



DIGITAL ATELIER
italian proposal

AR for storytelling

Co-funded by the
Erasmus+ Programme
of the European Union



AR for storytelling

KEY QUESTION: How to design augmented reality linked to daily life of the local community?

OBJECTIVES:

The main goal of the general program for the Digital Atelier is :

Why/when/for what we add contents to reality?

To understand the main “meaning” of AR: why and for what we augment reality?

How to design the use of a tool as the Augmented Reality in creative ways, creating a link to our own community.

KEY POINTS

SOFTWARE AND APPS TO BE USED:

1. Aurasma
2. iStopmotion

TOPIC COVERED:

creating collective stories for public engagement

Key aspect [1]

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BRIEF PRESENTATION

The course seeks to explore augmented reality inspired by the creative and poetic use made by some artists such as Julie Stephen Cheng who have been able to reconcile manual and technological aspects to create emotional stories.

In the digital studio the students investigate:

- how many ways are there to increase the real?
- What is the meaning of this operation? When does the addition of this technology to reality improves the experience?
- How can a story be generated?

Key aspect [2]

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We will design stories between paper art, animated drawings and AR and we will prepare a collective exhibition at the Fondazione



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MAIN INSPIRATION

Uramado Exhibition

Key aspect [3]

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HOW MANY WAYS TO AUGMENT REALITY?



postcards
to scan

Key aspect [4]

App your school

HOW MANY WAYS TO AUGMENT REALITY?



different
views

Key aspect [4]

App your school

HOW MANY WAYS TO AUGMENT REALITY?

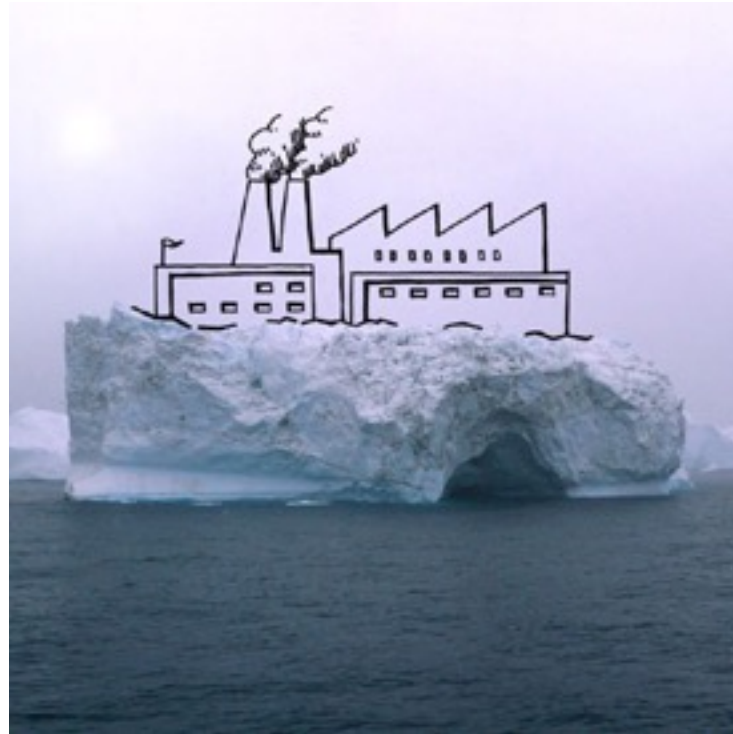
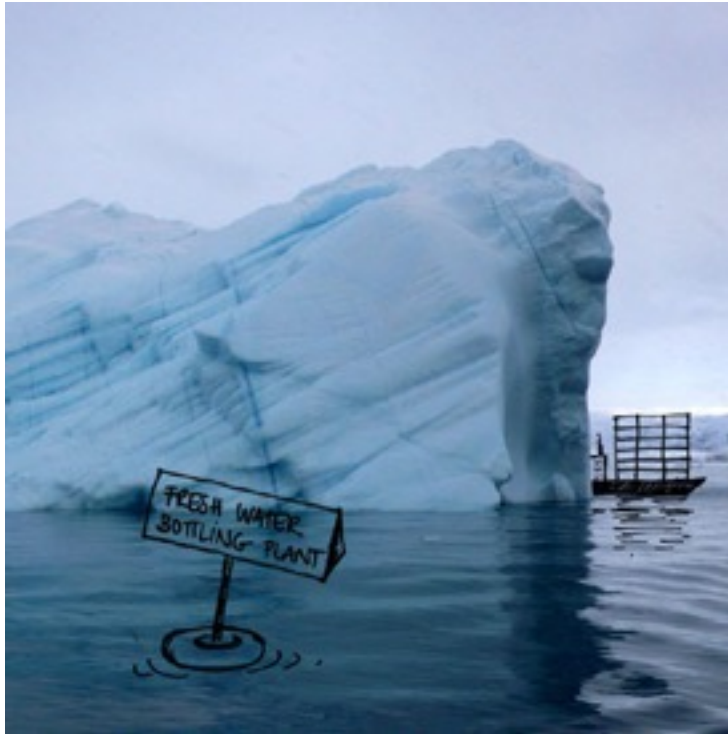


analogical
materials -
acetats

Key aspect [4]

App your school

HOW MANY WAYS TO AUGMENT REALITY?



Francesca Galeazzi <http://www.ambruno.co.uk/francesca-galeazzi.html>

Key aspect [4]

App your school

HOW MANY WAYS TO AUGMENT REALITY?



artists
works

Key aspect [4]

App your school

HOW MANY WAYS TO AUGMENT REALITY?



Books




Key aspect [4]

App your school

TO ENGAGE STUDENTS

	CURRENT SITUATION	IDEAL SITUATION
1 What I love about technology?	<div>STRENGTHS</div> <div>OBSTACLES</div>	
2 In what I feel my self very proud/able about technology?	<div>STRENGTHS</div> <div>OBSTACLES</div>	

 **A ROADMAP OF IDEA**
aiming to achieve an ideal scenario

Key aspect [5]

App your school

TOOLS PROPOSAL



Key aspect [5]

Decide for 12 proposals, choose 1 idea from 1 to 6 and throw the dice. Make the sum (chosen idea + number from dice) and the number you get

App your school gives you the second idea.

Match the two

EMPTY SPACES



Each member of the group makes a self-portrait or chooses a symbol.

Each member of the group writes what it can make available to others. Gradually, the puzzle is completed.

From "what do I do" to "what I need to learn in the DA"

Key aspect [5]

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CIVIC ENGAGEMENT

Students learn the use of technology by applying it to a concrete and real experience involving their territory and allowing them to interact with cultural institutions, to become the creator of content for their community

Key aspect [5]

App your school

