CoDesign Project 1: ARt

Spring 2017

Design Team!

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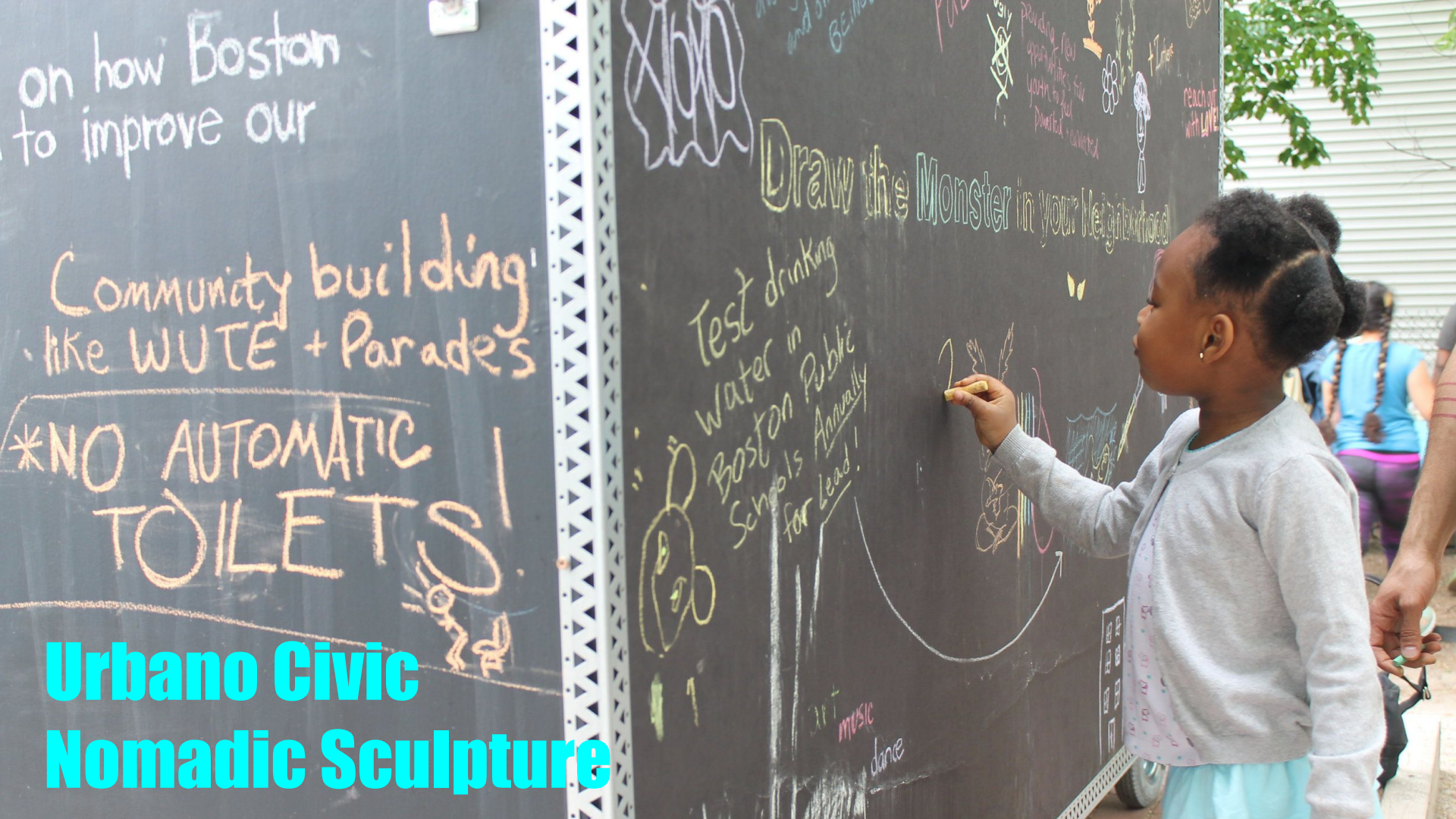

on how Boston
to improve our
Community building
like WUTE + Parades
*NO AUTOMATIC
TOILETS
Draw the Monster in your Neighborhood
Test drinking
water in
Boston Public
Schools Annually
for Lead!
music
dance
Urbano Civic
Nomadic Sculpture

Context

Sharing and discovering experiences particular to a place and time...

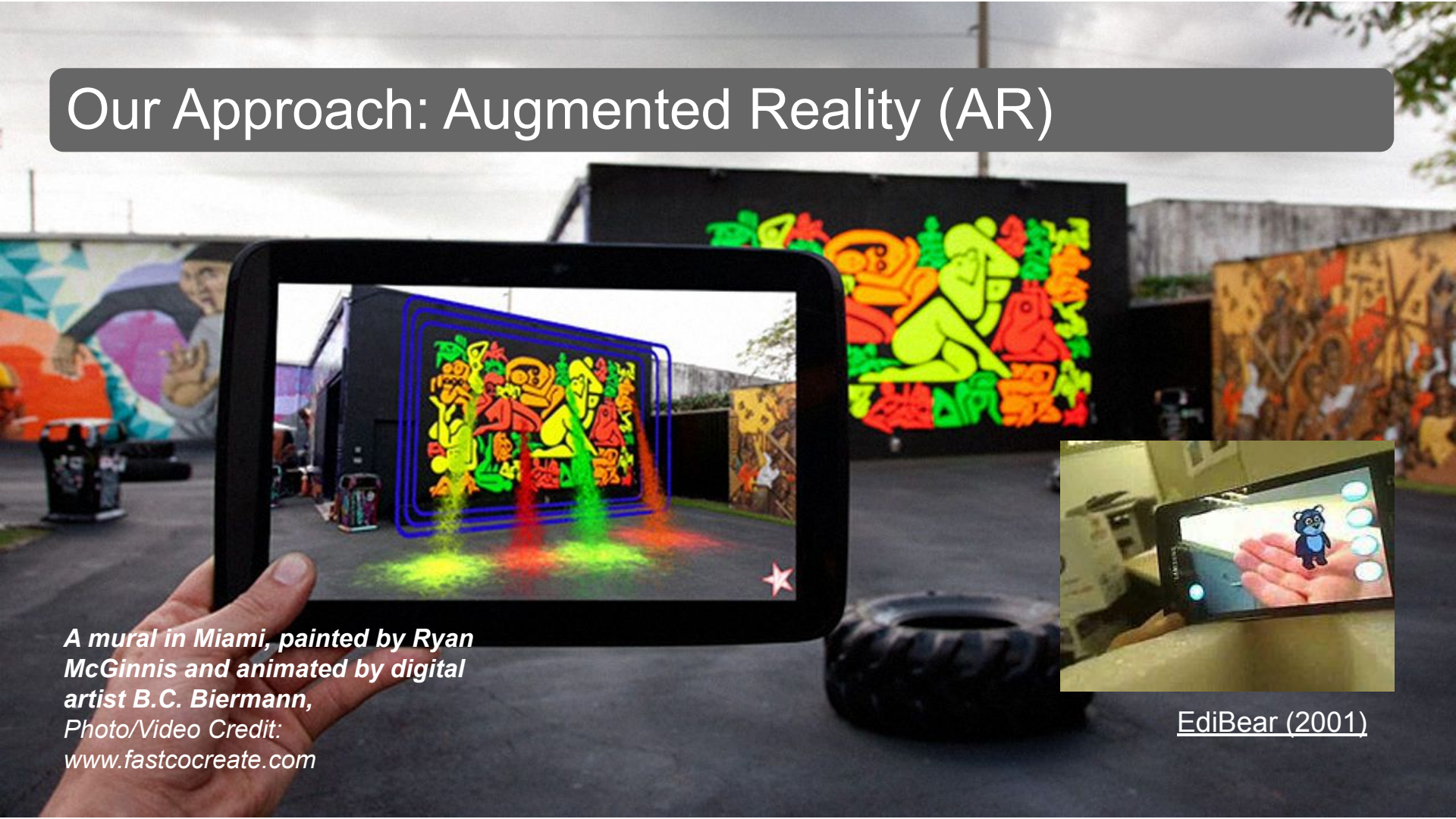
Create a way for Urbano students and locals to audio-record their stories or thoughts in response to a prompt

The recording is stored on a server, associated with an image of their choosing (or of their making), accessible through an AR interface

That image is printed as a sticker and tagged

They leave the “AR studio” box with stickers to distribute wherever they wish around the neighborhood or city

Our Approach: Augmented Reality (AR)



A mural in Miami, painted by Ryan McGinnis and animated by digital artist B.C. Biermann,
Photo/Video Credit: www.fastcocreate.com

EdiBear (2001)

Our Approach: The Prototype

A geographical map of the Boston area, presented as a poster

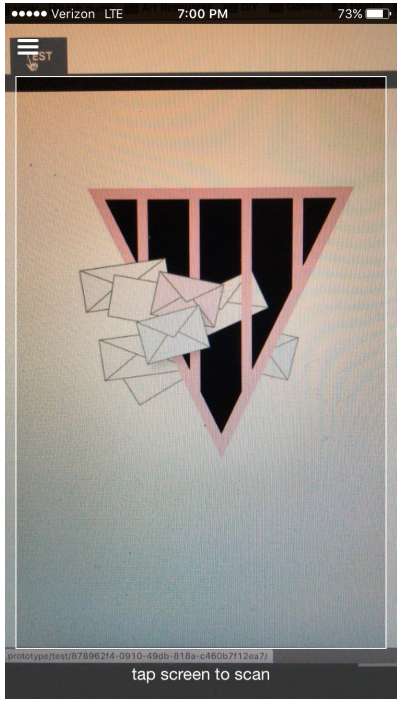
Graphic elements representing our interviews at the locations they look place

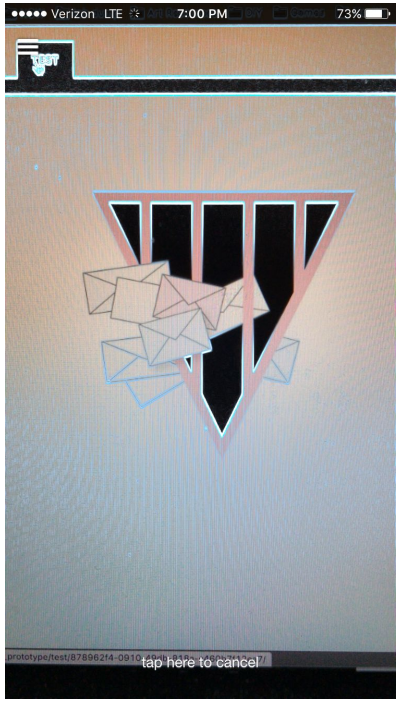
AR interface: scanning these elements on the map using a smartphone camera to unlock details about the interviews

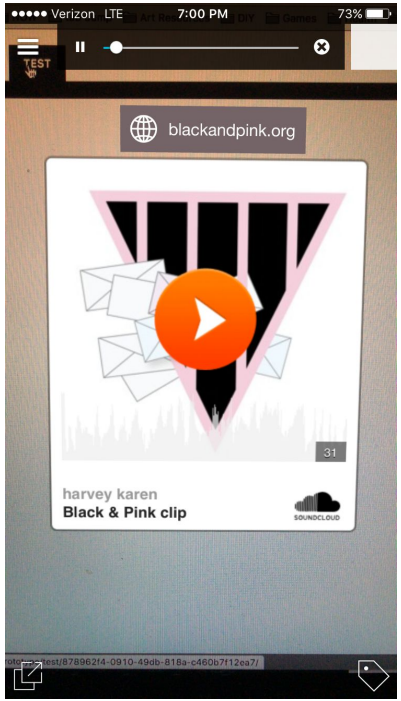
- Mp4 audio clips
- Images
- Information about the interviewee

Our Approach

Layar - a tool for creating AR campaigns

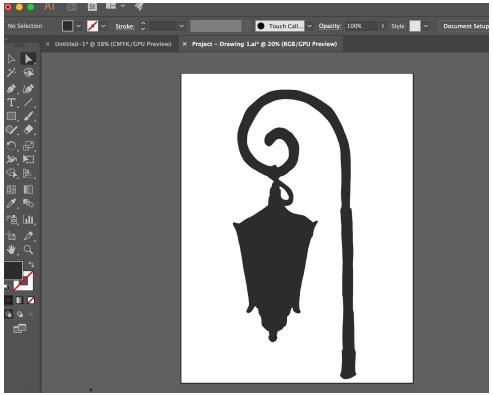


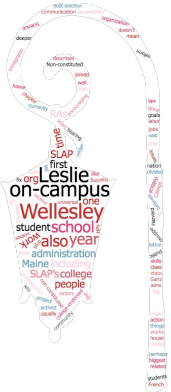




Process

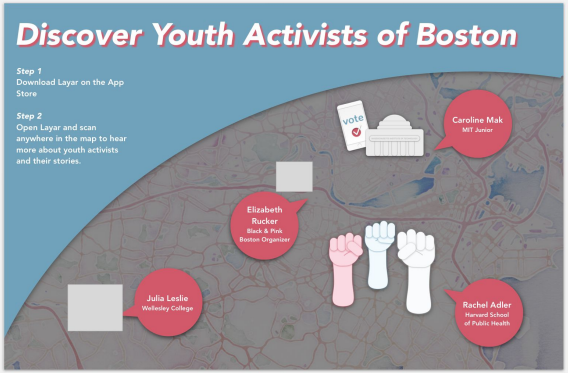
Process





Artboard Copy 2

Artboard Copy 2



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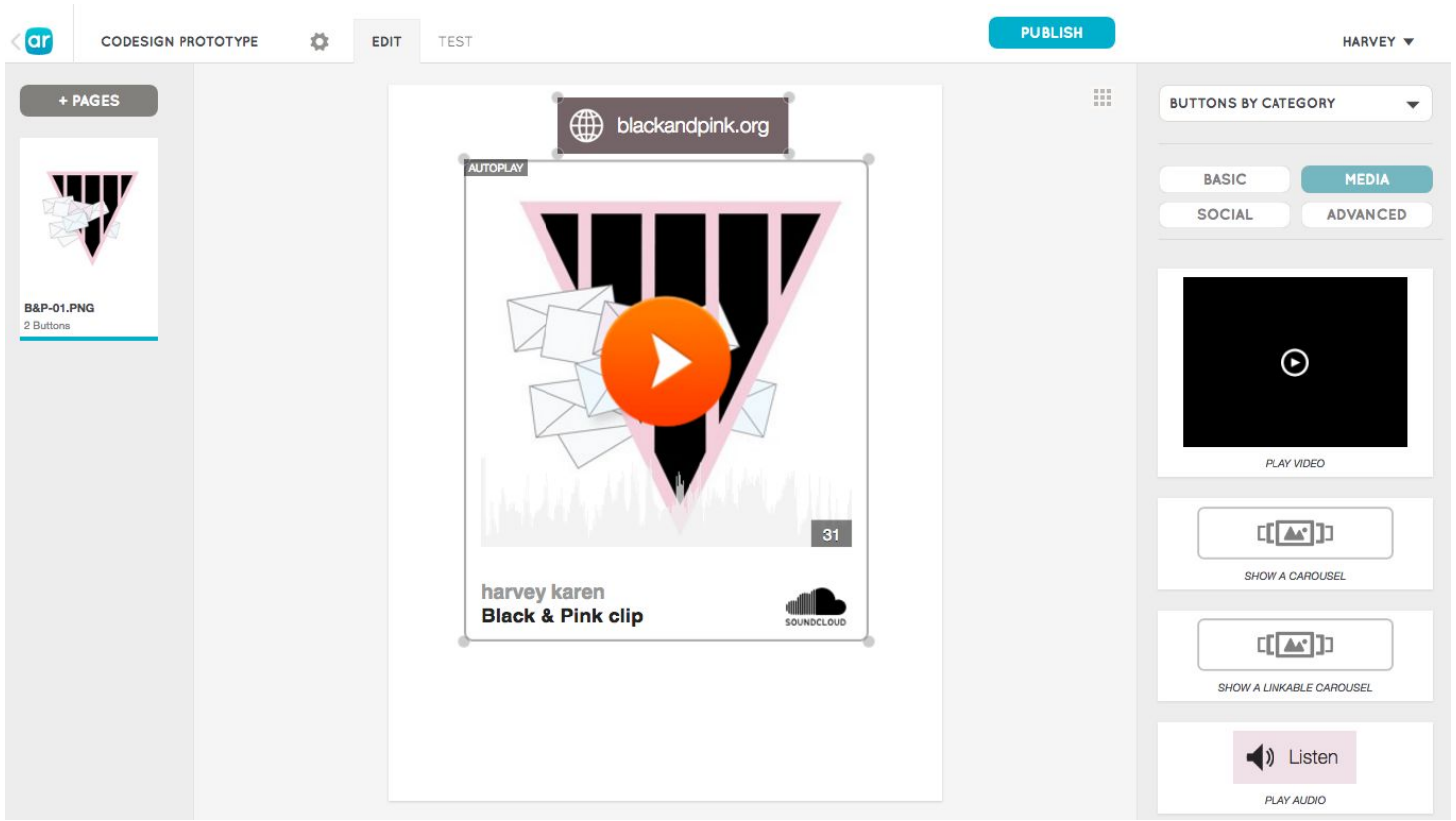
Process


CODESIGN PROTOTYPE
EDIT
TEST
PUBLISH
HARVEY
+ PAGES
B&P-01.PNG
2 Buttons
blackandpink.org
AUTOPLAY
31
harvey karen
Black & Pink clip
SOUNDCLOUD
BUTTONS BY CATEGORY
BASIC
MEDIA
SOCIAL
ADVANCED
PLAY VIDEO
SHOW A CAROUSEL
SHOW A LINKABLE CAROUSEL
Listen
PLAY AUDIO

Our Project!

Discover Youth Activists of Boston!
Step 1
Download Layar on the App Store (Android and iOS)
Step 2
Open Layar and scan anywhere in the map.
Step 2
Click "Hear Audio" to learn more about the work of local activists.
Caroline Mak
MIT Junior
Elizabeth Rucker
Black & Pink Boston
Julia Leslie
Wellesley College
Rachel Adler
Harvard School of Public Health
vote

Verizon
11:23 PM
47%
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Challenges & Lessons Learned

Marketing software, NOT made for our purposes

Limited capabilities, clunky, freemium

Lack of accessible alternatives

30 min interview → 30 second audio clip

What do we want to communicate about these interviews and how do we confine that to attention spans?

What would people be interested in learning and who is our audience?
How do we make the prototype interesting to Urbano students?

Next Steps

Test print stickers of scannable elements and research ways to do this

Create a range of simple sticker graphics, which members of the Urbano community could use as Layar elements, containing their own content (audio recording, links, images etc.)

Explore logistics of creating an AR creator space in the Urbano box:

A mini recording studio? Can participants design their own sticker?

Companion website?

WOORLD

Questions for class

How else could Urbano apply these ideas to their box in a public space?

Does requiring that visitors have a smartphone make the piece too inaccessible to too many folks? Can we provide them with another way to view the piece?

Is teaching visitors how to use the Layar software/become AR creators an important or interesting part of this project? (Is it important for the project to be technologically participatory or is it more important to ask for participation in other ways ie: storytelling, documenting community history?)

What does an AR interface add to the concept of a physical space which is full of discoverable audio (or hidden visual) elements? What is important about the discovery aspect?