

Augmenting Our City: Centering Student Work in the Creation of AR Cité



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A screenshot of the AR Cité website. The top navigation bar is black with the 'AR Cité' logo in pink and white on the left, and 'Home' and 'Project Blog' in white on the right. The main content area features a large image of a city skyline at night with the text 'AR Cité' overlaid in large, stylized letters. Below the image, there is a teal background with white text. On the right side, there is a small thumbnail image of people sitting at a table.

Home Project Blog

AR Cité

*Imagine if our city could speak of its past.
What secrets would be revealed?*

Would the hidden stories that lie behind the buildings,
monuments and landmarks tell of the people and events
that came before us?

Check out our blog...

Augmented Reality & Locative Media: A Quick Overview

Augmented Reality (AR) is actually a series of technologies that allows for the illusion of placing a digital asset on top of the real world.



AR was first invented by US military as gun sights for fighter aircraft

Mark III Free Gun reflector Sight, 1943



Location-based media, aka locative media, delivers content directly to the user of a mobile device dependent upon their specific location.

Early examples of AR by artists, who are often early adopters of new technologies



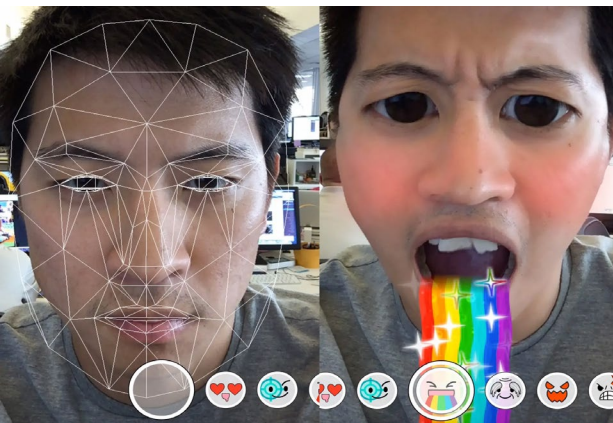
In protest to the BP Deepwater Horizon oil spill (2010 in the Gulf of Mexico offshore from Texas)



Reign of Gold (Tamiko Thiel - 2011) In protest with Occupy Wall Street



2014: Pepsi uses AR in a London bus stop as an advertising gimmick



2015: Snapchat one of the first social media platforms to popularize AR filters



2016: Pokemon Go - The first time an augmented reality game using geolocation. Brought AR into the mainstream. Google Maps meets Nintendo's Pokemon's fan base.



2021: A monument of Haitian Revolution leader Toussaint Louverture replacing the statue of Christopher Columbus in New York's Columbus Circle. (Courtesy of The Monuments Project - NYC)

What is AR Cité?

- an app (2 apps actually)
- a creative project
- an emerging process
- a publishing platform



Media Content:

- 22 locations
- Over 40 media vignettes produced by students
- Douzens of historical photos, archival materials
- Approx. 50 students have been involved
- 6 faculty members
- 3 professional media creators

AR Cité - content highlights

Students worked with diverse teams of experts to produce media content revealing the stories of the neighbourhood around Dawson College.

- Interview with filmmaker Alanis Obomsawin
- LGBTQ artist LaMathilde leads Joe Rose creative workshops

In yr 2, partnered with History students....and that's where Nancy comes in.



Dawson Students Then and Now



UN NOUVEAU
CHAPITRE

A NEW
CHAPTER



SQUARE
CHILDREN'S

Shaughnessy Village Neighbourhood

Skills Development

AR Cité offered students an opportunity to create work with a wider visibility and to transfer their classroom skills to the creation of a 21st century means of communication.

- Cutting-edge app and pedagogical content development skills
- Critical thinking and analysis
- Teamwork and communication



Storyboarding session with students from the Social Science and CinCom.

Challenges

Knowledge gaps: The project required archival images, films, primary source documents, etc. Students don't have the experience (and time) to gather such information which meant that much of it fell on us.

How much 'direction' is enough? How when do teachers intervene... ?

Mentoring: A great deal of guided mentoring of students through small group and one-on-one sessions to ensure the creation of the public component that suits the needs of the AR Cite project.

Course requirements: The timeline of the courses made it difficult for students to truly collaborate

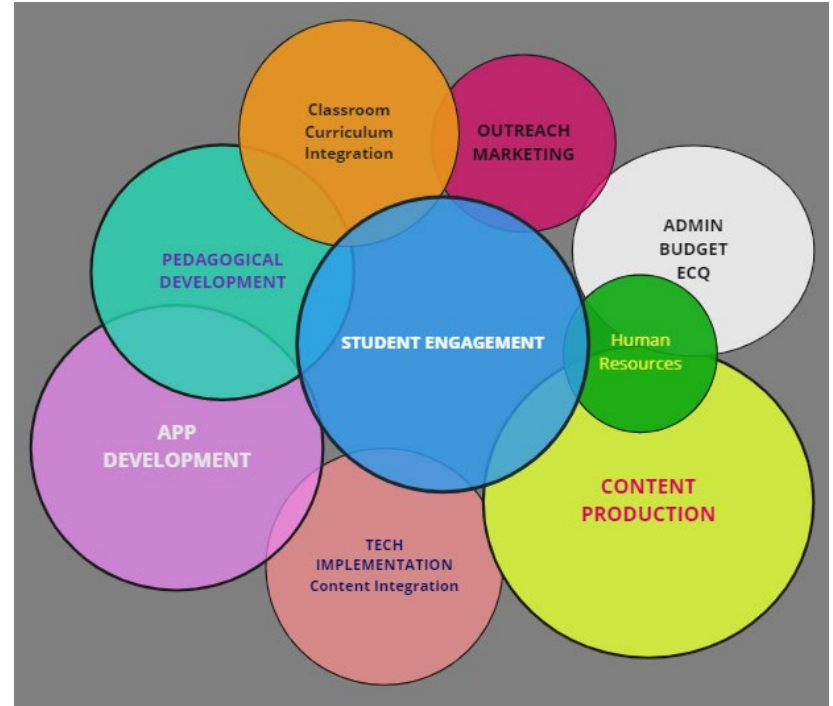
Challenges

Project management

- It's a lot while teaching a full load!

Different pedagogical 'cultures'

- Producing historically accurate, engaging media vignettes aimed at cegep students is challenging! Takes a lot of time to write, edit



Experiencing AR Cité

Tremendous learning opportunity for users of the app (students, teachers, etc.)

Learning about the neighbourhood in new and exciting ways (through AR).

Encourages users to develop a lens of analysis of space and place.



And now...
Here's a little AR trickery...

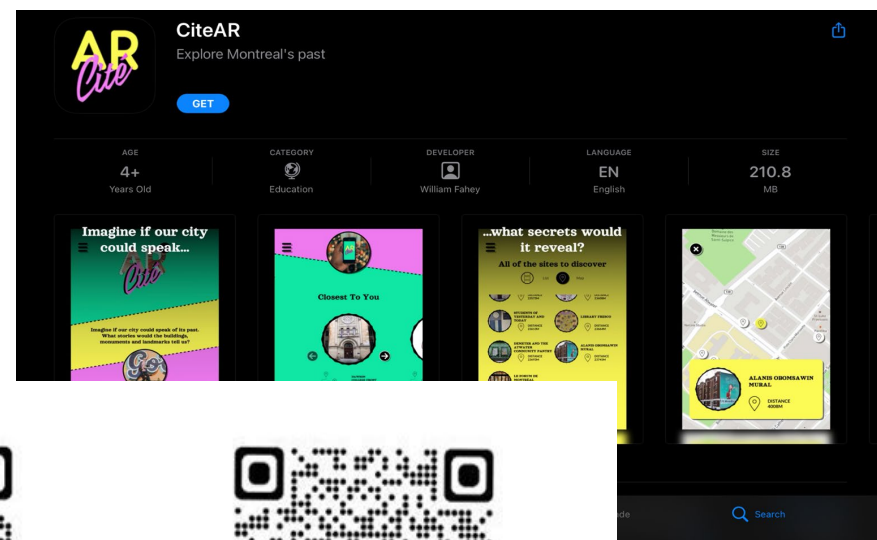
Take a selfie!

(or any other picture on your roll - be nice, this will be shown to everyone here in a minute :)

Email the pic to:

dawsonarcite@gmail.com

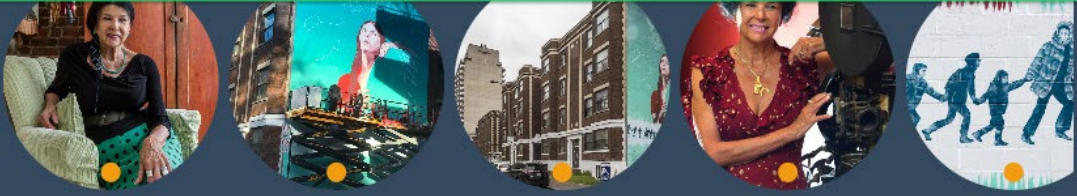
dawsonarcite@gmail.com



Download the app: Search for **AR Cité** in the app store (iOS and Android)

AR Cité Ingest Tool (back-office)

Update Location



Images for info screen's gallery

GEOLOCATION

Address

2338 Avenue Lincoln, Montreal, QC H3H 1J4


Latitude

45.49089256213295

Longitude

-73.58631874038349

RECOGNITION



Site color

Pick Color



Le collégial en effervescence

Collège hôte :



CÉGEP DE
RIVIÈRE-DU-LOUP

Try some of our student created locations!



Questions?

Interested in trying it out
with your class?

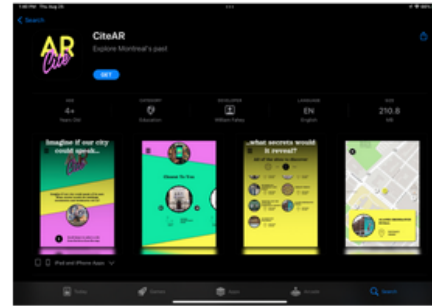
Contact:

rlevine@dawsoncollege.qc.ca



Now - how does one create media for the app AR Cité? Check out this handy guide:

AR Cité Locative Media Creation Guide



The following document is aimed at helping you to decide on what sites and creative works you might want to produce for the AR Cité Augmented Reality project.

Step 1 Choose a Location and Theme

For this project, your location must be either on campus or within a 10min walk of Dawson College.

Other useful production tools

Canva - graphic design: <https://www.canva.com/>

RunwayML - Special effects and Green-screen creation: <https://runwayml.com/>

Clipchamp - simple, browser-based video editor: <https://clipchamp.com/en/>

Flipaclip - a for creating 2D animation: <https://flipaclip.com/>

Luma AI - for creating NeRF - <https://lumalabs.ai/>

What's next for the AR Cité project?

NeRF uses a set of images capturing an object from multiple angles.

The neural network learns to map the missing information into a 3D object.

Could NeRF's eventually become as ubiquitous as photos?

