

Design Document

- Oceania Use Case
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GENERAL OVERVIEW

(one page)

- **What is our project about?**

Describe what kind of experience you intend to offer the audience, what drives you to make it, and what you think is interesting about it. What is the problem you are addressing? What is the solution you are offering? This is the part of the document where you must capture the attention of your reader, so try to be as interesting and concise as possible.

For us, the use of technology, and more specifically virtual/augmented/mixed reality, has to be able to create an effect that would not otherwise be there without the technology, on the recipient end. We believe that the use of AR needs to create experiences that other technologies such as touchscreens and projections cannot portray. We want to create an application that takes the audience/visitor away from what is most obvious to them, i.e. away from the experience that they would otherwise experience in the museum without the application. This, to us, means the generation and the creation of a new narrative that would add on to the existing exhibition experience. Of course, the project we are proposing works hand-in-hand with the exhibition; however, it does not mean that the application absolutely needs visitors to learn/gain background knowledge from the exhibition before using the application itself.

We believe that climate change and the effects of it on the Oceanic region is a topic that calls for attention. The current exhibition, as far as we understand, does not really address the effects of climate change in the Oceanic region. If it does, only brief touches. We intend to create an application that invites different stories and voices from different Oceanic countries and regions to not only bring attention to specific, individual narratives, but also to create an overarching, harmonious one that invites visitors a chance to connect with the unfamiliar. The talk about climate change, nowadays, is common. But we believe that to a certain degree, people start to normalise climate change - some think the effects are not reversible, some think the future generations should take care of it, some think it doesn't exist, some think it doesn't pertain to

them. Whatever the stance the the visitor takes on climate change, we want to create a narrative that brings them closer to seeing the issue “first-hand”.

- **Why is this project relevant to its medium?**

What is it about AR that will make it different than on another medium? This is where you show the reader that you not only have a great idea, but that you also understand the technical aspects of the medium you're working in —whether you have a clear idea or whether you just want to test out an idea. Make sure you also mention why this is important as a cultural experience.

We believe that AR is an important tool to use for the narrative that we want to convey because it allows us to add onto existing map plaques that will be showcased in the exhibition. The adding we wish to see to existing map plaques is similar to what Christina showed in our project pitch session. On top of this amazing idea, however, we wish to tell individual stories from each individual region that map plaques are representing and showing. Ideally, these map plaques will be placed all over the exhibition space at each respective area/region where they are represented in the exhibition space.

Scanning the plaques using the application would allow points on the maps to show up. Clicking these individual points (essentially, locations on the maps) brings out individual stories from people from various backgrounds who live/work/study in a particular sector/region of a country/region. Stories would be personal, anecdotal, and short - easy to read for the visitor but the message we intend to bring across would be conveyed quickly. What AR could do here, is add onto existing learning material (from the exhibition) by giving the visitors a chance to read about personal stories. These personal stories are intended to bring awareness to climate change, something not really talked about in the physical exhibition itself.

In addition to the plaques, we wish to create, in another scene in the application, a space where visitors are able to see 3D objects in the exhibition space that are intended to interact with the physical space in a way that speaks alongside the individual stories related to climate change that the visitors will experience through the scanning of the plaques. We believe that having this space of objects brings the stories to an even deeper and more influential level. Storms brewing, waves crashing, lightning striking, droughts, fires, sea level rise - these experiences could be shown in the exhibition space. The visitors could essentially be experiencing these effects of climate change “first-hand”.

- **What learning experience do we want to suggest to the audience?**

Why would anyone want to experience your particular project, and what would you like them to get out of it? Do they learn/reflect/play/challenge? Include how you will achieve that goal through *interactions* and *content*.

What we want to bring to the exhibition is an experience to bring visitors closer to the theme and phenomenon of climate change and global warming and how that plays an impact in Oceania. Oceania may be one of the regions in the world in which most are most unfamiliar with, but it is

the region in which climate change is currently affecting the most. Perhaps some visitors know details about how the region is changing and effected, but the conjecture is that most don't know about it and/or don't really care. This application is designed to make visitors care.

We believe that this application will make they learn and reflect, even for a minute, even for a second. We want people to know about the situation, how the situation will appreciate; we want them to reflect on what could be done on a wide-scale, but most importantly, how they could make a change. If we are able to give some information to a previously oblivious visitor about climate change and its impacts in Oceania, then we believe we have achieved our goal.

We believe that allowing visitors to use their very familiar devices to learn about climate change is the best way to educate them.

- **Are there any unusual aspects?**

Something that other projects in the same field don't have to take care of, but that you're experimenting with for the first time? This part is meant to show that you are not afraid to push boundaries of what exists, but that you are also aware of what you are doing.

Currently, not that we know of.

DESIGN OVERVIEW

(two pages)

- **What is the context of our project?**

What aspect of the world are you representing (the building around the audience, a country on the other side of the world? life as it happened in the same place 400 years ago, etc.)? What are the facts (historical, geographical, economical) that you are incorporating in your project? What are the objects that represent some of those facts? What are the different perspectives one could have on those facts? Are you trying to accomodate all of them, or are you taking a stance? Why?

Our project aims to represent the current issue of climate change using the museum space. We will include facts and statistics about the climate change in the Oceanic Region together with statistics from other cities(water usage in Berlin, average carbon footprint in big cities, etc.) to make comparison. We will also include personal stories relating to this topic. For example, the story/narrative of a fisherman, a farmer, an animal species, or a community that is affected by the climate change in a region in Oceanic Region. These facts and stories will be generated through scanning the map plaques in the museum space. We will also incorporate objects relating to this theme, for example, "voices" from the community, people from the region talking about the land, their relationship to the sea, and the adverse, very real effects of climate change

to their lives. They will represent the current crisis different communities are suffering through due to climate change. Audience are able to interpret the objects however they want, and are also welcome to connect these objects with the statistics and stories that they have just seen from the plaques. The aim is to raise awareness and understanding on climate change and to prompt personal reflections for the audiences.

- **What is/are the core interaction(s) of our project?**

Why does the audience want to do that interaction? Should they be walking, swiping, scanning, shaking, listening, speaking? What are they interacting with? Why is it meaningful? What is the place of the device in the learning experience? Is it central, or is it peripheral? Does that place change over time?

As plaques will be in front of each exhibit and on them there will be signs that encourages the audience to scan the plaques with their phones, the audience would be scanning, tapping, reading, and listening to the display on their phones. These interactions offers a learning experience to the audience as they will learn about real life cases and statistics about a very prominent current issue. Through listening to people's stories and seeing the statistics that shows how climate change is affecting different communities, the audience may see the permanent exhibition in a different perspective. Though they have multiple ways to interpret the exhibition, through this interaction they will be also able to see them through the lens of climate change and see how close it is related to themselves. When the audience finally see the multiple augmented objects in the museum space all related to climate change through their phones, they can see all the lives and objects that are related both to themselves and the theme as they are now all in one space. It offers a chance for the audience to think and reflect, and also get learn more from the exhibition than they could have without their devices.

- **What is the navigation flow of our project?**

How does the audience start your application? How does it end? What are the different screens they see and how do those screens connect between each other?

- If we are going with the 'measuring the distance' technique, then the first thing that the visitor sees is a plaque (of sorts) that starts the exhibition off, then the application measures the distance of the possible path that the visitor takes and displays the images/audio curated. Or there will be a plaque placed in front of each boat that can be scanned.
- As far as what is seen/heard is concerned, a few ideas run along the lines of:
 - Audio, that is played (if possible) throughout the time that the visitor uses the application: audio of the ocean (taken from documentaries, other sources available), possible audio of the waves crashing into the surrounding houses, structures, voices of people slightly blended into the sound of the ocean, but still distinct and audible (possible idea).
 - Creating a soundscape.

- Scenes from documentaries (if available), in other words, visuals of people from the region speaking about the land and how it has been changing. Still to determine the number of such stories that will be displayed.
- Practical/geological information about the region, which will appear alongside the stories told (as part of the story) -- questions here that rise are, how to make such information accessible to the visitor?
- How the objects - the boats - themselves represent that link between the people and the sea, and in this case, the link between.

- **What is/are the interface(s) of our project?**

How does the audience member interact with your project? How does the interface of your project allows her to understand what is going on and how to manipulate the state of the world? You should include sketches/wireframes of what the different interface elements should look like (e.g. potential titles, buttons, sliders, knobs, text inputs, etc). Include some

- For now, the visitor will be invited to click on the videos that appear in the proximity of the boats. The audio, on the other hand, will keep playing right from the plaque in the beginning.
- The geological information will be accessible by clicking (idea not solidified) - or it will be incorporated in the videos themselves.
- This section needs more thought/work.

- **What are the media assets that we will use in our project?**

What are the assets that you are going to need? Photos, drawings, renderings, sound recordings, music recordings? Where do you plan on getting them? What are their technical specifications (resolution, aspect ratio, size, format, etc.)?

For this project we will need videos, sound recordings, photos, drawings, illustrations, texts, and other data representation methods.

EXPERIENCE OVERVIEW

(one page)

- **Describe the overall experience of the audience member.**

How do they join? Where do they start? What would they typically do? How would they conclude their experience? Emphasize the important moments and the transition moments.

The audience member will experience a blending of the two spaces -- the real space of the exhibition, and the space of that the exhibit is trying to represent: stories from Oceania. The sound of the ocean (a prominent feature) will be present throughout the exhibition. The visitor will see stories from the region, of how the individual experiences the land, and the sea, and how they live in harmony. The stories will also include how climate change has been affecting this harmony. Visuals regarding 'scientific' information regarding climate change will be shown alongside the video, as a separately augmented element (not sure on this point). The soundscape will also include voices of people from Oceania receding and emerging from the sound of the ocean.

- **Describe a specific moment.**

Try to be as precise and thorough as possible. Where does the audience member look? How do they move? What is going on in their head? What is a practical, perhaps almost lyrical depiction of the scene? How does the system look like at that moment? How does it evolve? This should be able to show the reader that you care about details and that you are not only thing in broad, abstract terms.

The beginning:

The visitor will enter the exhibition space, as soon as they enter, they will be prompted to scan, with their phones, the first plaque standing right at the start of the exhibition. The soundscape will begin: first, the sound of the ocean, the water, the waves. This sound will continue, and voices will also be included. The beginning visual will be of that of the map of Oceania, which will prompt the users to click it. Then, a video is played which locates Oceania (something similar to when you zoom in the on the satellite version of google maps, perhaps, possible idea), and zooms into the part of the sea/land where the first boat is from/is used in, but does not show the boat itself. It's the visual of the moving sea, and adjoining land area specific to where the boat is from. The visitor is then prompted to go to the first boat exhibit.

CONCLUSION

(half page)

- **Remind the reader why your project is worth funding/presenting/experiencing**

We are trying to make an honest exhibition about the region of Oceania, and exploring climate change through the stories of people there. Much of exhibition we're aiming is going to be voiced from the people of the region themselves, rather than an outsider trying to represent them. This is an enormous, hugely important topic - and we will try our best to be as honest as we can in the curation and the curatorial process of it. With Augmented Reality, we aim to give the visitor a more intimate glimpse into what the space of the exhibition is trying to represent, and hopefully a more urgent message of what the planet is going through -- again through the very specific (and yet universal) stories of people who are experiencing the effects in Oceania.