IPRO 314: INTERACTIVE URBAN LANDMARK MEMORIAL KIOSKS FOR EQUAL HOUSING RIGHTS
Vision

To guide the students of Gage Park High School in developing their vision of a memorial dedicated to the equal housing rights marches led by Martin Luther King Jr. that occurred in their community and the surrounding area.
Our team has a flexible organization which enables everyone to be a leader of one of the group tasks.
Team Goal

To facilitate the students of Gage Park High School in designing and bring their vision of a memorial to a historical event into existence.
Spring 2010 Goals

- Keep student ideas and concerns prevalent in design process
- Develop initial prototypes of memorial designs
- Receive feedback from students on prototype ideas
- Upon student approval, develop a proposed final design
Step 1: Learn where we left off

- Returning students (5) brief new IPRO members (8) on past semester’s work
- Investigated new and interactive technologies at the Institute of Design’s Thinkering Space
- Developed 4 unique preliminary designs based on last semester’s work
- Designed a workshop to present our designs
Workshop 1: Preliminary Design Presentation

• Goal 1: Present IPRO ideas to GPHS students
• Goal 2: Determine GPHS interests in said designs and receive feedback
• Discovered common themes in student feedback
Design Prototypes and Computer Drawings

A domed roof that has statues that have interactive interface embedded – a walkthrough area.

M.L.K. Memorial – Building to enclose all exhibits – Spiral effect much like the Guggenheim Museum architecture in N.Y.

Possible to implement a timeline that points out different timeframes that are segmented by floor throughout the building – installed in the elevator and at each floor that act as indicators to the visitor.

Day 4 - Conclusion Floor / Recap or summary of events / updates on the community as of today.

Day 3 - Interactive Reenactments/3-D Interfaces/Collages/ Child Friendly interfaces illustrating the protests that were provoked in response to the event.


Day 1 - Realtor’s Office – Model/Interactive walkthrough area.

Introduction – Day Before/ Historical Analysis/ “Painting the Initial Picture”

How the community looks today. Outside viewing area.

Include Kiosk with interactive media, Gage H.S. content, Timeline breakdown, Introduction, etc.
Workshop 2: Prototypes of Initial Designs Presentation

- **Goal 1:** Present revised ideas to GPHS students through interactive computer imaging and scaled mock-ups
- **Goal 2:** Gain overall feedback on where to go with these designs
- Discovered the students loved all four ideas and wanted them in one model
Final Designs Choices
Future Plans

• Meet with GPHS students on April 27 to present final design choices
• Prepare content for next semester’s IPRO
• Attend kiosk unveiling May 6 in Marquette Park
• Attend meeting with Mayor Daley
Ethical Considerations and Problems Encountered

- Overshadowing the vision of the Gage Park students with our own
  - Iterating between the students and our ideas
- Communication between the Gage Park students and ourselves
  - Setting up secure communication portal between GPHS and IPRO 314
- Determining a final prototype through the iteration of design and GPHS feedback
- Scheduling issues for the workshops (catering, buses, etc.)
Questions