IPRO 314

Interactive Urban Landmark Kiosks for Dr. Martin Luther King, Jr. Memorial Walk



Workshop 1: Visiting students at GPHS



Workshop 2: Introducing software Scratch to students



Workshop 2: Workshop 2: Students were guided along the way when designing



Workshop 2: Students get hands-on experience on creating an interactive program using Scratch

Problems

Guiding the students in designing an interactive memorial for the community where at the same time making sure that our ideas do not 'overpower' the students' ideas

Background

Dr. Martin Luther King, Jr marched through the Gage Park neighborhood in 1966 to raise awareness about equal housing rights in Chicago. The Gage Park community is however unaware of that such significant event happened at their neighborhood.

Thus, the students of Gage Park High School decided to memorialize this march by designing an interactive memorial.

Further advance the concepts and ideas developed by the previous IPRO teams.

Objectives

- 1 Broaden students' visions of memorial and interactive devices to develop concepts
- 2 Keep students' ideas and concerns prevalent
- 3 Aid Gage Park High School students in designing and bringing their vision into existence
- 4 Develop a prototype based on students' ideas

Methodology

- Exposure of students to real world knowledge of memorial and interactive devices by setting up workshops and fieldtrips
- Teaching the students a design software 'Scratch' to communicate their ideas. Students could use their creative ability to design an interactive environment for the installation.
- 3. Prototype is developed after gathering information from the students. A physical mock up of the installation is setup in the shop.

Results

All workshops organized were carried out successfully and met its goals. The students were exposed to various interactive devices as well as learning design software at the second workshop. The fieldtrip has helped them to broaden their vision on different exhibition approaches. In the last workshop the student communicated and presented their ideas. These ideas were taken into consideration in developing the prototype.

Conclusions

The workshops had helped to broaden the students' ideas on creating an interactive memorial.

A prototype is developed based on the students' ideas. The physical mock up is currently under construction and will be eventually be placed in Gage Park High School. Feedback will be obtain from the school and the installation will then be further developed.



Workshop 3: Field trip to DuSable Museum



Workshop 3: Sketching out students' ideas for their ideal interactive memoria



Workshop 3: Workshop 3: Discussing with the students about the design



Prototype was developed and built based on students' ideas.