Open Device Lab: movement to improve web and app experience.

Raquel Paiva Godinho

Project abstract

We present here the first part of the literature review regarding our study object, the Open Device Labs. The research on ODLs emerges from the observation of worldwide non-profit movement, which, through mutual collaboration, information and devices sharing, proposes a final improvement on user’s experience with the web and app.

Objectives

Review the literature on Open Device Labs (ODL)
- Search for studies on the subject;
- Carry out a historical research on the movement constitution;
- Carry out data collection in order to answer the following questions: How did they arise? Which are their goals? How many are them? Where are they located? How have they been growing?

Methodology / Materials

Selection of informational resources in order to reviewing available publications on Open Devices Labs (March and April 2015):

a) electronic data basis - Mendley, Google Scholar e Scopus; b) Libraries catalogues – Uvic; c) Search mechanisms – Google.

Key words: Open, Device, Lab, Mobile

Findings / Research update

We did not find studies regarding the study object but we found some answers for our research questions. The Open Devices Labs have arisen from the designers and developers need for testing their projects on actual devices, in order to solve development problems. The first space opened to the community, with diverse mobile devices, arose in Brighton, UK. In April of 2012, Jeremy Keith, through his website, invited his readers to visit Clearleft’s lab device to test their projects. Then, the lab has grown with the donation of several devices from local developers. In May of 2012, Jeremy Keith and Remi Sharp presented the idea, at the Mobilism Conference in Amsterdam, and in a few months later a movement for opening similar labs in the Netherlands, Germany, England and Sweden has begun. (SALMINEM 2012).

ODLs are a grass roots community movement to improve web and app experience. “They establish shared community pools of internet connected devices for testing purposes of web and app developers” (MEISSNER et al. 2015).

Conclusions

We believe that we were not able to find studies regarding the study object, on scientific data basis, because this is a recent movement and it is still in progress; The existence of little information makes the research more difficult, however more interesting, due to the investigation possibilities; The information made available by the movement precursors and the movement collaborative features will be important in the research development following phases; The next step is to complete the literature review with studies that touch our theme such as: research and teaching laboratories, sharing movements, market, mobile devices learning and usage.

Bibliography

