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| Project 45 | **The Cauld Lad of Hylton: Ghosts, Spooks & Uncanny Happenings at Hylton Castle** |
| Academic Area: | *Mobile App Development/Augemented Reality – User Experience Design* |
| Project Description: *client details,*  *current context/ situation/ problem,*  *proposal for problem solution* | Sponsor/Client: Jon Charlton, Director – Hylton Castle Project [jon.charlton@sunderland.gov.uk]  Mob: 07827 977 956  Academic Sponsor: Dr Susan J Jones, Principal Lecturer & Team Leader, Faculty of Computer Science, DGIC 201D [susan.jones@sunderland.ac.uk]  Hylton Castle is a ruined stone castle in the North Hylton area of Sunderland dating back to the 14th Century and an iconic heritage asset for the City of Sunderland. In 2016 the Hylton Castle Project, a consortium led by the Friends of Hylton Castle and Sunderland City Council, secured £4m HLF funding to restore the castle for the enjoyment of the local community and visitors. The project will deliver classrooms, interactive exhibition areas, visitor facilities and flexible events space in what would be flagship heritage attraction for Sunderland. A key goal of this project will be to provide opportunities for young people, offering training and apprenticeship programmes, opportunities in heritage asset management, interpretation, tourism, and hospitality. Recognising the needs of its target audiences, a key aspect of this project will be to create an effective digital strategy and as part of this the development of user experiences which enable young people to learn about and enjoy Hylton Castle and the Hylton Castle Dene, its amazing and rich history.  Initial ideas for engaging user experiences centre around the ‘Cauld Lad of Hylton’, Hylton Castle’s famous and frequently encountered resident ghost and poltergeist. The aim of this project will be to develop a prototype mobile phone application which enables young people to find out about and experience the Cauld Lad of Hylton. Any technology developed would need to fit within a broader visitor experience, for example, an app which takes a user around the grounds of the castle at a specific evening event at Halloween or a visitor experience similar to the famous ‘Ghost Walks’ in the city of York. However, the client is looking for fun ideas and is open to suggestions as what the proposed application should be and how it could be used to provide fun heritage audience experiences. Some suggestions from the client include:   * Digital trails through Hylton Dene with mini-Geo-cache sites where the ghost has been seen * User experiences triggering external physical or auditory events in the grounds of the castle * Use of Augmented Reality to show views of the castle that the Cauld Lad has experienced over the centuries * Hologramatic views of the site from different vantage points and representations the Cauld Lad of former historical gardens * Oral histories about the ghost from local residents captured online   http://www.chroniclelive.co.uk/news/north-east-news/sunderlands-hylton-castle-4m-development-10701715  https://en.wikipedia.org/wiki/Cauld\_Lad\_of\_Hylton |
| Specific Requirements: *(e.g. programming language or environment; specialised equipment needed etc.)* | Cross-platform smartphone technology – to be confirmed. |
| Practical Outcome: *(e.g. “The project will produce an ‘X’ type of system, whose functionality will be a, b, c…”)*  *Note - the client may or may not have an opinion about this.*  *It is the student’s responsibility to propose a solution with which the client agrees.* | The project will produce a mobile phone application which will provide an interactive and uncanny experience around the life and death of the ‘Cauld Lad of Hylton’.  At this stage detailed functional requirements are yet to be identified, but an innovative user experience is required to engage young people in a participative ghostly/uncanny experience to be considered and agreed with the client. |
| Research Focus: *(Topic of literature review that will help inform the product development)* | *Suggested Areas for Research*  Options (i) a technology focus looking at augmented reality (ii) a user experience focus looking at use of technology in combination with externally triggered events in a heritage context |
| Preliminary Reading List: *(5 background articles/key texts/seminal research publications to kick start the project)* | The student taking up this project will be given help to identify relevant articles.   1. . 2. . 3. . 4. . 5. . |
| Ethical Considerations: (e.g. if the project involves working with vulnerable people/children students will need a police/disclosure check (DBS) be undertaken.) | Evaluation in context to be undertaken with adults only in the first instance. To be undertaken as a ‘Proof of Concept’ project with outputs and evaluation to be used by the Friends of Hylton Castle to develop their digital strategy and to secure the funding needed to create a robust and engaging ‘Cauld Lad of Hylton’ visitor experience. |
| Additional Info: *(e.g. can more than one student attempt the project?)* | Yes, please consult with Dr Susan Jones to consider variations on the solution described – the Hylton Castle Project is in its early stages and the client welcomes the opportunity to explore ideas that will lead to engaging visitor experiences for young people. |
| Client/Sponsor Details: | Sponsor/Client: Jon Charlton, Director – Hylton Castle Project [jon.charlton@sunderland.gov.uk]  Mob: 07827 977 956  Signature: Date: |
| Student Signature: | Signature: Date: |
| Module Leader Signature: | Signature: Date: |