Learning on Location with Cinematic Narratives

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This is a narrative-centered approach to learning using location-aware mobile devices, with theories of learning as the basis for a system that utilizes techniques from the cinema.

**Education Research**

- **Narrative in learning**
  - Role playing allows co-construction of meaning
  - Exploration helps learners create meaning
  - Narrative aids in memory, reflection

- **Activity Theory**
  - Tools mediate between people, goals
  - Stresses social, developmental context of technology use

- **Trails**
  - Hypertext paths through an ecology of learning objects
  - Applies to online learning, the real world, narrative
  - Trail recording enables personalization
  - Trail reflection, editing augments learning

- **Multimodal Discourse**
  - Image, sound, arrangement, framing and performance are as important as text
  - Production, distribution, consumption have different effects

**Location Technology**

by Urban Tapestries: allows authoring of multimedia content which is automatically tied to geographic coordinates. This project recently had two successful trials in central London.

- Narrative threads can be interwoven in a fabric atop the city
- Place transcends location - it’s in the data, in our heads
- Awakens people to their physical surroundings
- Builds community memory
- www.urbantapestries.net

**Prototype**

- Cinematic methods and conventions
- Can mix fact and fiction
- Scripts are more creative than lesson plans
- Scripts contain emotional cues - how to act
- On-screen text acts as both a teleprompter and subtitles
- Scenes are automatically tied to locations
- Motion, action, orientation can be tracked
- Real-time data to, from the internet
- Script acts as a trail record - captures video as well as other live data
- Trail can be edited, shared