



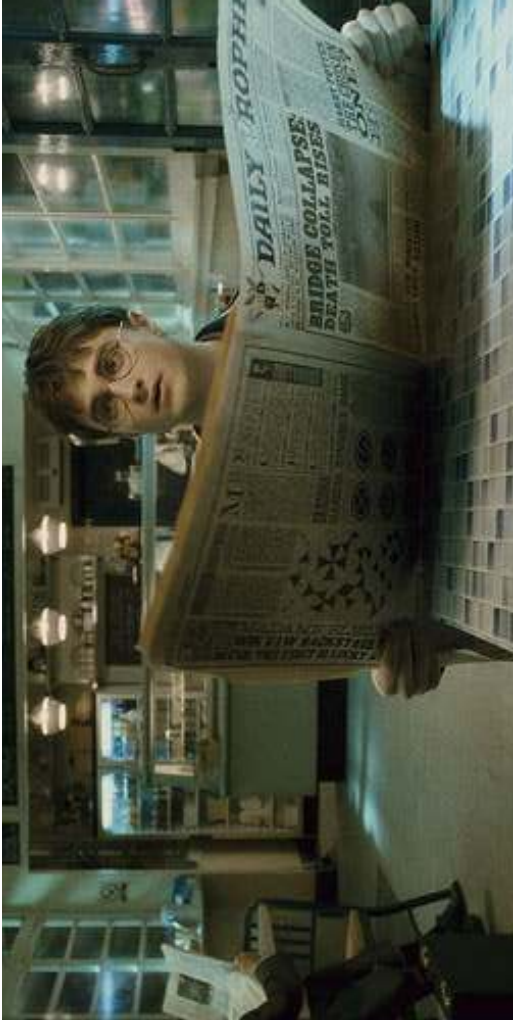
The Uses and Abuses of Augmented Reality

Nigel Walter
CTA 21st November 2012

What is Augmented Reality?

Or

What did Harry Potter ever do for the Church?



Augmented Reality

On today's menu:

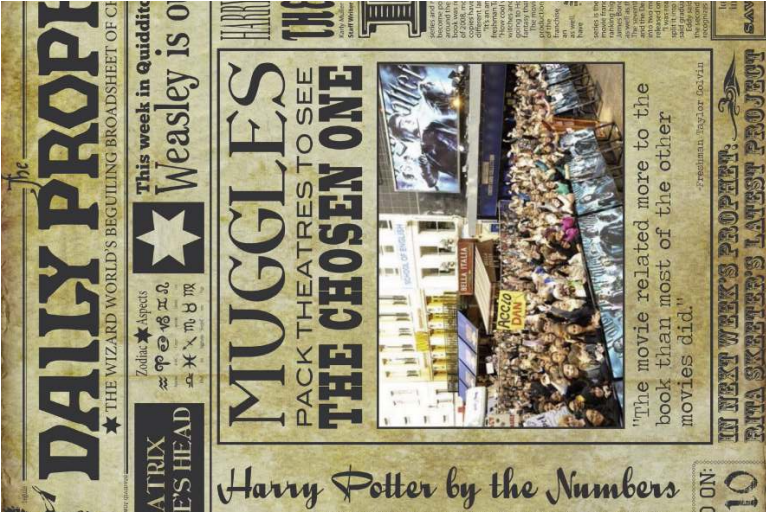
- What is it?
- Why bother?
- How to do it...
- Questions



The Central Metaphor

QR Codes...

The Talking Newspaper



The Communion of Saints

You dancin'?

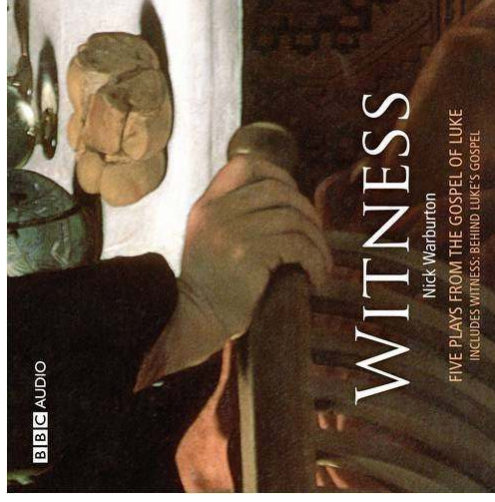
Who's askin'?

What would they say if they were to speak to us?

The ideal...

Narrative

- Engagement
- "(Un)authorised Theological Discourse"
- Challenges assumptions (eg about sainthood)...
- ...what might a holy life have looked like in the past?
- ...and what might it look like now?



St Michael-le-Belfrey



Aurasma



Why bother?

- Building as text
- Enabling the building to speak

Public time:

"Through its recitation, a story is incorporated into a community which it gathers together."
(Paul Ricoeur)



Here's one I prepared earlier...

St Martin:

- Conversational - 1st Person narrative - chattier.
- Factual - 3rd Person information / theological.
- Saints and Superheroes - children's.



Practical advantages

- cheap to produce
- non-linear structure - browse at will
- flexible - cater for a variety of different learning styles, and lengths of visit
- achievable - can start small and then grow
- editable - in response to feedback, or new research.

What You Need

Technology - Use:

- iOS or Android device
- Wifi Connection
- Aurasma Lite (free)
- (Earphones)

Technology - Creation:

- Video: (iPad with iMovie)
- Aurasma Lite (free)
- Panels
- Language and tone
- History, theology, theatre
- Imagination and creativity

Principles

- Living tradition - conventional history v the communion of saints
- Missional - engages visitors with the big story
- Engages the congregation with the cultural richness of their building.
- (Significant conservation benefit)

Thank you

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