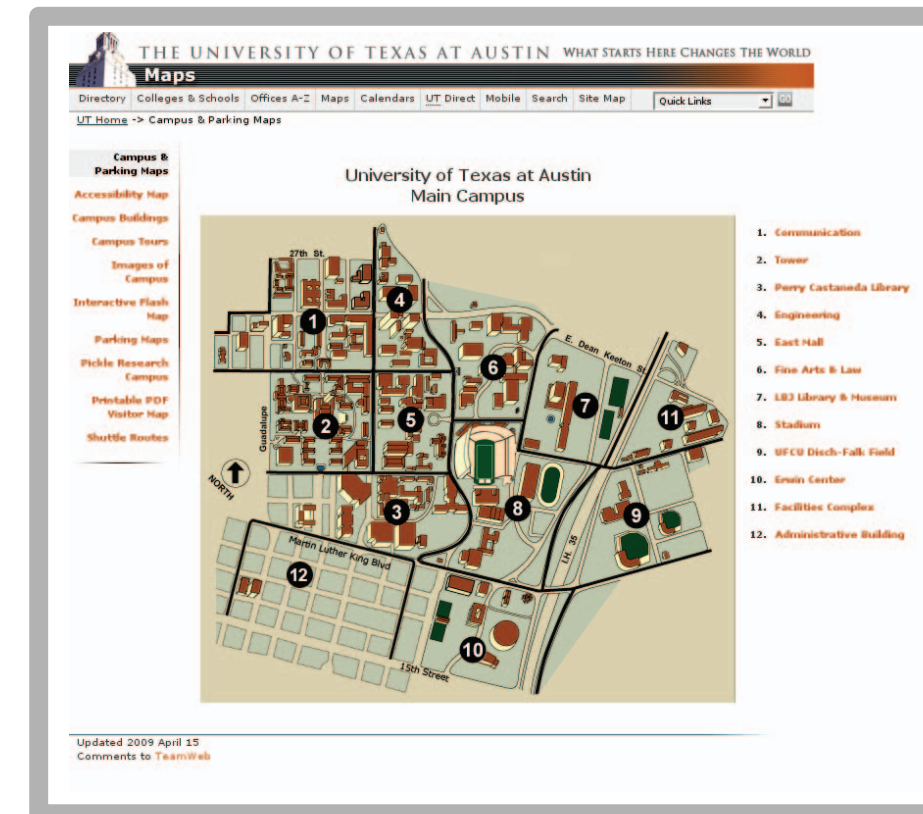
Rapid prototyping using HTML/CSS and JavaScript, including jQuery, Google Maps API, and GeoXml JS library

Map data stored as **KML** (XML schema used by Google Earth and others)
 Scalable infrastructure facilitates adding new map layers and re-use of campus data in other maps



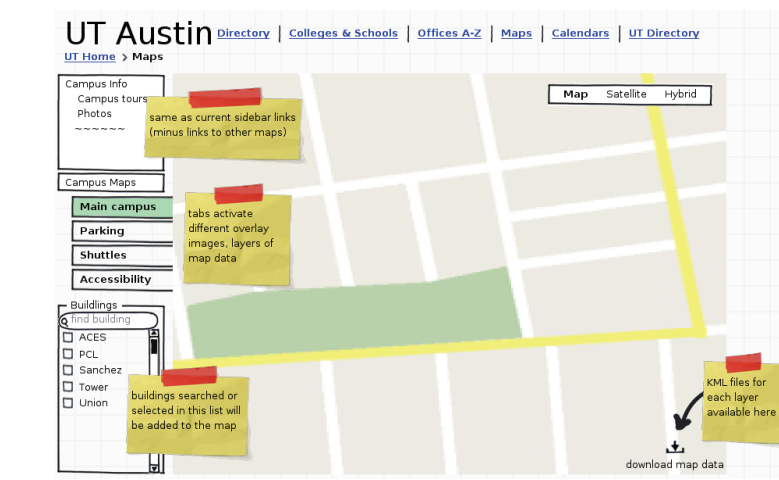
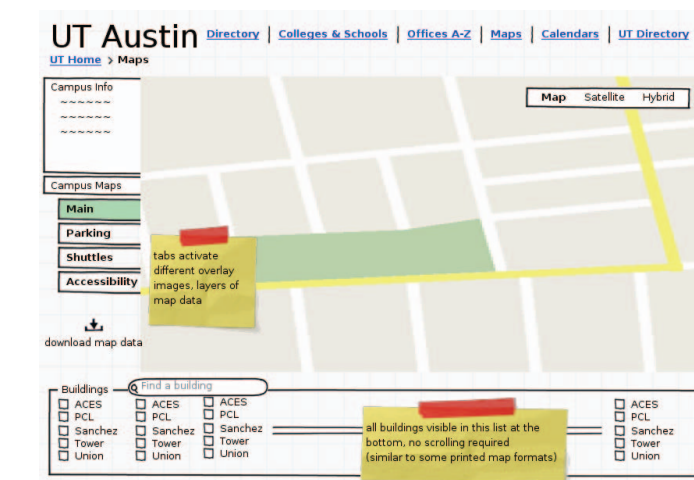
Process Flow

Existing UT Campus Map



Info Windows provide building details without leaving the map

Alternate layouts



Prototype contains layers for **building** information, parking **garage** locations, and a Flickr feed.

Additional layers could include more **detailed parking** maps, **accessibility** maps, **UT PD** call box locations, library **book drops**, OnCampus **event** locations.

Conclusions and Future Work

Preliminary user testing of the new prototype showed that users found the new interface and features helpful and preferred it over the current campus map.

Improvements before deploying on UT's Web site:

- use the Google Maps GTileOverlay feature to provide faster zooming and cleaner overlay images
- add more information layers, convert other existing maps to KML
- additional user testing and design iterations
 - gather usability data on larger sample of users and user groups
 - explore alternate page layouts
- improve performance by converting parts of the application to PHP