

**ISEA2017**  
**23rd INTERNATIONAL SYMPOSIUM ON ELECTRONIC ART**  
**XVI INTERNATIONAL IMAGE FESTIVAL**  
**LEARNING CALL**

**1. Title**

EduWhut

**2. Duration (only workshops and tutorials)**

Half day \_\_\_\_ Full day \_\_\_\_

**3. Organizers and presenters' names and affiliations**

Katrina Torres  
UC Davis Undergraduate  
Design Major

**4. Abstract (ready for diffusion). 200 words maximum.**

EduWhut was conceived as a tool for students affected by racial discrimination in the public education system. Public schools located in poor neighborhoods (usually inhabited by minorities) have less money to spend on resources, and more likely to have less skilled teachers and faculty. The lack of resources for students means lower test scores and blame for something out of their control. There are already a lot of tools and programs out there to help these students, however the audience they are targeted to don't always know about them. If they do learn about them, it is common to lose track of that information given the hustle and bustle of their own lives. EduWhut is different from other similar information storage apps, because it is specially designed for the hectic life of a student. Not only is the information separated into a system meant for education, and not mixed in other information regarding everyday life, but it makes accessing and storing that information easier through categorizing input of information, whether text, recording, or a photo for easy and quick access. In addition, information such as study skills, everyday tips, and links to educational resources such free audiobooks or videos will already be included in the system for the student to reference and explore.

**5. Rationale, instructional methods, and description**

A database of information accompanied with additional tools designed to makes school a bit more manageable for the student user. The easier it is to access education, its resources, and be informed of those resources, the more likely the student will utilize them. Based on study of resources that would best help (from articles and personal experience), the interface have different predesigned categorized forms to fill with information. Such forms included are for class information (professor's name, email address, location/hours of office hours, call numbers of useful books. etc), educational youth programs (times during the week, location), and important phone numbers such as suicide hotlines, and school administrative departments. Included with an information organization system, are tools to help with daily life, such as taking and filing away pictures of posters of events or job opportunities. There is also a category for medical information, and other important documents that would be useful to have easy access to. All of this information is saved into a personal database for the user, and a key function is that the information can be selected to be saved as pdfs and emailed to be printed out or archived incase something happens. It is planned so that it isn't necessary for the user to make an account, and can just use the forms and email the information as pdfs to an email that they type in every time they use the app. Another option which allows the information added to be stored, is for the user to create an account which only requires a username, password, and email address to be provided and no additional information. This along with the fact it is free, and less intrusive with what information it wants, the target audience is more relaxed with using it. (no strings attached, no things to worry about).

EduWhut's concept is an attempt to find a way for a person to make peace with the bombardment of information we experience in the world. The conceived interface is meant to be used as a tool to catalog and organize the information most useful to the user, in a form that will easy for them to access in their busy, fast paced lives. In a way it is combining little bits of pieces of ISEA's themes: peace, data, and design.

6. Plan to solicit participation (only workshops and tutorials)

N/A

7. URL of website (only workshops and tutorials)

[ketorre17.github.io/des157/index.html](http://ketorre17.github.io/des157/index.html)

Please see this website to see updates on information and development of "EduWhut" (under **Project**).

8. Technical Rider. Please provide the requirements (technological equipment, materials and characteristics of space) (only workshops and tutorials)

N/A

9. Biographies of the Author(s).

Katrina Torres, the designer of EduWhut, is currently a design student interested in interactive media and ways to organize information/data into forms that ease the process of understanding the material for the user. This includes making an effort to make such material as available as possible. Over the years, they have learned that their comprehension of material improves when it is communicated visually or by audio. Their own communicate of ideas is best done visually through diagrams. By studying visual language through design, they hope to refine their communication skills, like one would take speaking classes. They enjoy the concept of communication through auditory and visual storytelling.

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**Title:** EduWhut

**Abstract:**

**Keywords:** Information, organization, data storage,

**Sub-themes:** Please select one or more sub-themes

**Bio creation & data**

**Critical perspectives on the use of technology for peace**

Media art, landscape and heritage

Interdisciplinary platforms for coexistence

The cultural dimensions of bio-creation and peace

**Design, Art, Science, and Technology**