The Hidden Stories of Oceania

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Project Introduction

- Create educational experience on climate change for physical exhibition in work in Humboldt Forum
- Target children aged 6-12 (elementary school)
- Bring out individual narratives of Oceania through animated storytelling and simple interactions

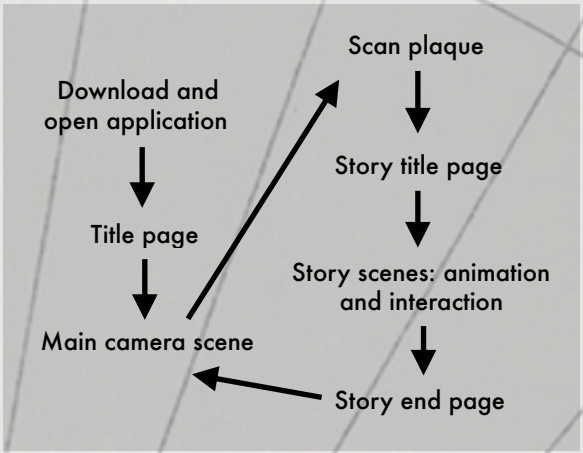

Image 1: Navigation Flow

Image 2: Title Page of Application

Major Features & Interactions

- Main Interfaces: title page, camera page(for scanning), story scene, interactive scene, end page(further information & exit)
- Animations based on stories created from Climate Institute interviews
- User interactions: tapping, sliding, watching
- Interactive elements: scanning, buttons, sliders

Experience & Outcome

- A three-step experience
- Users understand the topic easily through the animated story
- Users interact through visual cues and become part of the story
- Users learn more by further information provided after the story
- The outcome is for users to leave with greater knowledge about climate change and their ability to make a change

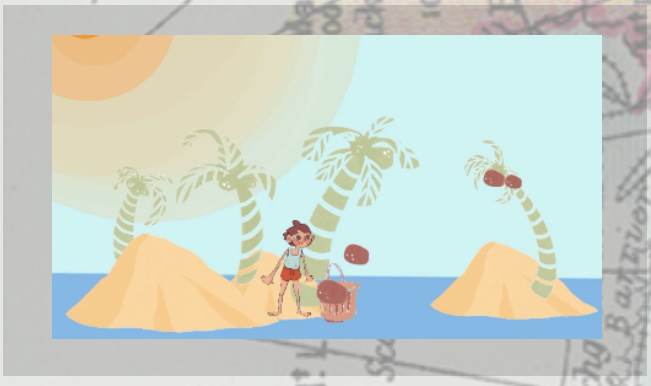

Image 3: Scene in Sample Storybook

Why invest in our project?

- More intimate glimpse into what the exhibition may be implicitly trying to represent
- Education of the unfamiliar through a familiar platform for a younger population
- Not dependent on voiceovers/audioguides: suitable for different exhibitions
- Staying true to the situation currently happening in Oceania

See our prototype at: https://youtu.be/0wNbheAqGU8 *Contact us at: hhl331@nyu.edu, hyl392@nyu.edu*