


# Making Enso Village's Resident Library Accessible to Seniors

with book shelves, labels, review cards and a mobile app.




**Review this book** Anonymous

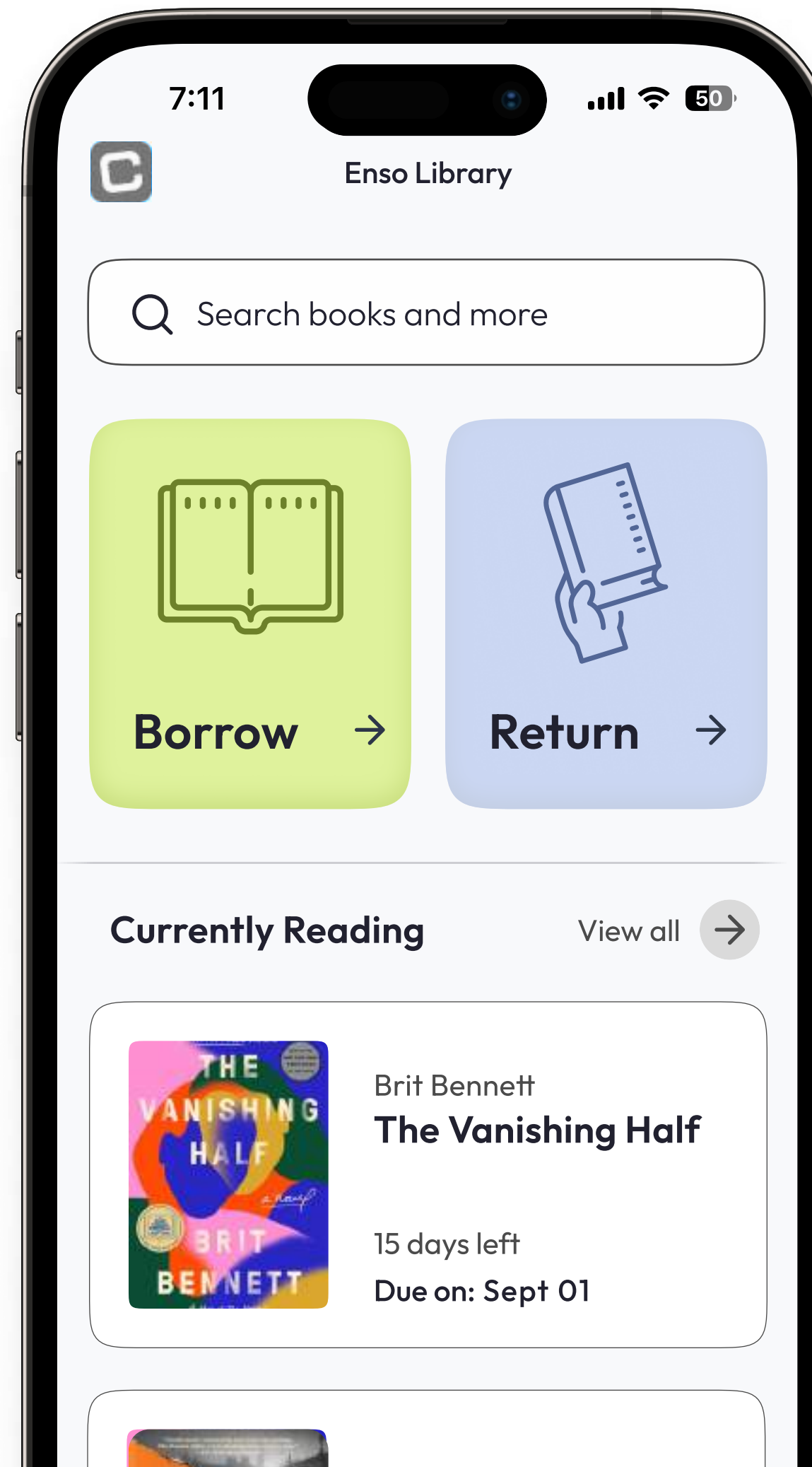
 **Barbara Davison**  
Posting publicly

★ ★ ★ ★ ★

What do you think about this book?

 This book belongs to  
**Enso Village**<sup>SM</sup>  
A KENDAL AFFILIATE

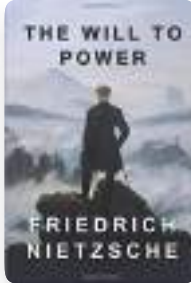
Scan the label to borrow this book



 **Jasmin Kaur**  
**Where You're Going**

Return date: Sept 14

[See book details](#) →

 **Fredrich Nietzsche**  
**The Will to Power**

Philosophy ● Unavailable

COMPANY

Enso Village - Zen inspired senior living community

CONTRIBUTION

- Research
- Product Design
- User Testing
- Dev Handoff

COLLABORATORS

- 3 Product Designers
- 1 Art Therapist (Enso Village)
- Developers (Cubigo - third party integrated platform)

WHY

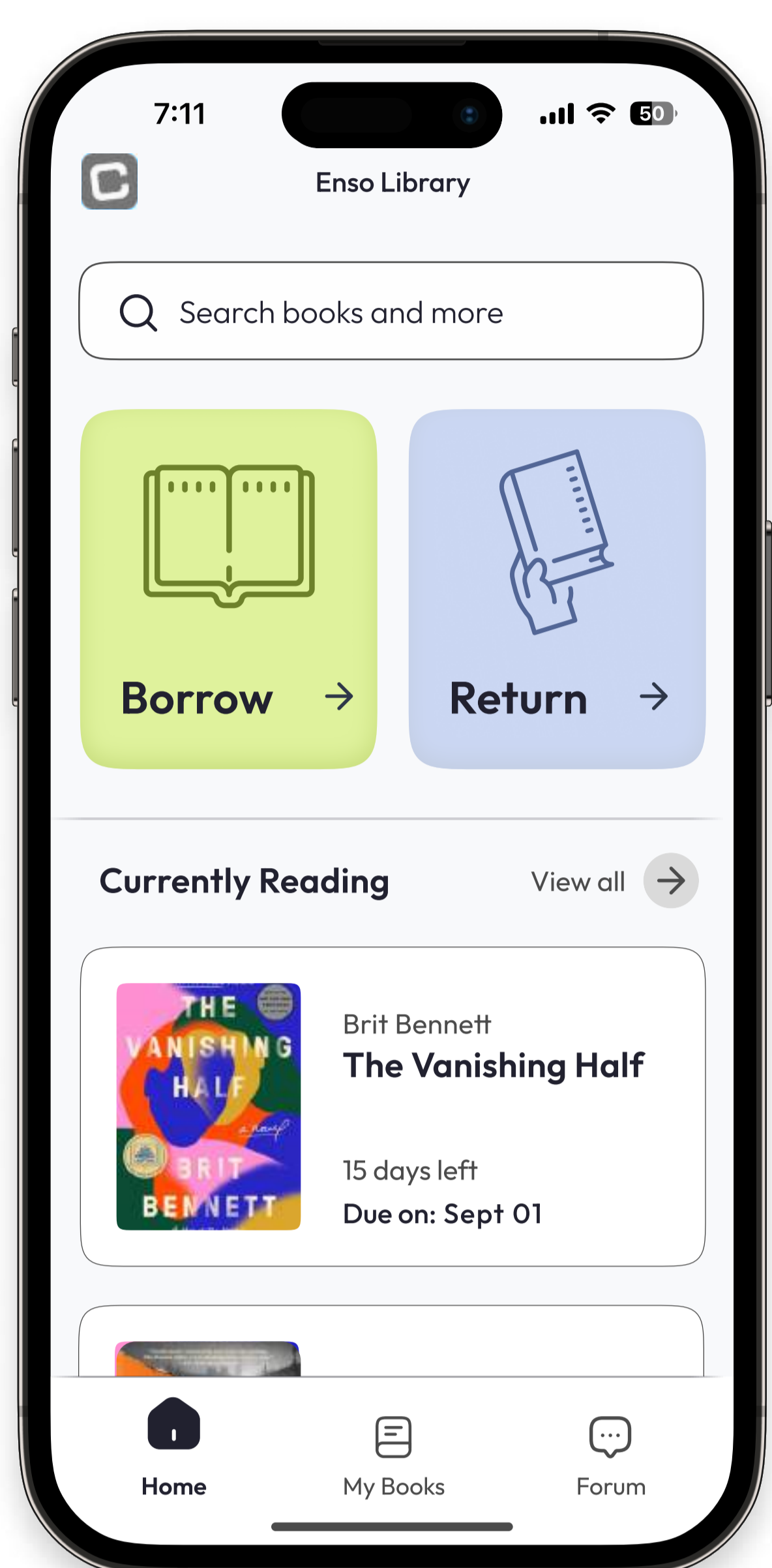
The desire to create dynamic environments in Enso Village has led to an open library concept, with separate bookshelves spread across community areas where senior residents should be able to independently access books with minimal support from the staff.

WHAT

There is a need to build a system that they can use to engage with the books and each other, that harmoniously fits with the Enso Village ethos.

HOW

A library system that combines physical and digital touchpoints. Residents will be able to share their thoughts, borrow and return books, submit reviews, recommend new titles, and organize events. Through these solutions, we envision knowledge sharing and community building.



Search and see book details



We interviewed 20 people moving to Enso, and also conducted many usability testing sessions with them to ensure accessibility and usability. The design principles we followed are:

**Familiar**

Users have familiarity of using apps like libby and actions in a traditional library, they expect this system to have similar patterns.

**Intuitive**

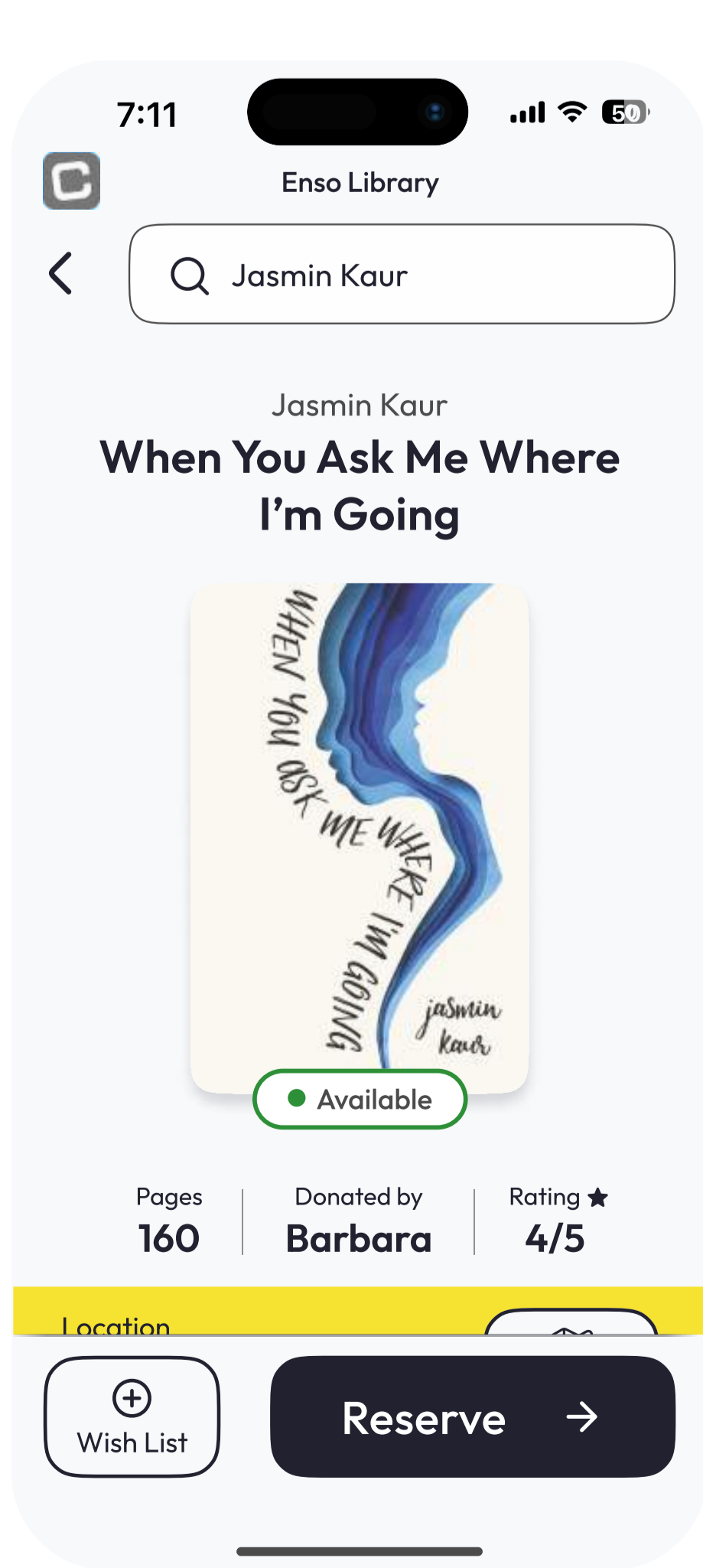
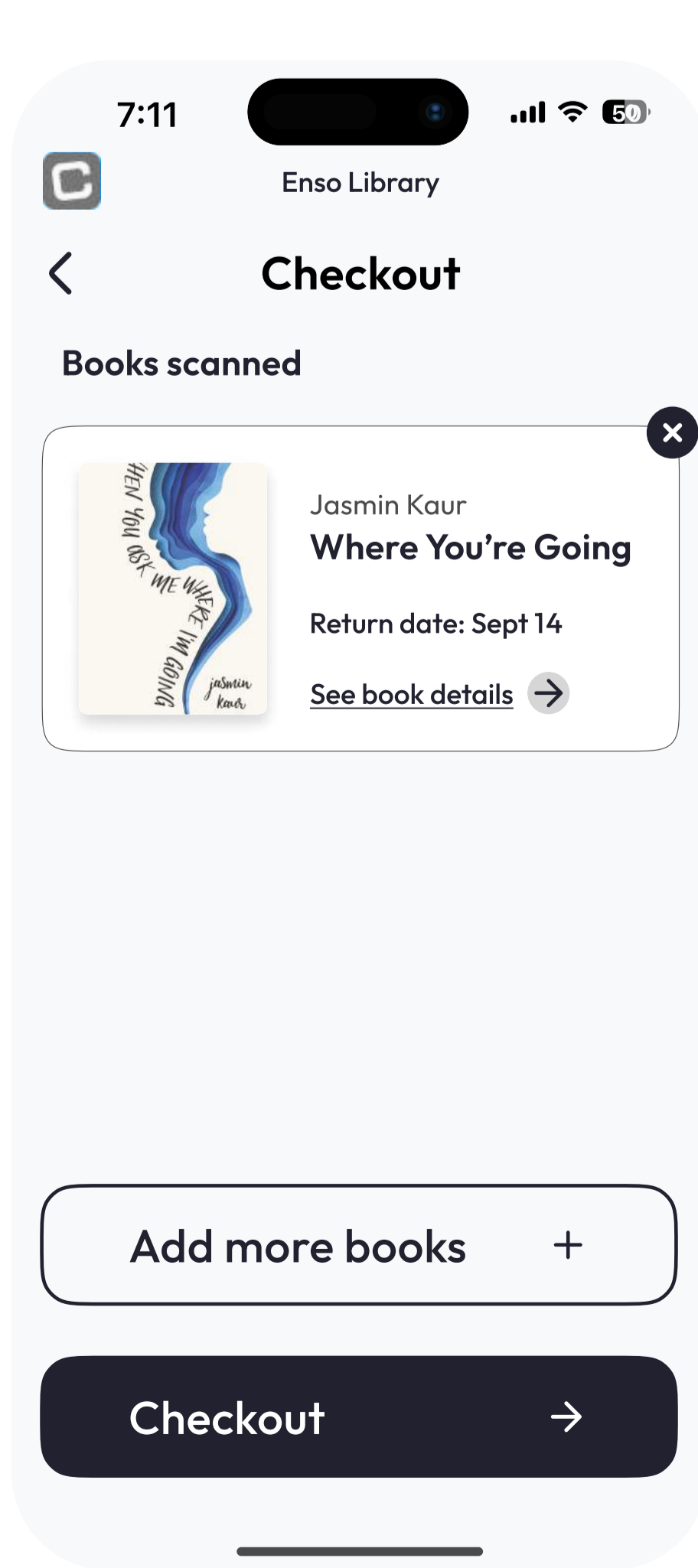
The app need to be very intuitive and accessible for all users including those with poor vision and low tech literacy.

**Instructional**

Digital and physical touch-points combined should guide users, striking a balance between being very clear and simple, thus easy to use.



To promote meaningful connections between readers, we also designed physical touch-points including colored bookshelves, labels and thought-sharing cards.



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