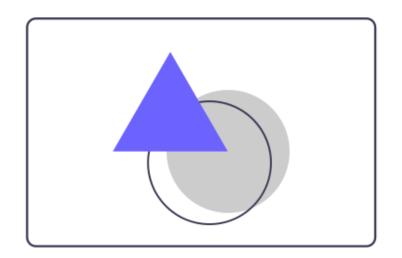
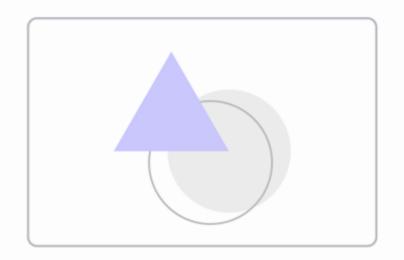


My Goal is to ...



Enable users to learn the history of the places that surround them

My Goal is to ...



Enable users to learn the history of the places that surround them

my users learn because they want to learn

Meet Marley



Informal Learner



Mobile User



Passionate Explorer

There exists an opportunity to provide Marley with a way to answer these types of questions as they explore.

Marley's Characteristics







Informal Learner

Mobile User

Passionate Explorer

Marley's Needs



Informal Learner

Complete control over the environment and pace



Mobile User

Contextual, on the go learning



Passionate Explorer

Maintained curiosity & immersion

"Learners use mobile platforms when the environment gains their focused attention and offers **curiosity and enjoyment**."

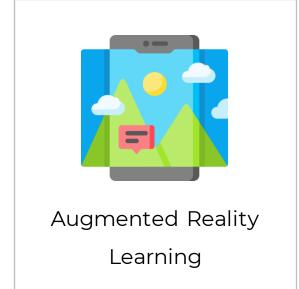
UX Learning Studio 5: Specialization // Sarah Deak
(Karimi, 2016)





Google Maps Implementation









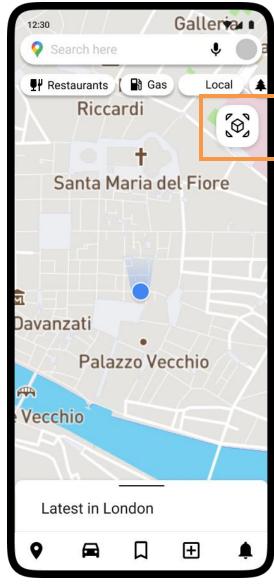


Google Maps Implementation

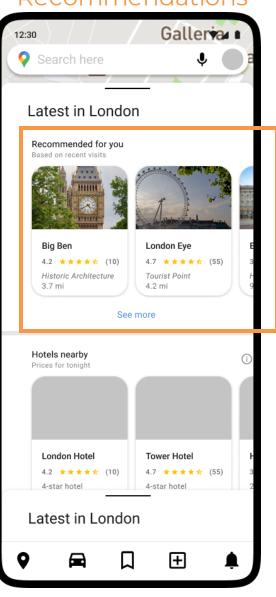
"We cannot say when and how this kind of learning takes place"



AR searching



Recommendations



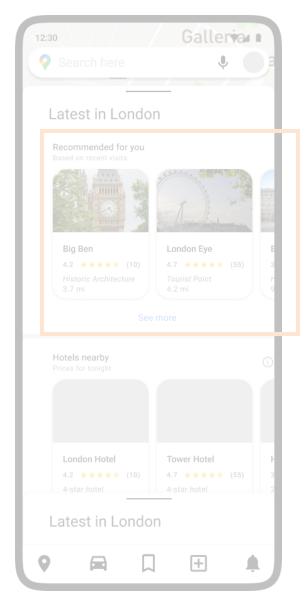


Google Maps Implementation

"We cannot say when and how this kind of learning takes place"

"Wouldn't this make the most sense as an addition to the apps I already use to navigate?"





Points of Interest



A few Resources





"When learning history, the learning process is disconnected from reality and experience."









AR Learning

"When learning history, the learning process is disconnected from reality and experience."

Supplementary to their lives:

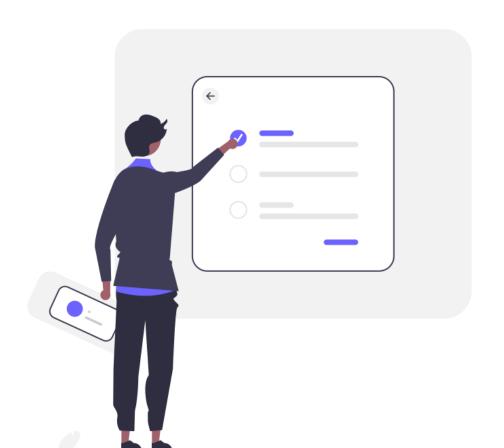
"It would encourage me to do **my own, additional research** into the history of these places."



Learning Preferences

"In self-directed learning, the learner maintains control of learning goals and is able to initiate the learning experience"

"People learn best when they have some control over their learning. Choice motivates people to engage with the materials."







Learning Preferences

"In self-directed learning, the learner maintains control of learning goals and is able to initiate the learning experience"

"I don't want to **miss an opportunity** to read
about a location, but
what if I'm in a hurry?"





Save For Later

Future Considerations



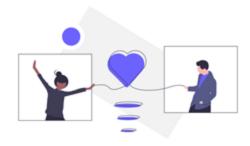
Smaller scale adaptation

Immerse ourselves in the area and its stories



Database considerations

Collected from local historians and knowledgeable citizens



Community focus

Better facilitate a sense of community



Why Local History?

"Our physical place in the world is a major determinant of how our lives are lived."

Why Local History?

"Our physical place in the world is a major determinant of how our lives are lived."



UX Learning Studio 5: Specialization // Sarah Deak

Some examples of local history

- •Under-taught history- labor unions, factory pasts, etc.
- •The first park built in the neighborhood, the hotel in which somebody famous stayed when passing through, and the oldest tree in the neighborhood
- •Land preservation history, unique plants, local resources
- Neighborhood contributions to history
- •Education, initiatives, food pantries
- •Streets, states, neighborhoods, building name changes
- •Battlegrounds, fort locations, battles, what happened to these people, how they shaped history

Data Collection

- •Secondary Research a total of 13 articles
- •Existing Tech research
- Reddit Diving
- •Interviews with 3 users
- •Testing with 3 users
- Wireframe evaluation



AlphaDavidMahmitt · 4 yr. ago

Like most people said, the learning is an indirect result of the games because it sparks people's interest and curiosity. So I don't think it's a direct tool. A lot of the writeups/dossiers they provided on people and places are good though.

LIT REVIEW

Learning about Local History: Background, Technologies & Strategies Background

Search Strategy

I searched for relevant publications through the PurdueLibraries Database. The following search strings were used: mobile learning, informal learning, local history, human geography, location based applications, and mobile technologies. I was guided by the following inclusion criteria:

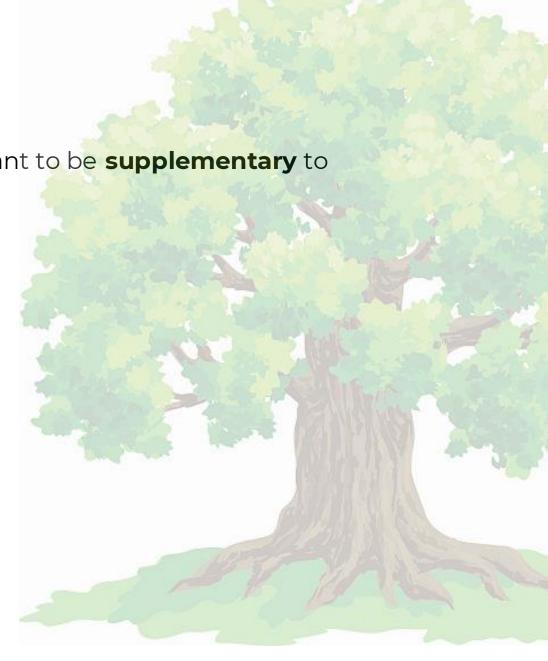
- papers published during 2016 2021;
- · papers published in English;
- · papers relevant to the search criteria.

I read about 12 articles, seven of which are included in the following review.

Environment?

It wasn't a huge consideration for me, this was meant to be supplementary to

people's lifestyles, not change them.



Inspiration

Assassin's Creed

Geocaching



"ACIII gave me a comprehensive understanding of the time period, and made me actively interested in doing my own research and comparing to the game's portrayal. It brought history to life for me." darkspine10

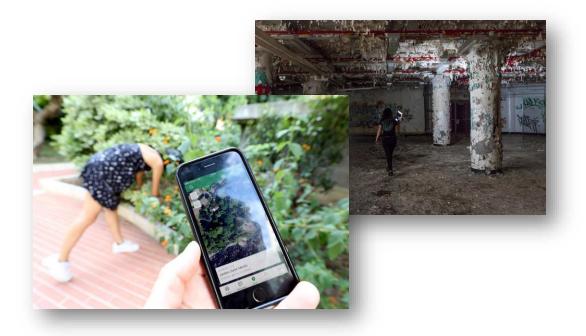
"I learned a lot. But only because they made curious and encouraged me to do research." turulbird

"the learning is an indirect result of the games because it sparks people's interest and curiosity. So I don't think it's a direct tool." AlphaDavidMahmitt

Inspiration

Assassin's Creed

Geocaching



"I like geocaching because it takes me places; it takes me places I might not otherwise go, shows me things I might not otherwise see, teaches me things I might not otherwise learn. The cache itself is a waypoint." (User on forums.geocaching.com)

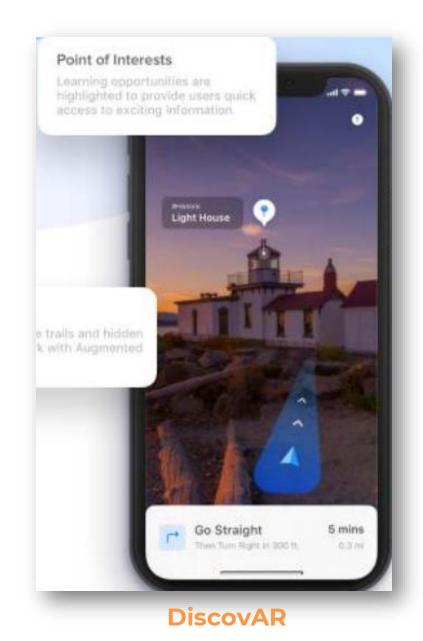
"For me its an opportunity to discover new and interesting places. Often they are practically in my backyard and I never knew about them until I started geocaching. It's simply a great way to explore the world around you." (User on forums.geocaching.com)

Existing Tech





Clio WeMap

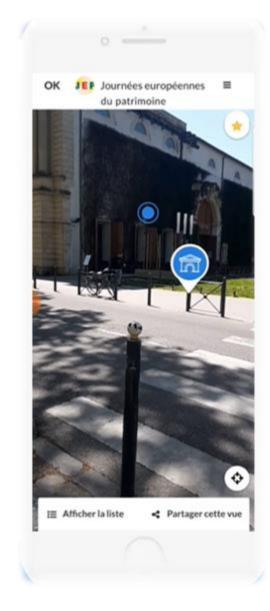


focused solely on **one park** and does not consider how this could be **implemented further**

Existing Tech



Clio

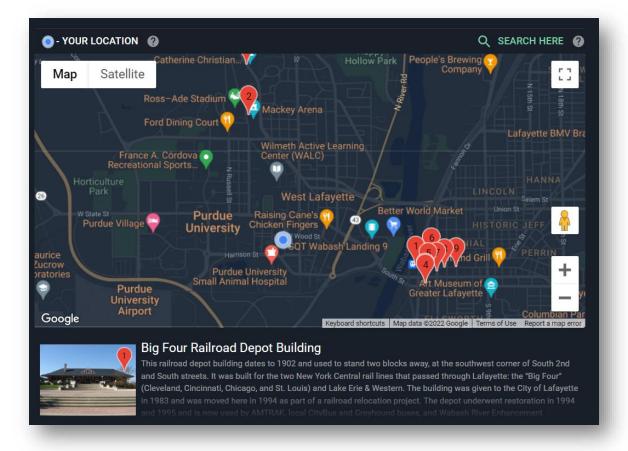


focuses on navigation, no information gathering



WeMap

Existing Tech



doesn't leverage **mobile capabilities-** focuses solely on information gathering





Clio

WeMap DiscovAR