

Los Angeles injustices seen through AR

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Abstract

Personal safety apps that can be run on an individual's cellular phone aim to provide the user with information that could impact their well-being based on their GPS location and external data sources. Crime data can be used to determine the safety of a neighborhood, but does this presentation of the data introduce racial or socioeconomic bias? In previous work, Augmented Reality (AR) technology was used to overlay relevant crime statistics from the open crime database provided by the Los Angeles Police Department. Ultimately, I found that the app might negatively impact personal safety due to the added distraction of the phone, and also the data-set was itself biased and therefore undoubtedly would introduce bias. Here I extend that research into effective uses of AR to historical data related to police brutality in the Los Angeles area. The technical objective of this project was to design a mobile application that uses the geolocation provided by the user's cell phone along with AR recognition of historical landmarks to deliver historical data (primarily audio to reduce visual distractions). For this prototype, I focused on the Los Angeles area, and key events surrounding the Rodney King Riots spanning 20 years. The goal is to design an experience that will inform users on how events are related in space and time and could be applied to other events and locales.

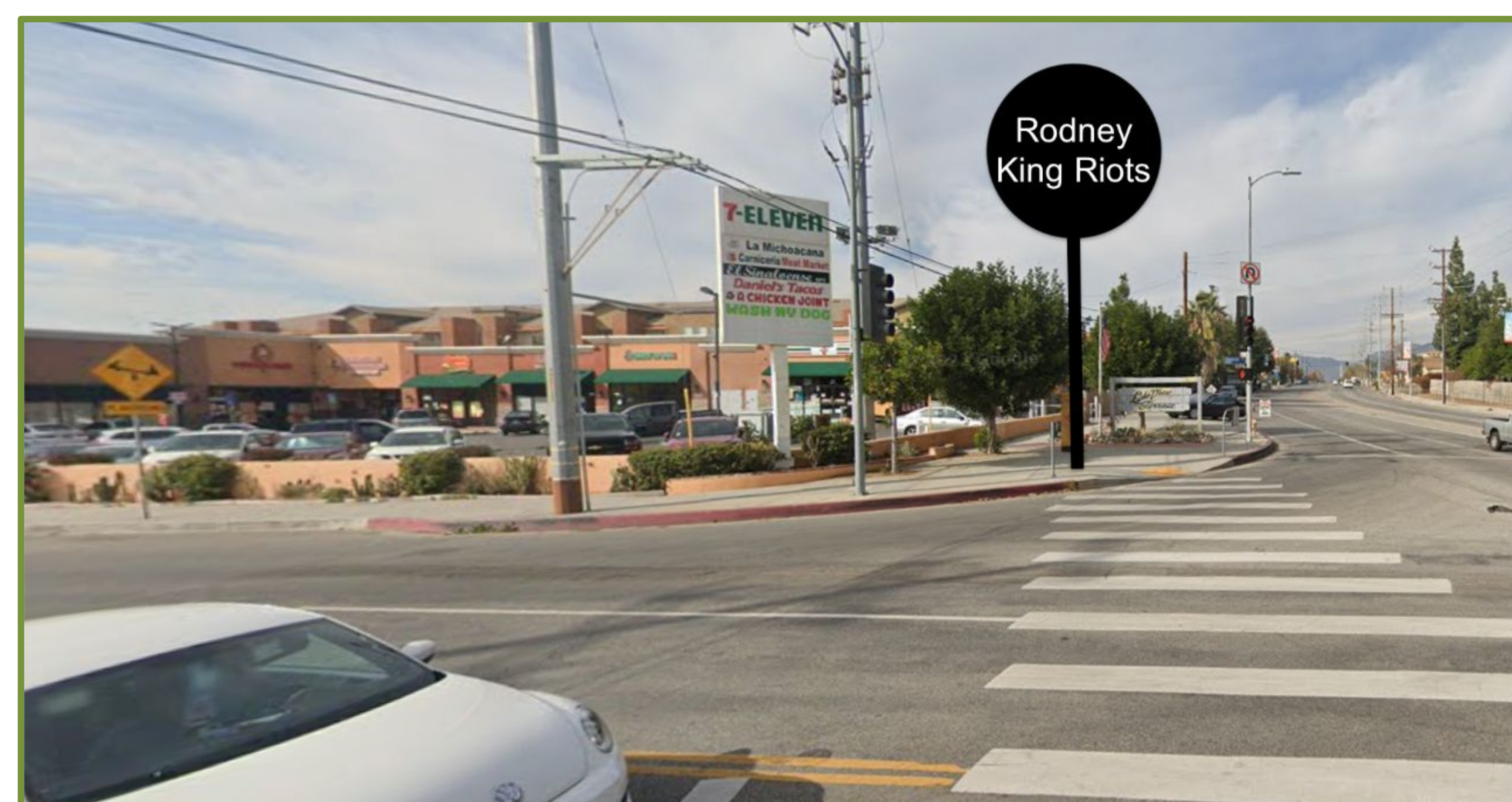
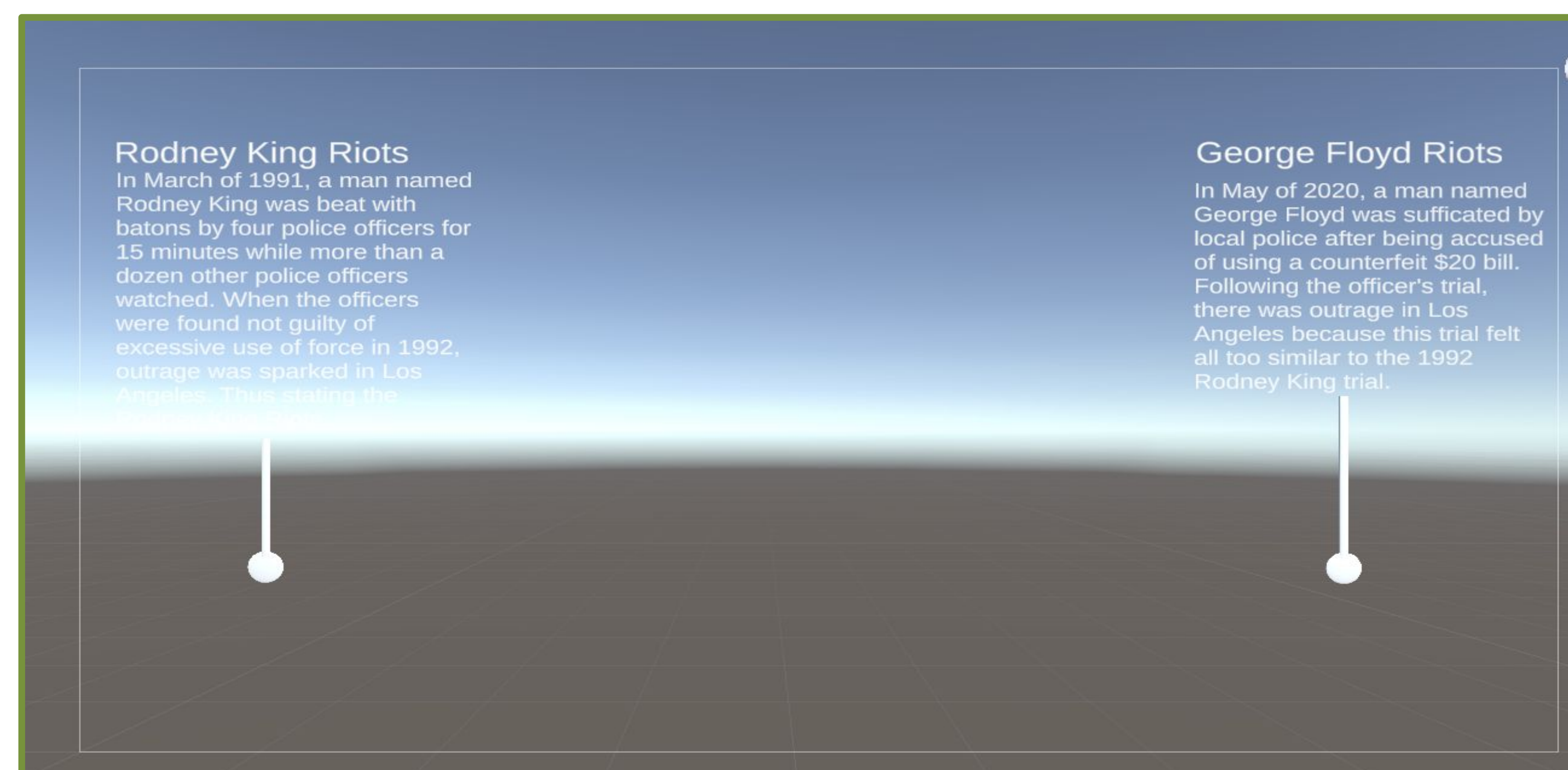
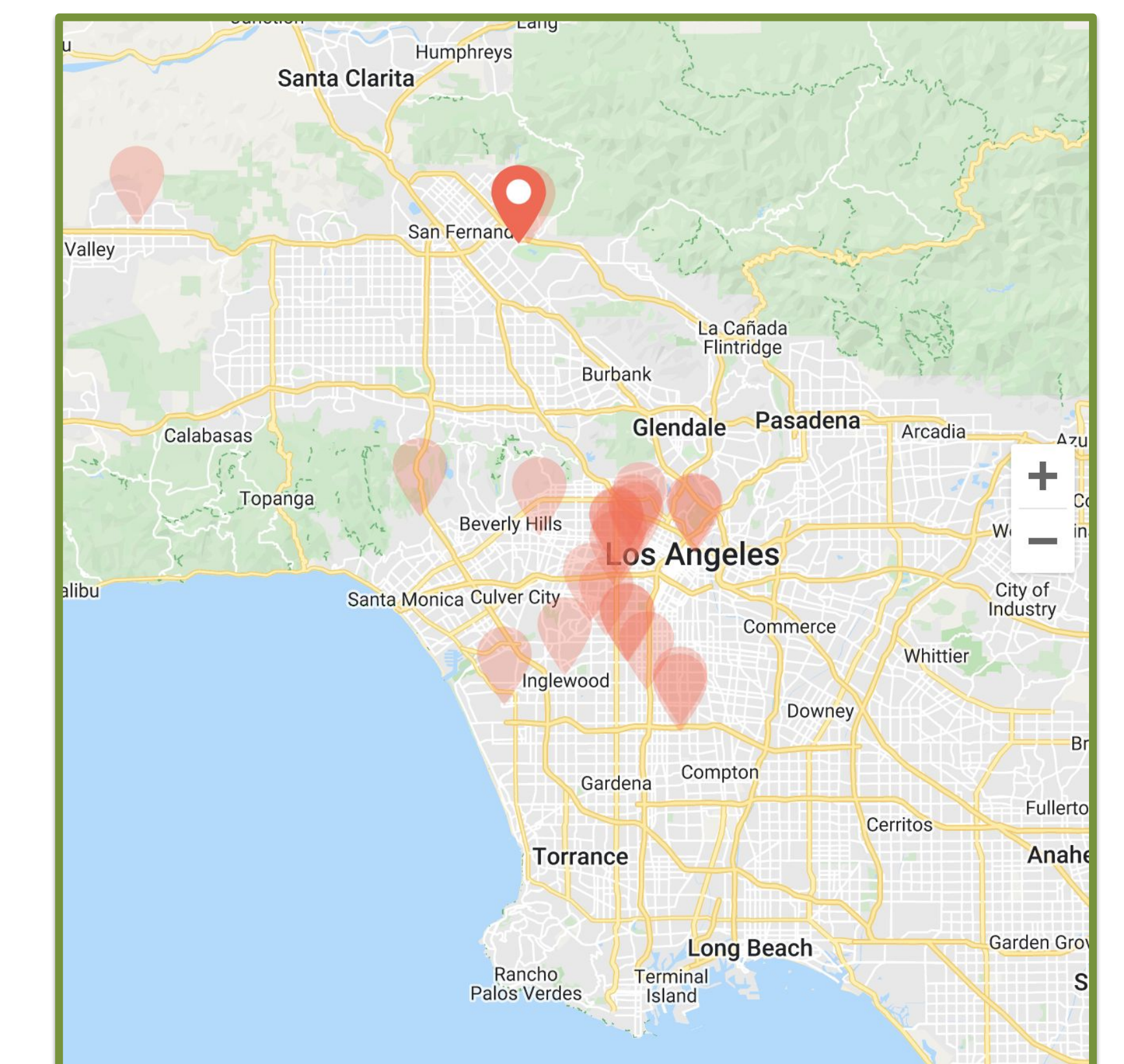
References

Hate map created across states that tracks hate groups:

<https://www.splcenter.org/hate-map?state=CA>

Another example of hate map that includes Rodney King's death:

<https://la.curbed.com/maps/1992-los-angeles-riots-rodney-king-map>



Future Work

This project aims to inform tourists in Los Angeles of the historical events that have happened in and have shaped the community. The next step of this project is adding the geolocation code to the objects in Unity. This will allow the program to identify the part of Los Angeles that the phone is in and thus output the appropriate screen and facts. Then I would write scripts for the audio component of the application. Finally, I would street test the application to make sure that the application is not distracting to the user. Moreover, the application gives the desired information to the user. This is a great tool to show how communities continue to be affected by the same strifes. Furthermore, this app could help end the recurring injustices in our society through the spread of unbiased information.

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