

ABC's of Inclusivity

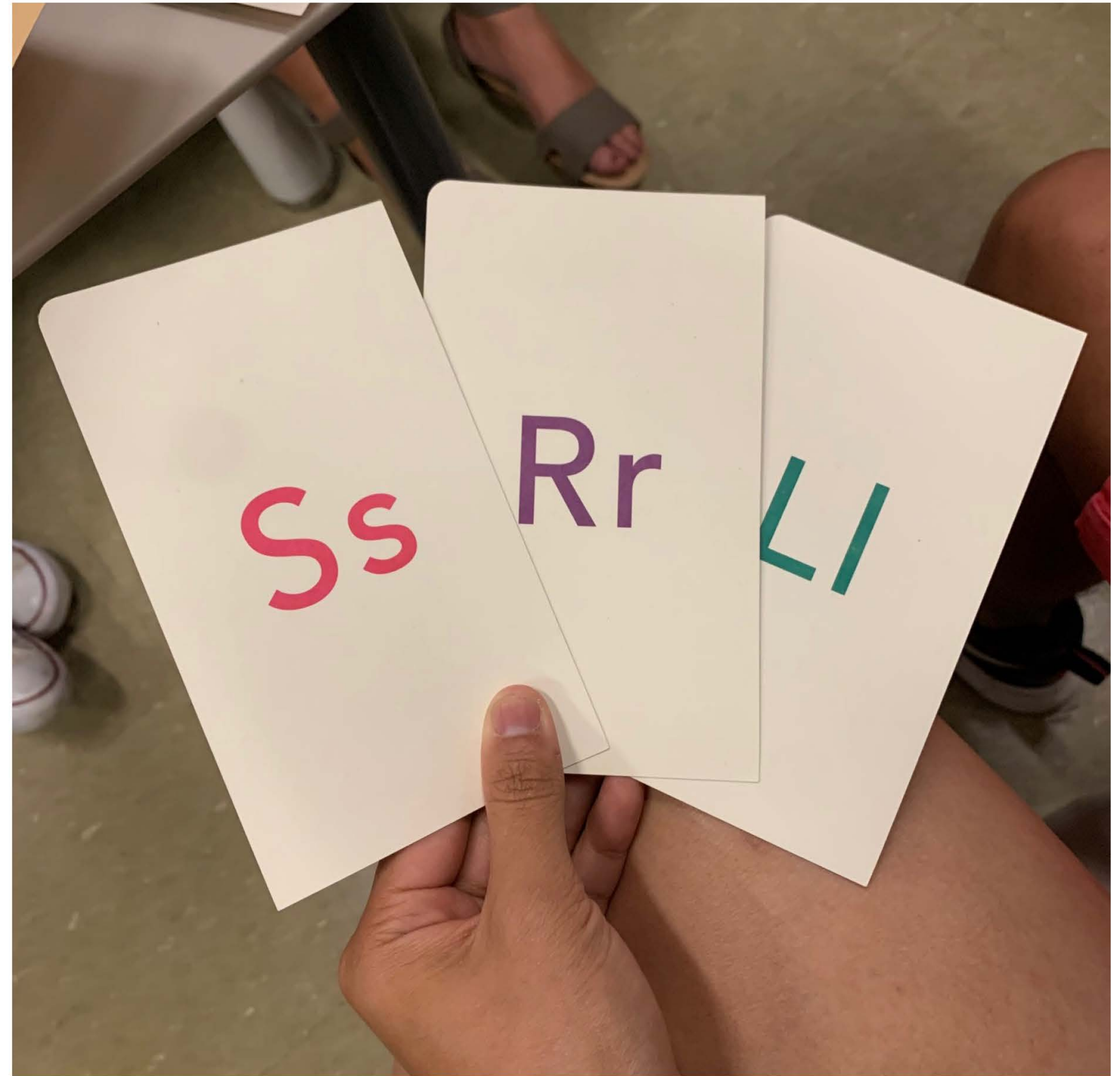
Interactive Storybook, Museum, and Tablet AR Experience

Purpose

To delightfully explain a complex subject (Inclusivity) to a young audience across a range of media: physical book, interactive book, & AR.

Assigning Letters

As a group of nine, each of us received three letters and one was assigned two and the cover.



S

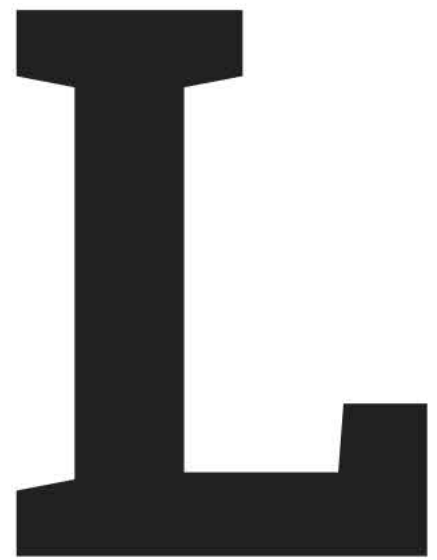
~~Separation vs Segregation~~ Similarity

Goal: Understand that though a collective may be in a similar place or position, different obstacles and circumstances greatly affect how people have reached the same place you may be in

R

~~Race~~ Responsibility

Goal: Build a space in which people's differences are recognized, but action is taken to make each person feel capable, empowered, and respected to achieve what they desire



Language

Goal Embrace the positivity of using language that is free from words, phrases or tones that exclude others; encourage sensitivity.

Understand your language may exclude others. See: microaggressions.

Research

Initial look into our audience

9-11 Year olds

(4th - 6th Graders)

After confronting the need of sensitive treatment towards inclusivity, we underlined our lack of appropriate resources and felt better equipped delivering to **children entering middle school** who often experiences a pivotal, transitional growth in individuality, acceptance, and perception of others. We believe introducing themes of preventative bullying, through acceptance, in a covert manner will aid in the movement of inspiring better citizenship.

Museums

Why not plan bring the book into a local space?

Early on, the group ideated where our interactive portion would belong. We thought about the potential and appropriateness of middle school field trips housing fully immersive and interactive experiences. So, we took a field trip of our own.



Takeaways

Color Rich

Simple actions lead to high reward

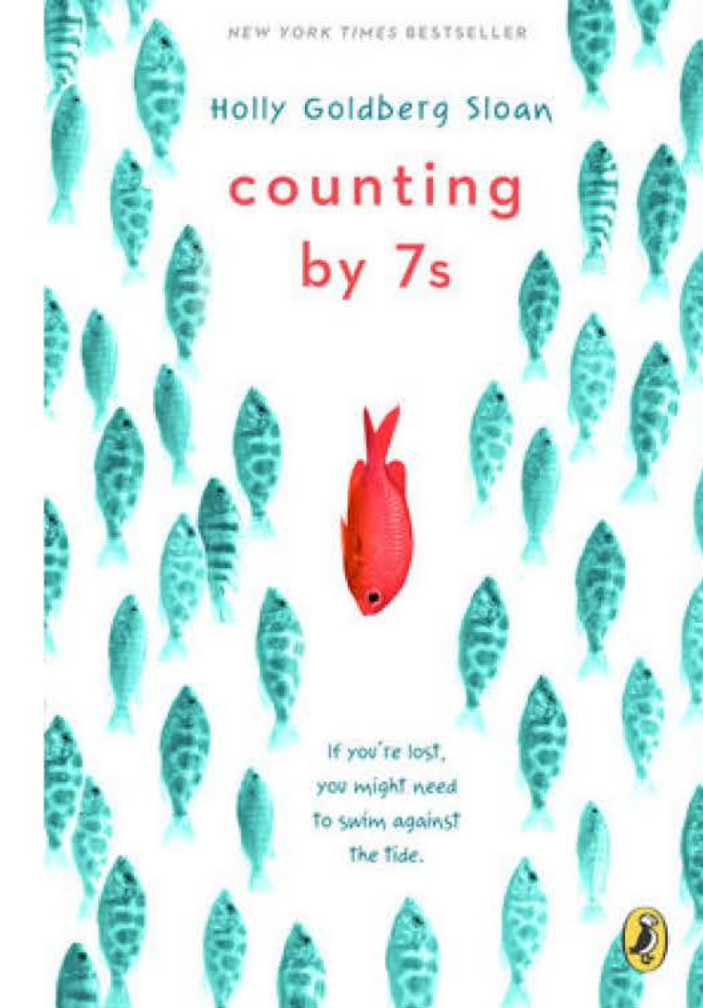
Sound-integration

Immersive environments

Books

What do middle schoolers enjoy reading?

I researched by visiting lists curated from sites like Bookopolis.com (online community for ages 7-12), New York Public Library, Brooklyn Public Library, and Great Schools.org to try and understand what children are saying about their favorite books rather than teachers or parents. Common themes and pattern I found were...



Themes

Identity and Coming of Age

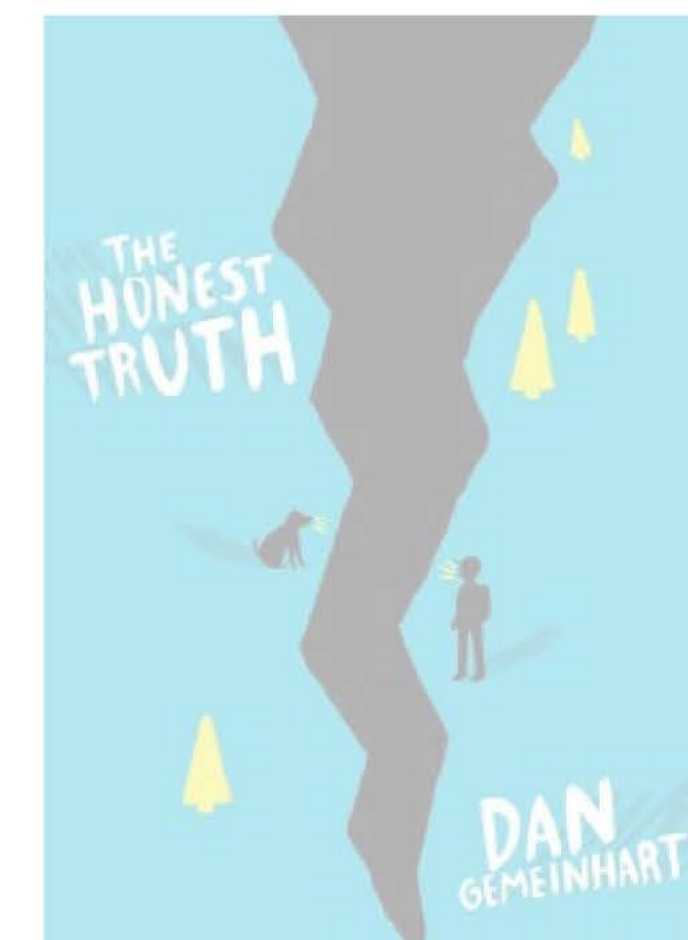
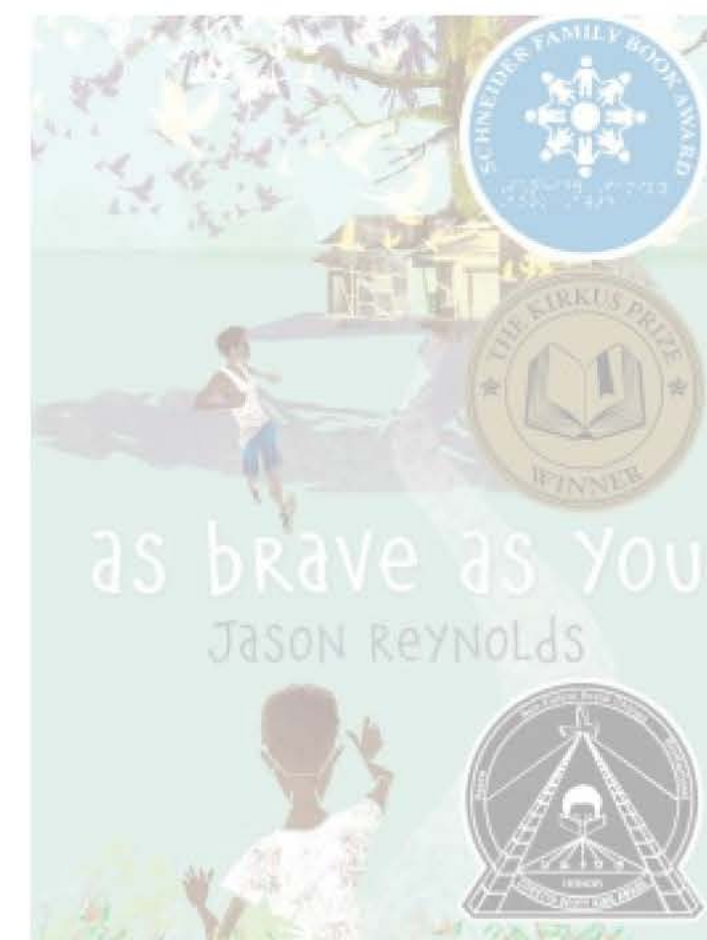
Very, very unique characters

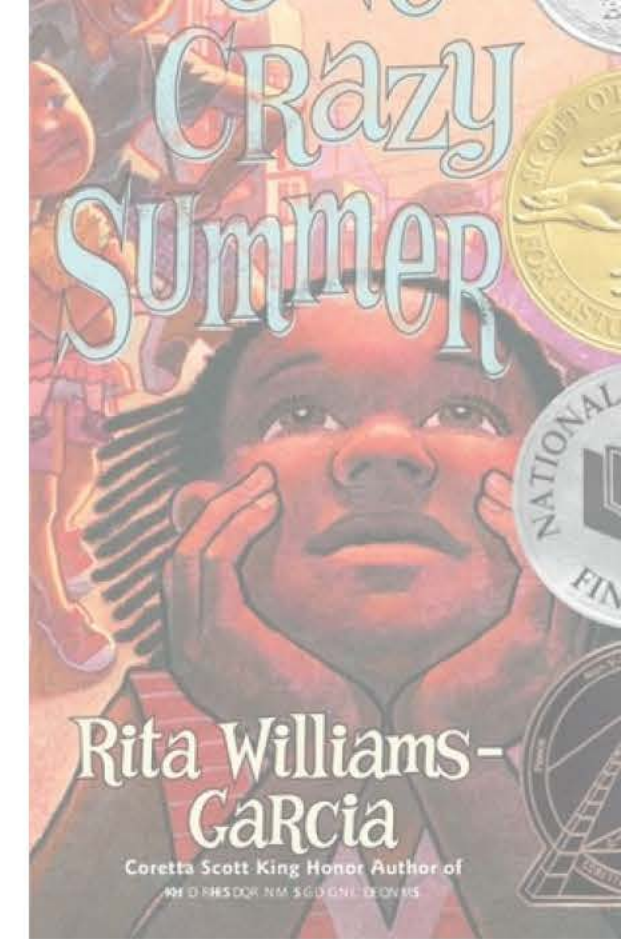
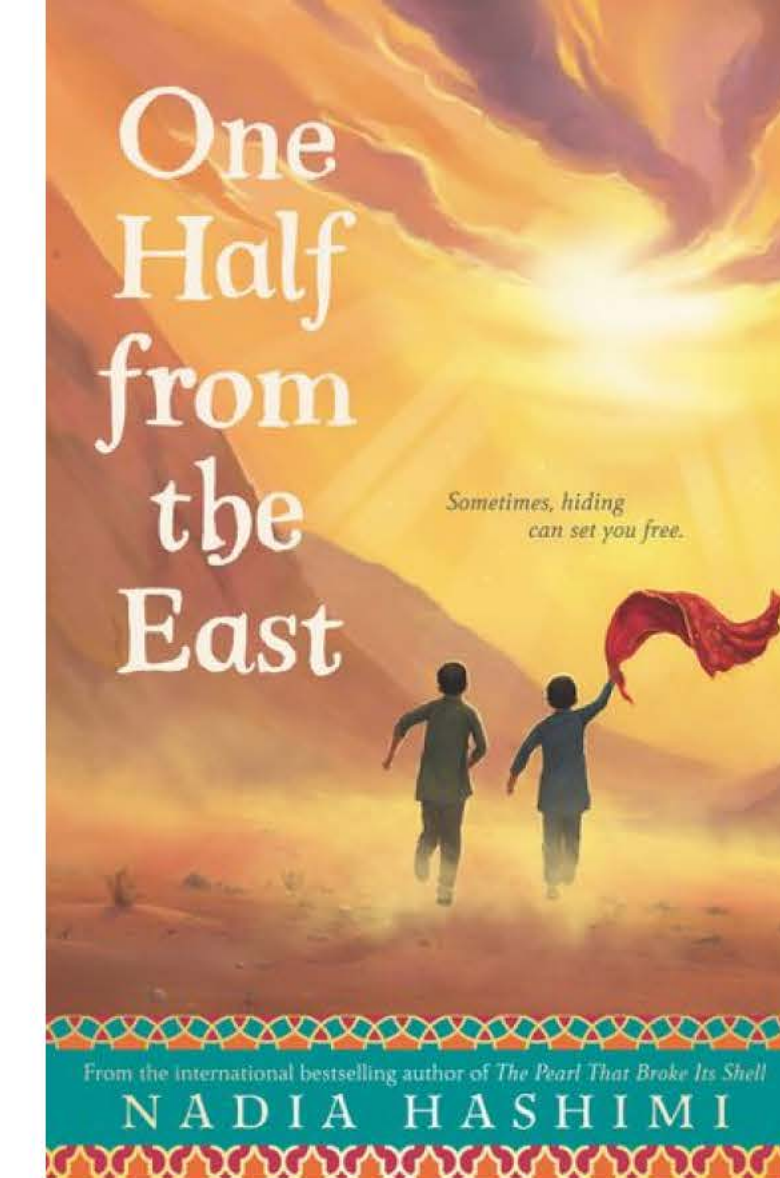
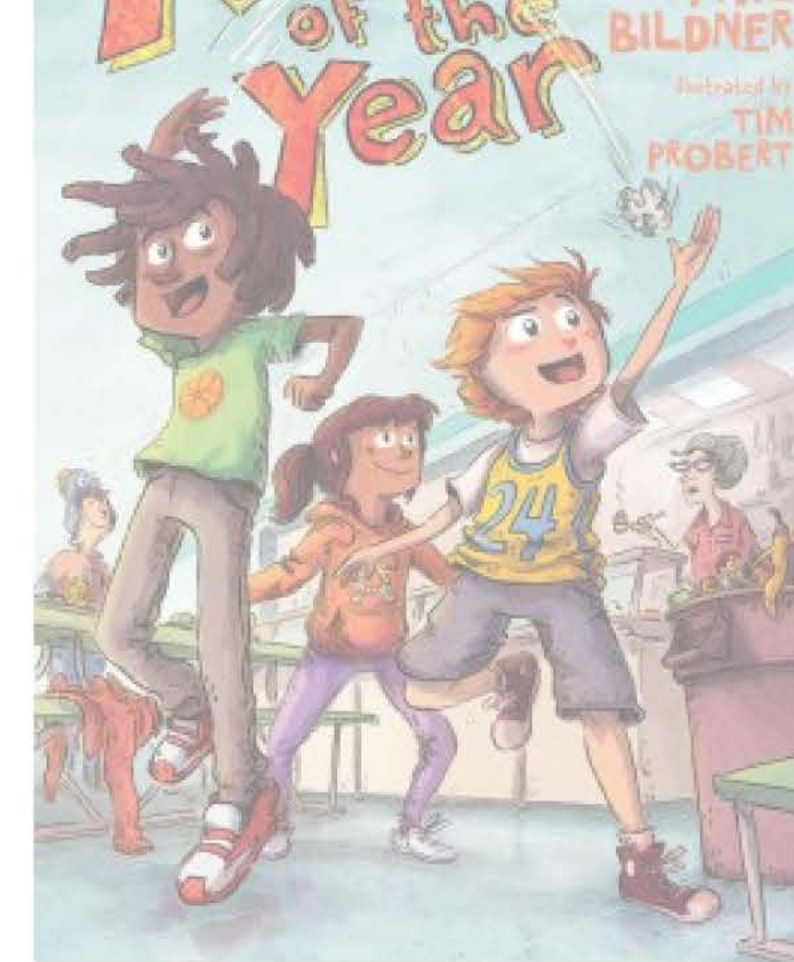
Overcoming conditional obstacles

Magical Realism

"Willow Chance is a 12-year-old genius, obsessed with nature and diagnosing medical conditions, who finds it comforting to count by 7s. It has never been easy for her to connect with anyone other than her adoptive parents, but that hasn't kept her from leading a quietly happy life, until now.

Willow's world is tragically changed when her parents both die in a car crash, leaving her alone in a baffling world."





Themes

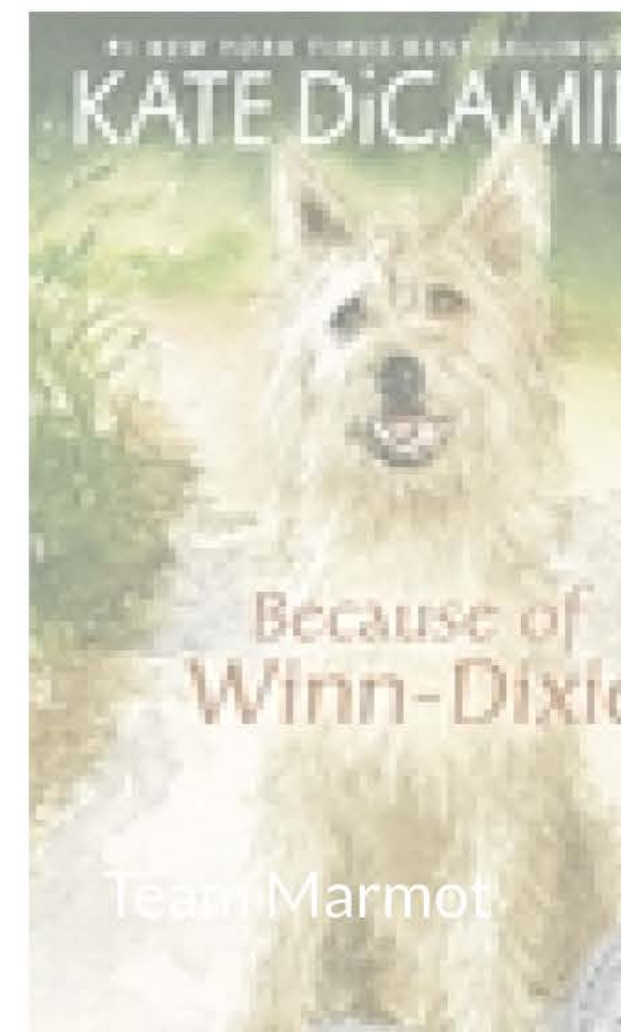
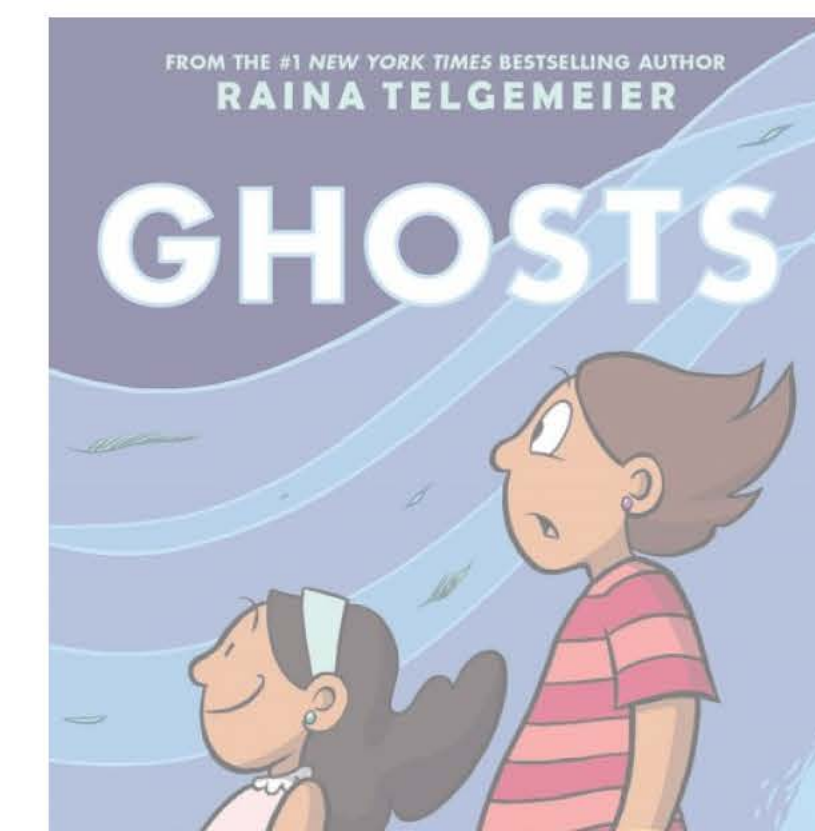
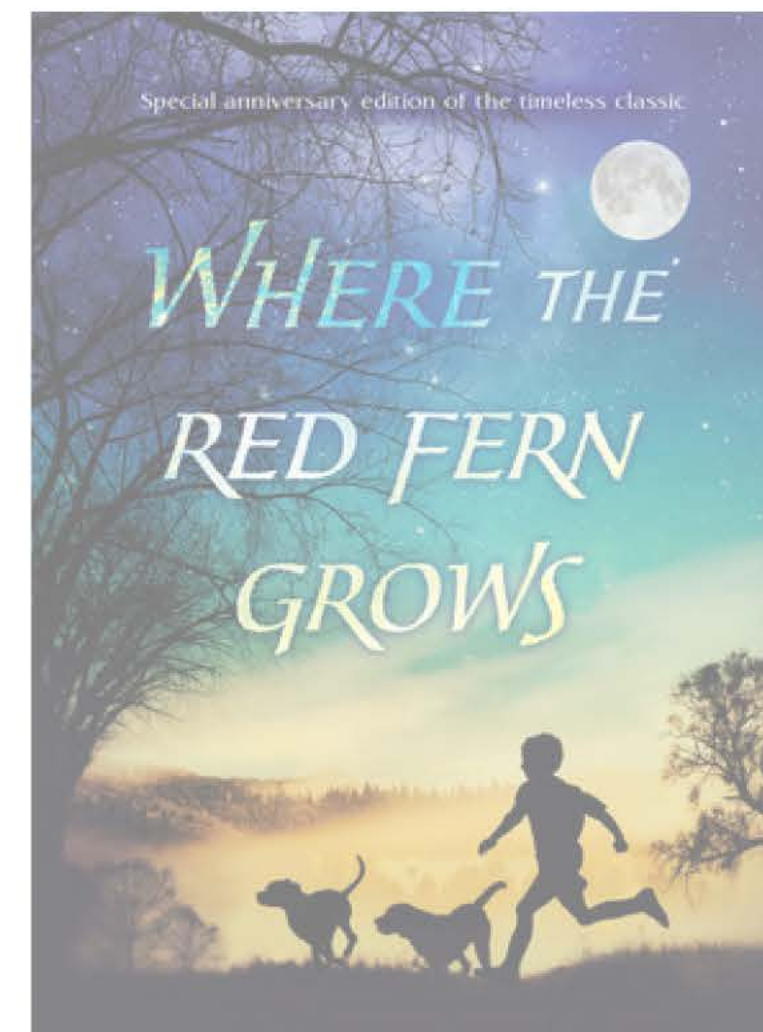
Social Relationships

Again, very unique characters

Real or brutal backstories

Lots of friendships with dogs

"Obayda's family is in need of some good fortune, and her aunt has an idea to bring the family luck—dress Obayda as a boy, a bacha posh. Life in this in-between place is confusing, but once Obayda meets another bacha posh, everything changes. Their transformation won't last forever, though—unless the two best friends can figure out a way to make it stick and make their newfound freedoms endure."



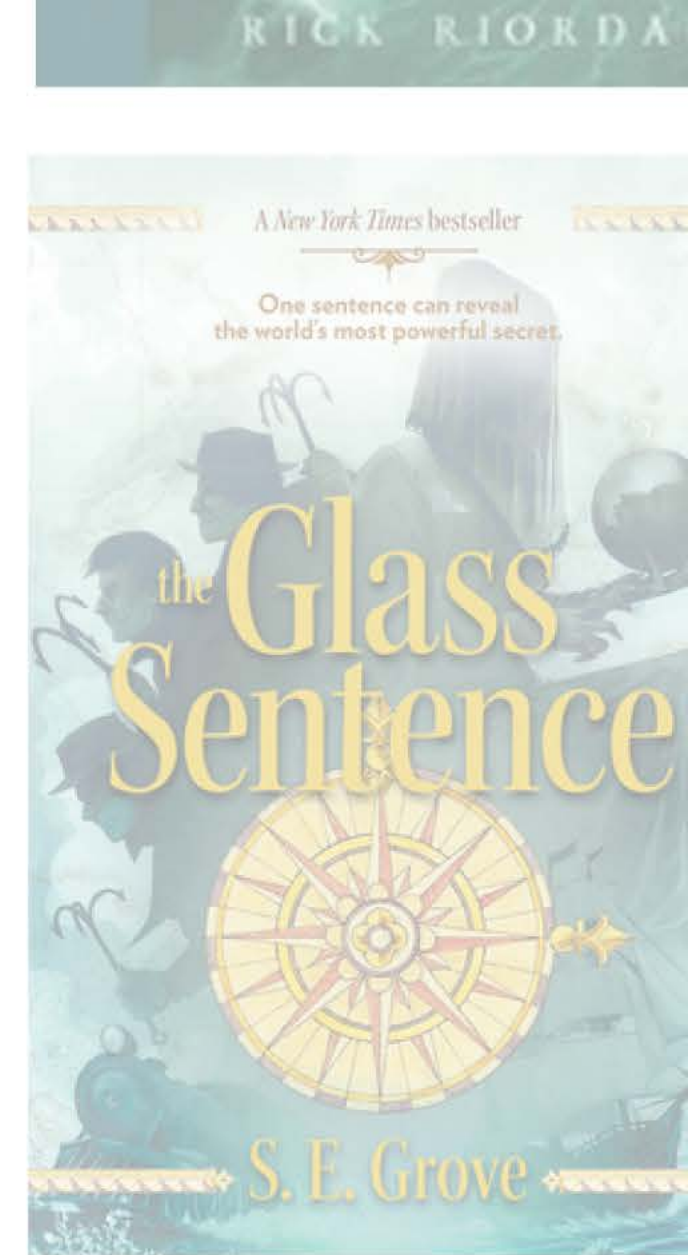
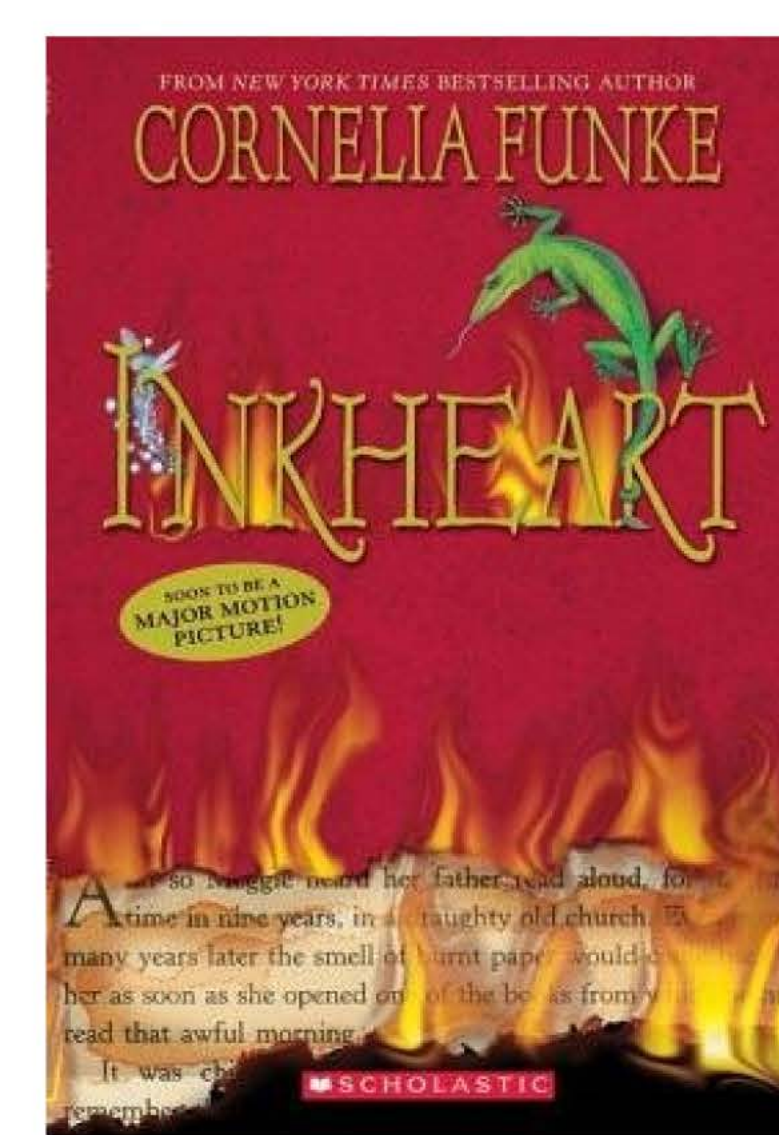
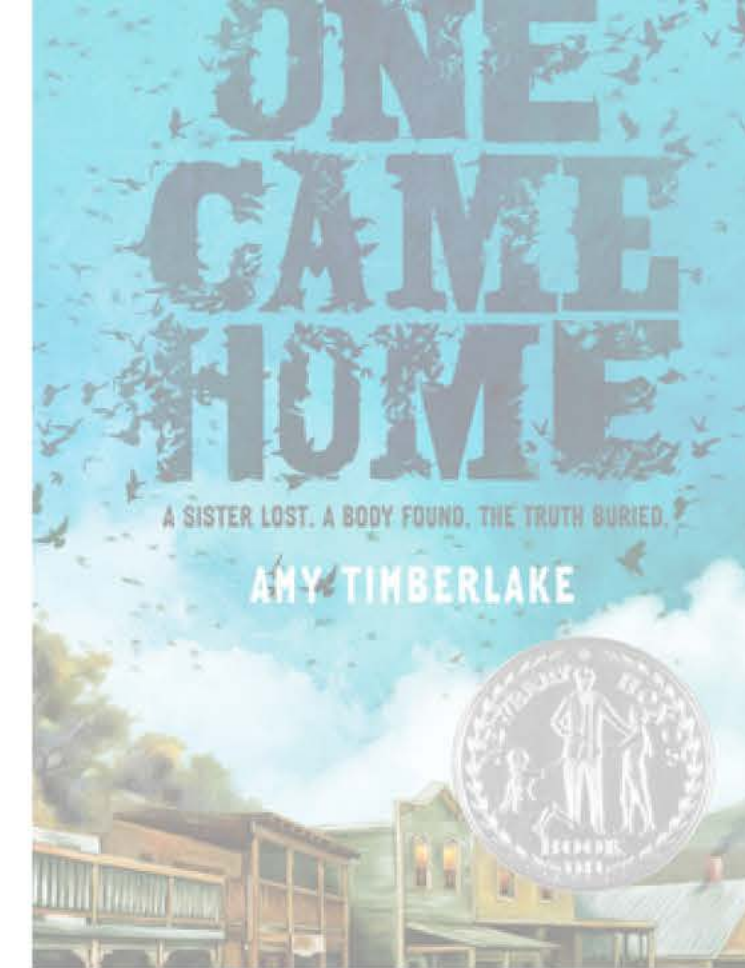
Themes

Fantasy and Adventure

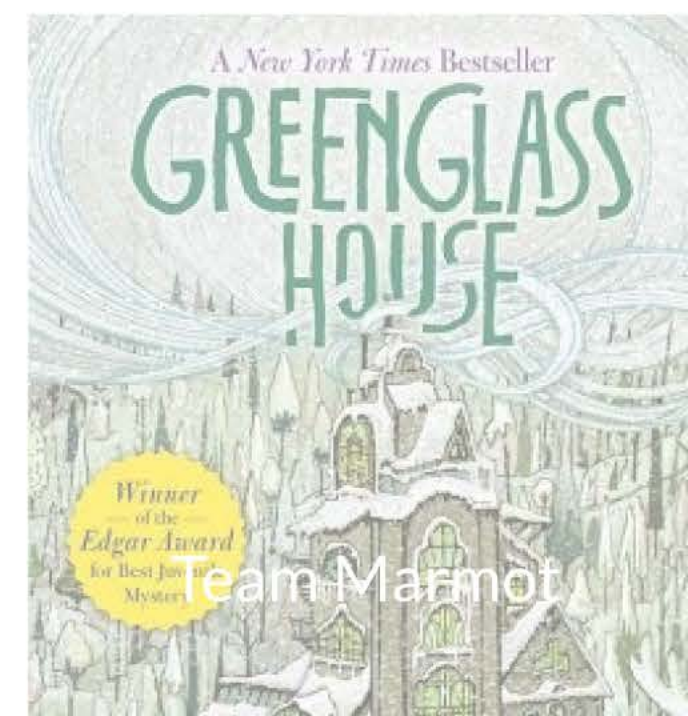
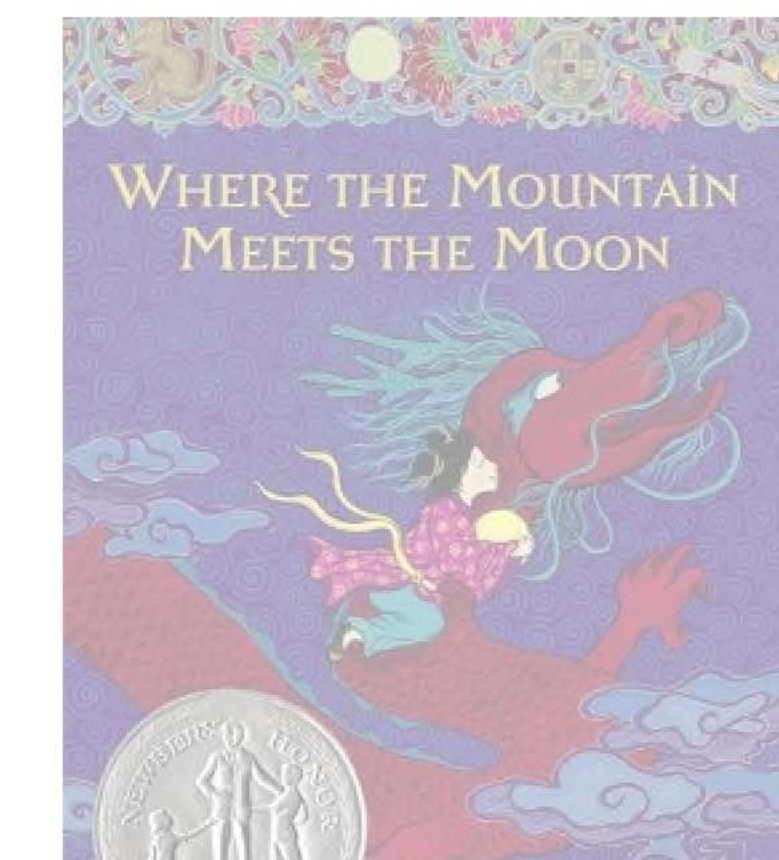
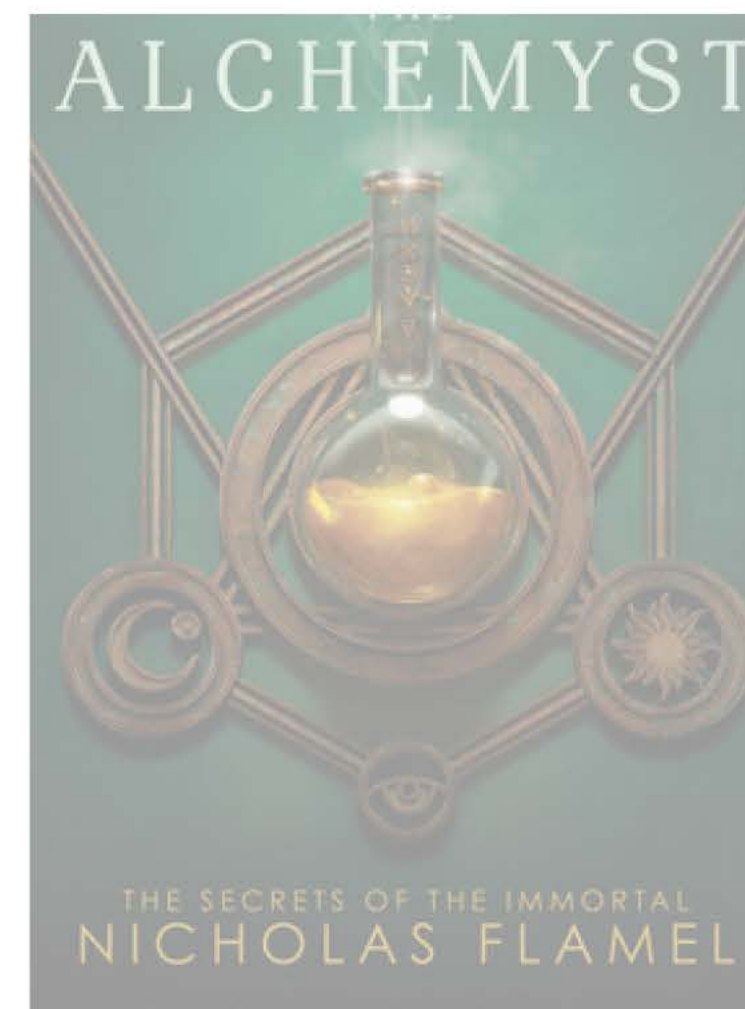
Characters to look up to

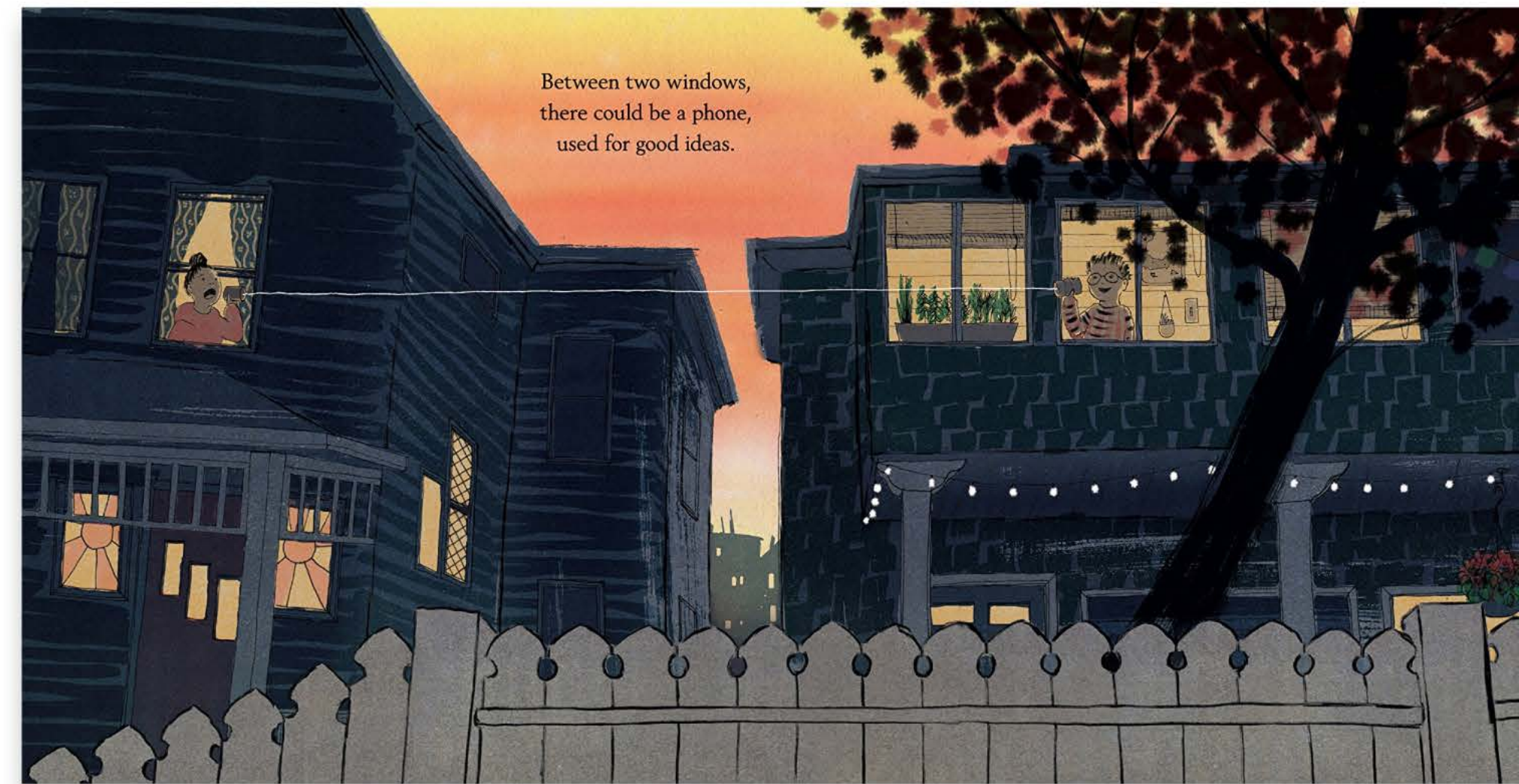
Characters to want as friends

Characters who aren't human



"One cruel night, Meggie's father reads aloud from a book called INKHEART-- and an evil ruler escapes the boundaries of fiction and lands in their living room. Suddenly, Meggie is smack in the middle of the kind of adventure she has only read about in books. Meggie must learn to harness the magic that has conjured this nightmare. For only she can change the course of the story that has changed her life forever."

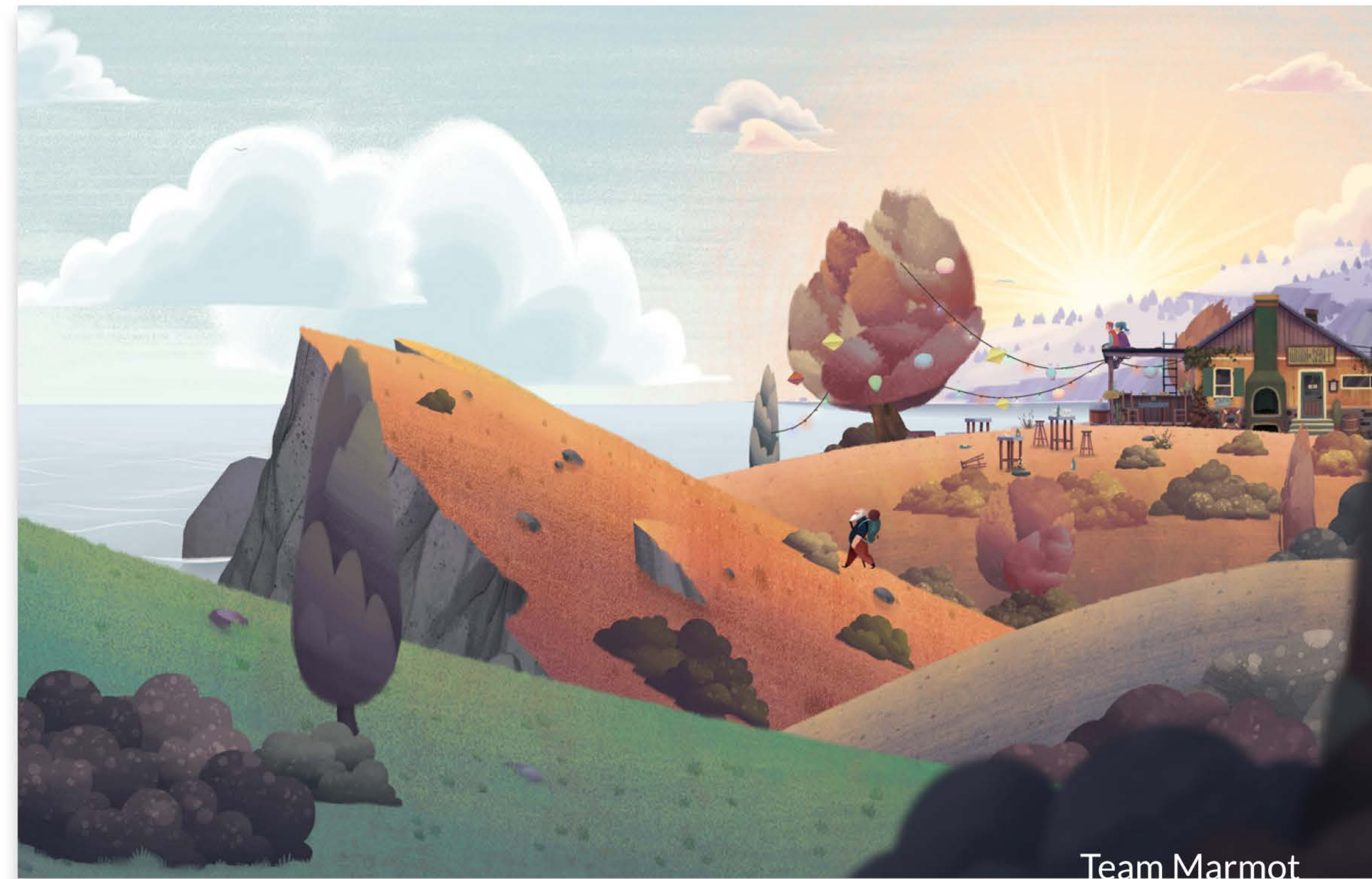


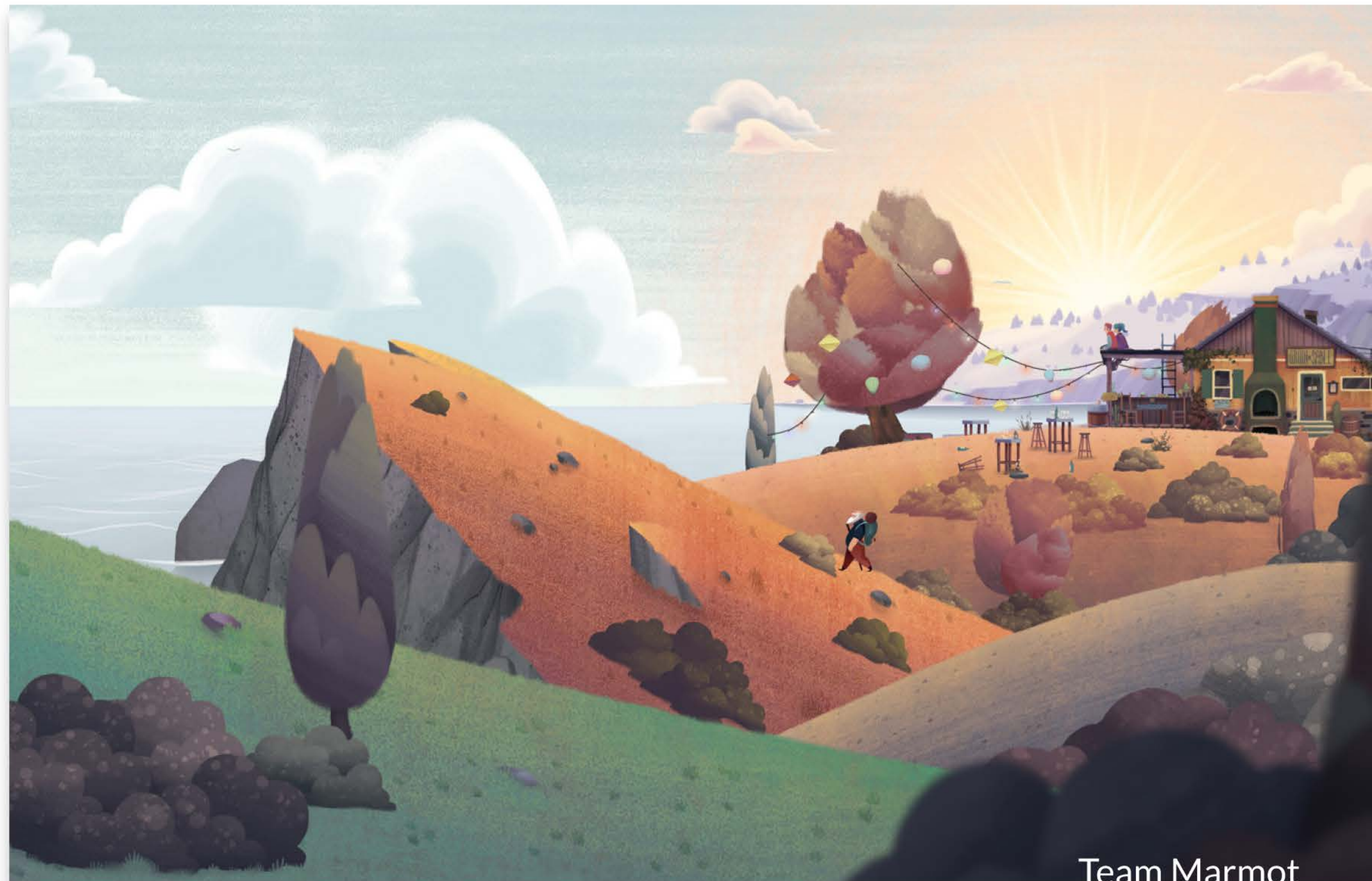
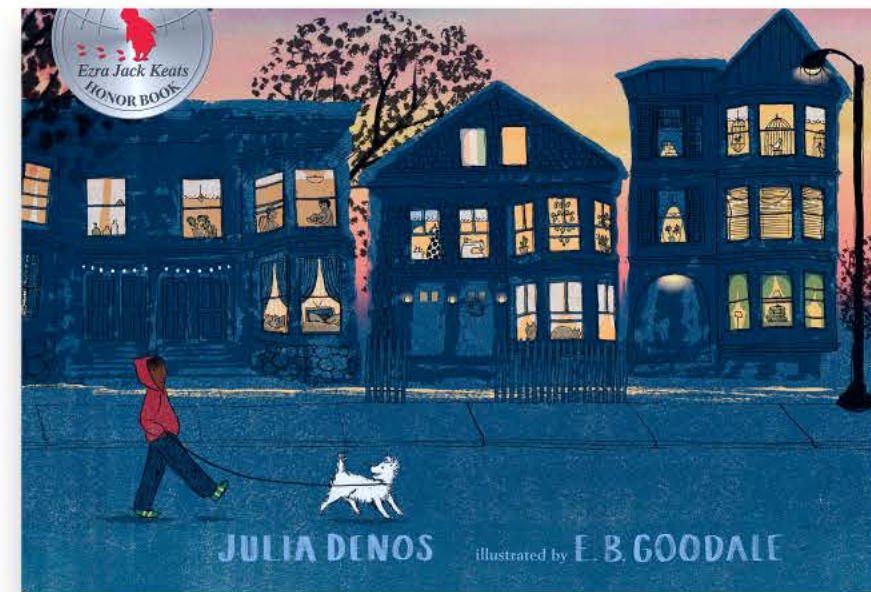
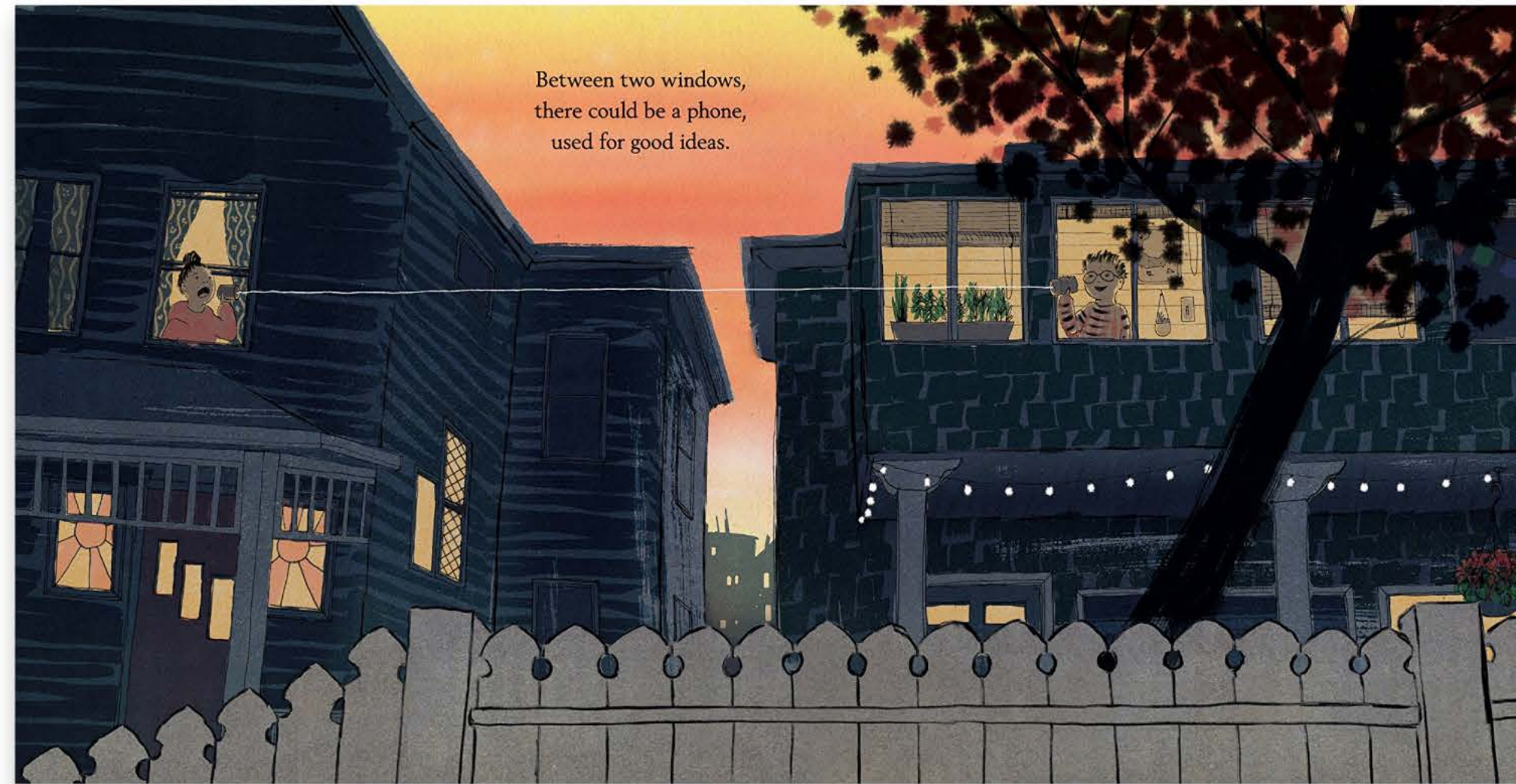


MOODBOARD

Neighborhood Wonder

Magic Adventure Unique Community Whimsical Distant Play Safe
The idea is to capture a feeling close to home, but still imaginative





Sketches

Lots of planning, lots of drawing

S

~~Separation vs Segregation~~ Similarity

Goal: Understand that though a collective may be in a similar place or position, different obstacles and circumstances greatly affect how people have reached the same place you may be in

Book Sketches

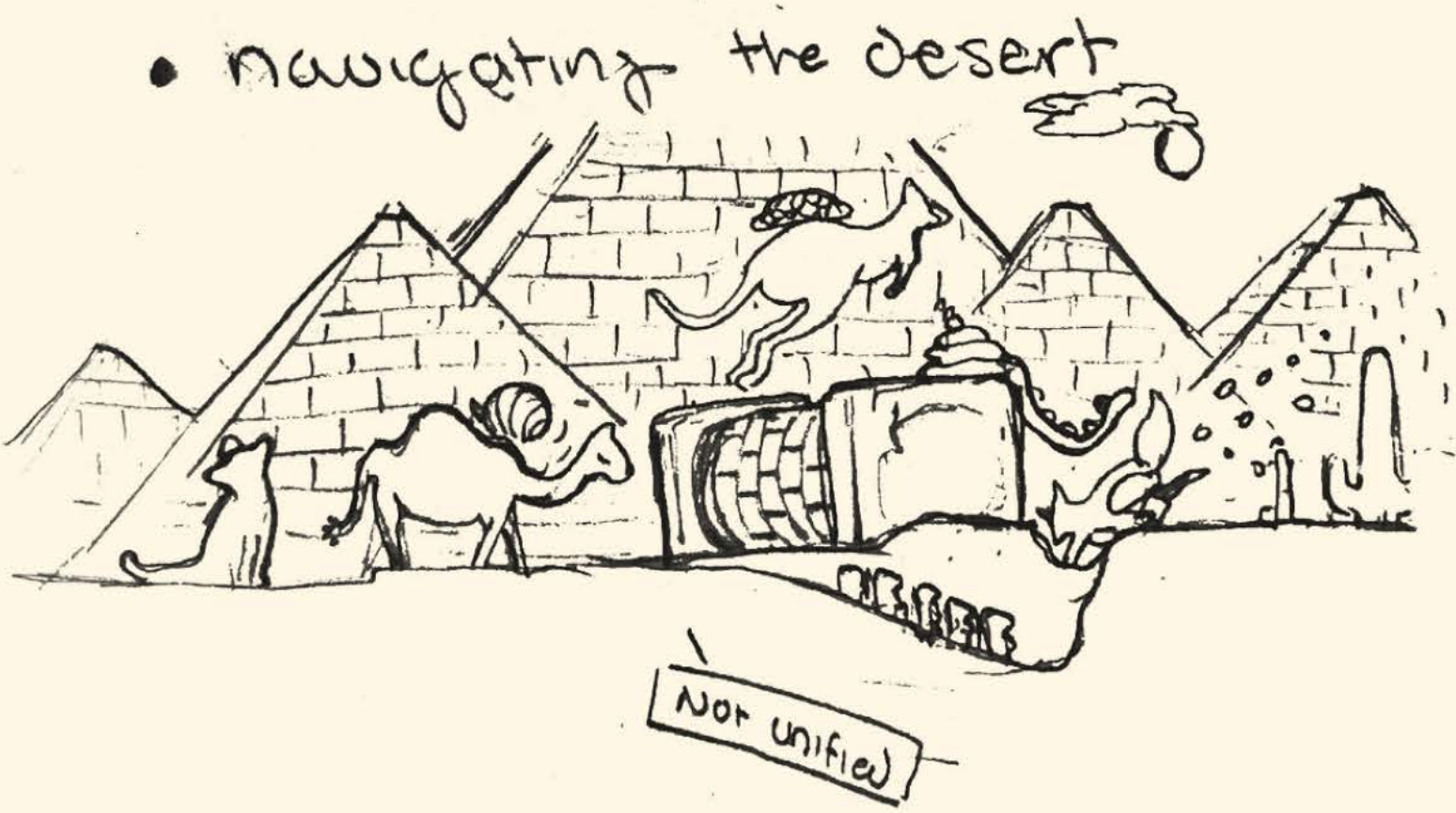
Vanasa Liu



1 Safari



2 Tundra



3 Desert

1 Rotate or tap the calendar



2 Scroller animation occurs



3 Watch unique reactions to obstacles

Interaction Sketches

1



Get their story, prompt another scenario

SIMILARITY AR IDEATION

- GET MYSTERY ANIMAL & IMAGINE YOURSELF IN SAME ENVIRONMENT, CHALLENGES?

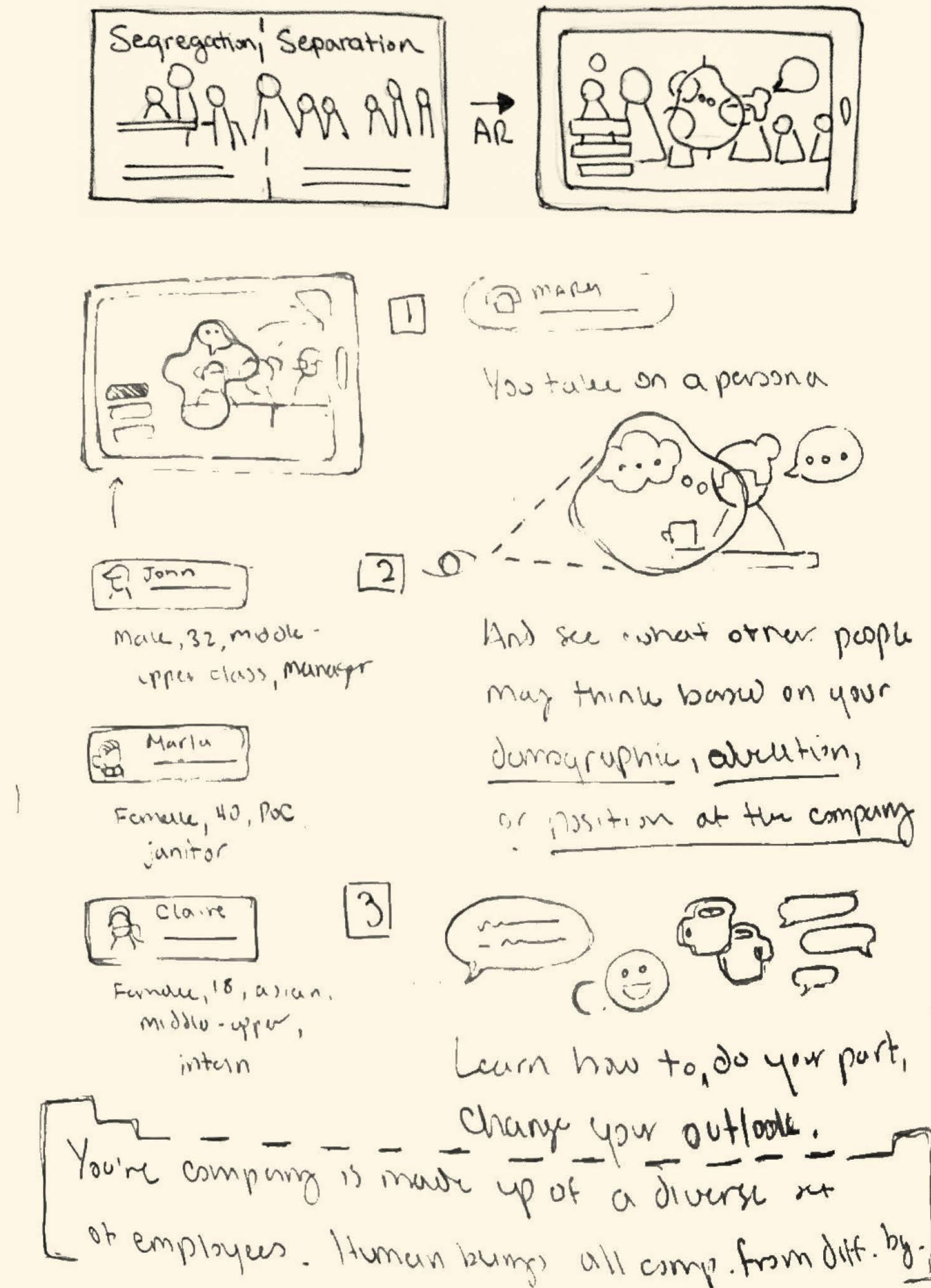
YOUR SPIRIT,
HOW WILL YOU
~~HANDLE~~
BLAME THE

AR Concepts

And the **AR** experience
came from another iteration

Previous Sketches

Vanasa Liu

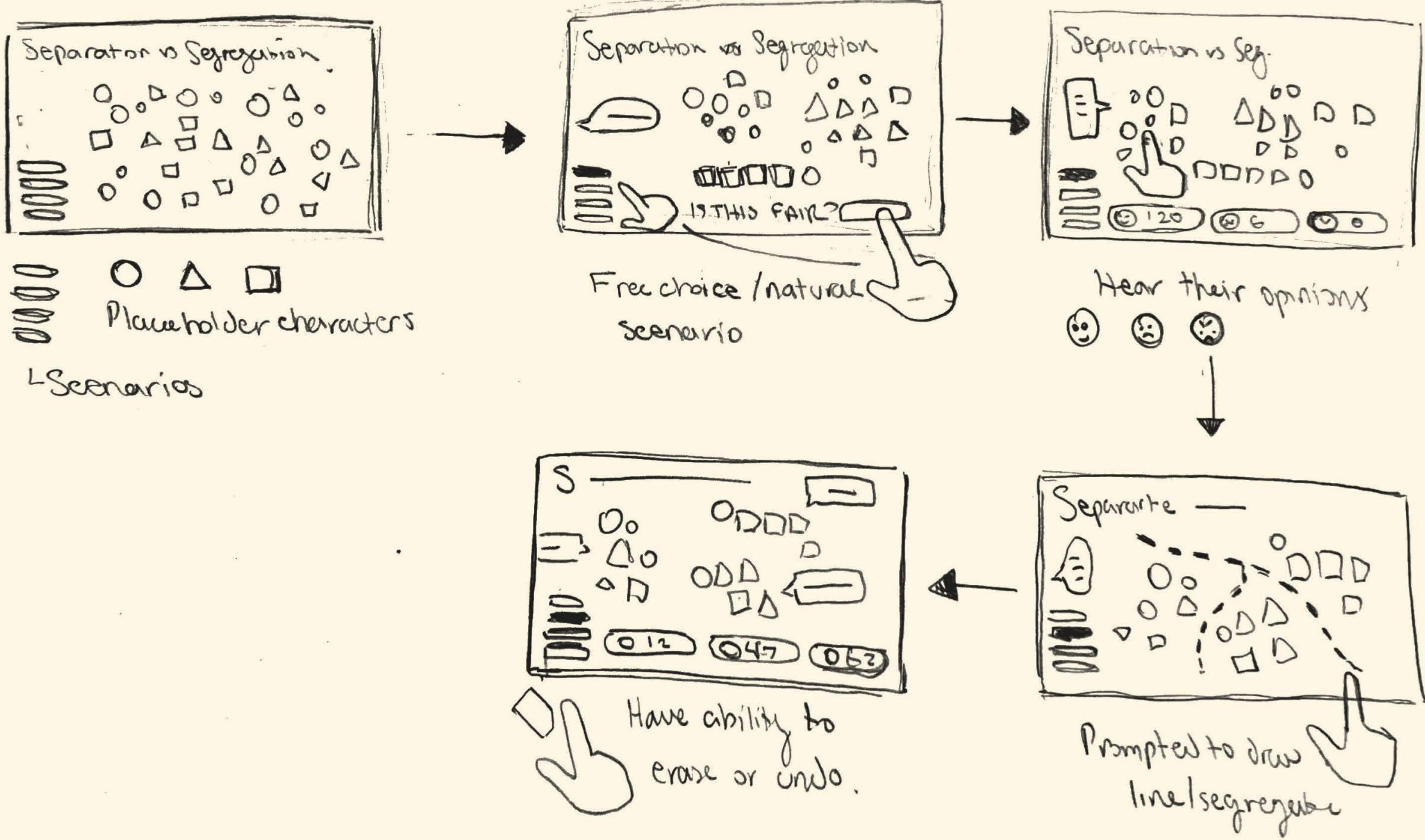


Team Marmot

S previously stood for
Separation vs
Segregation

Previous Sketches

Separation vs Segregation



R

~~Race~~ Responsibility

Goal: Build a space in which people's differences are recognized, but action is taken to make each person feel capable, empowered, and respected to achieve what they desire

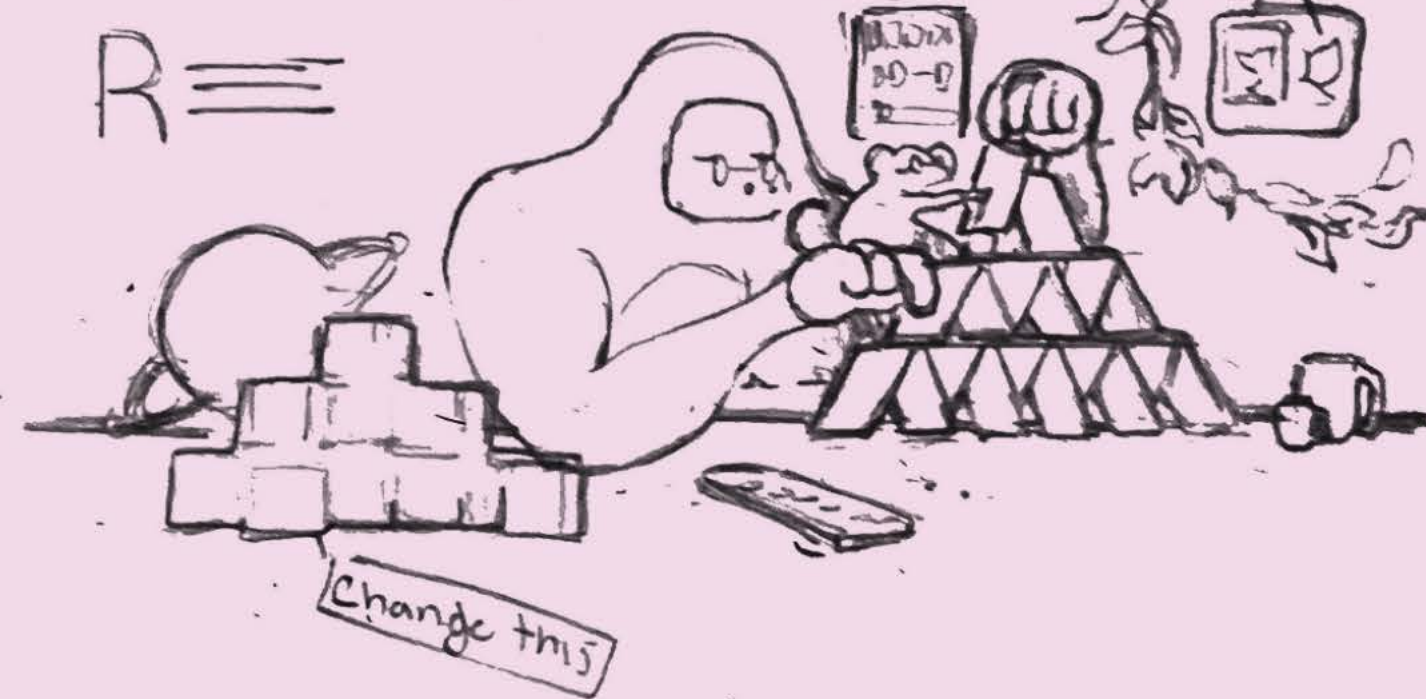
Responsibility

- Balancing a scale



1 Scientific

- Building a tower of cards



2 Playful

- Building a delicate necklace / suit



3 Skillful

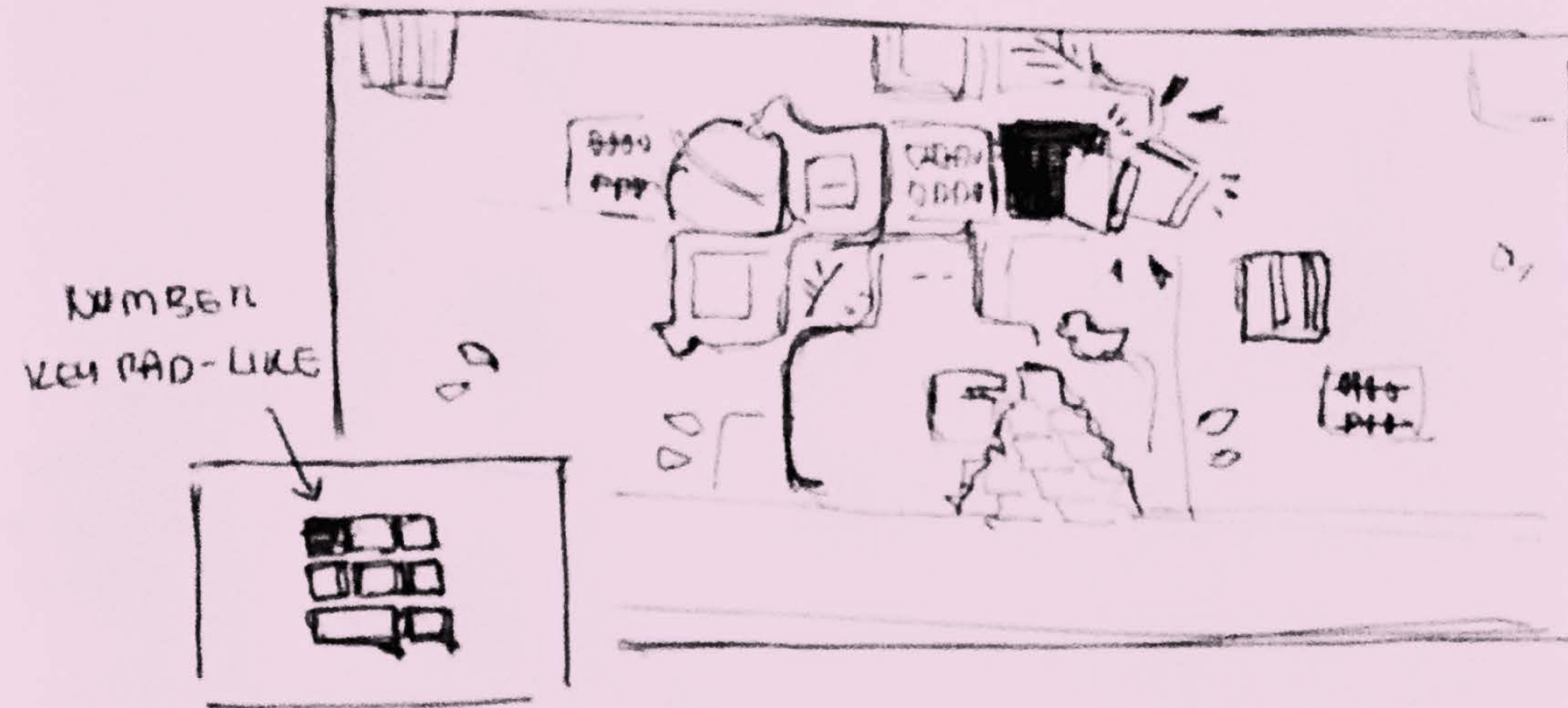
+ Blowing bubbles? + Dropping solution into beaker?

Book Sketches

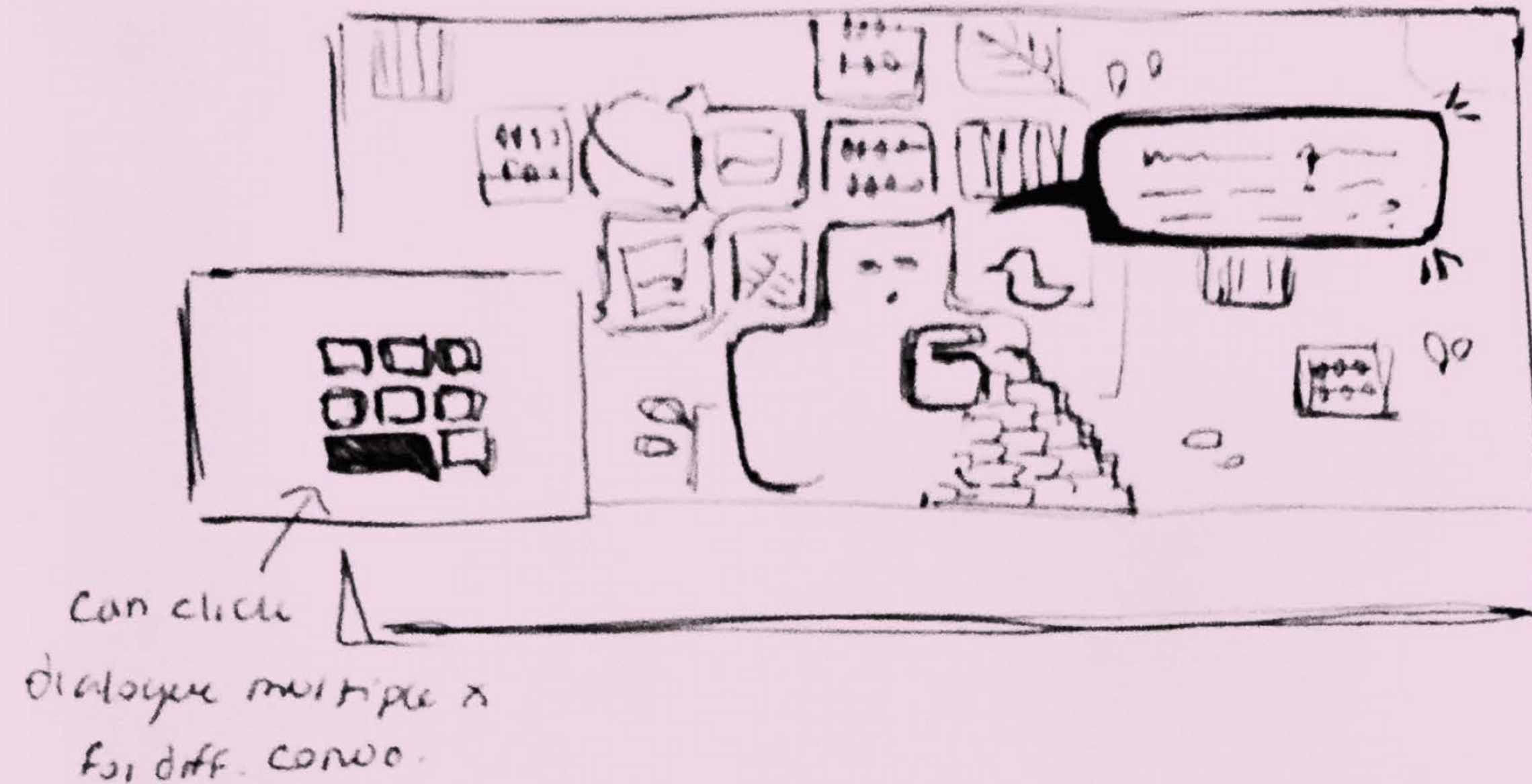
Vanasa Liu

Team Marmot

1 Tap number pad freely



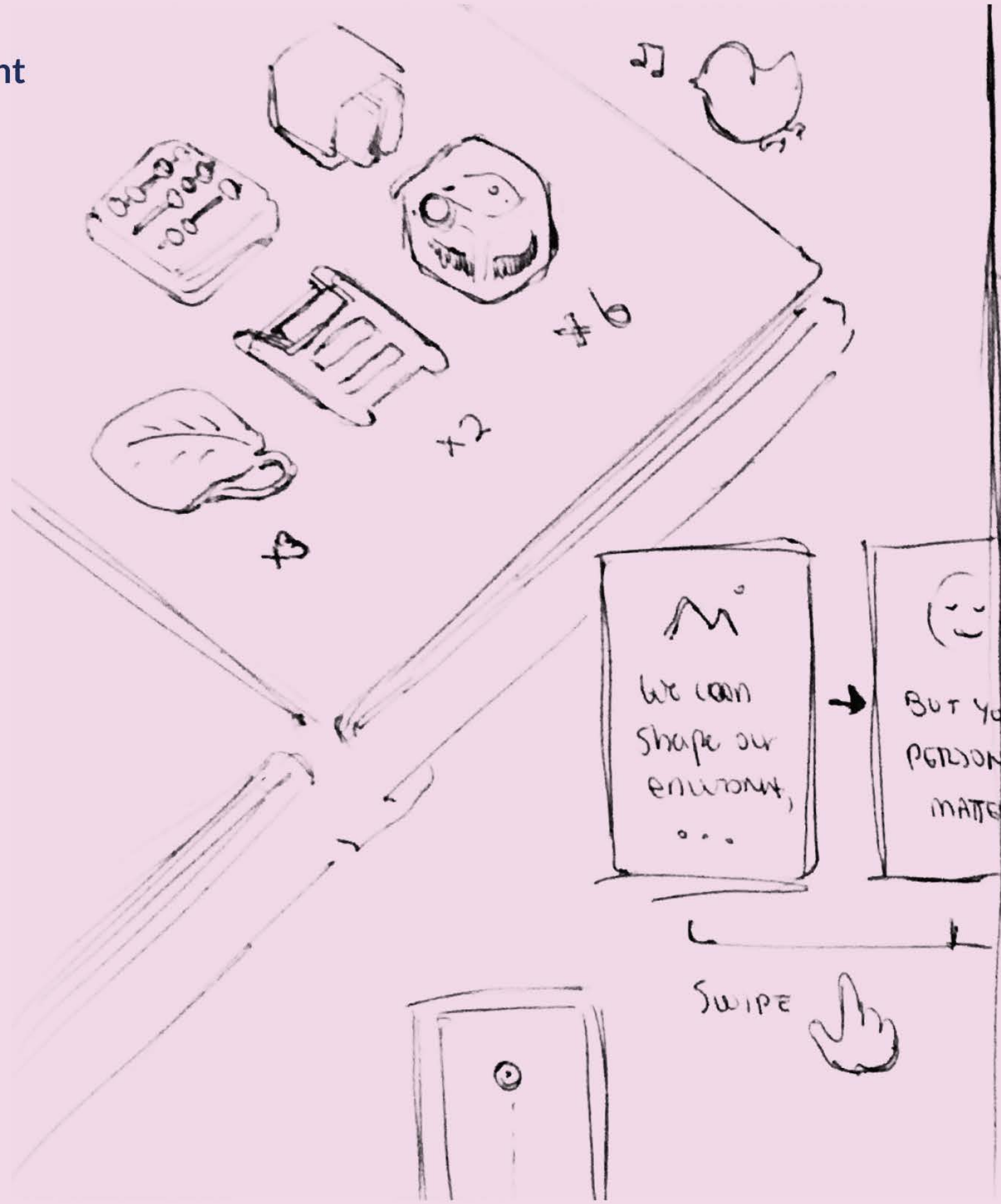
2 Play with the environment



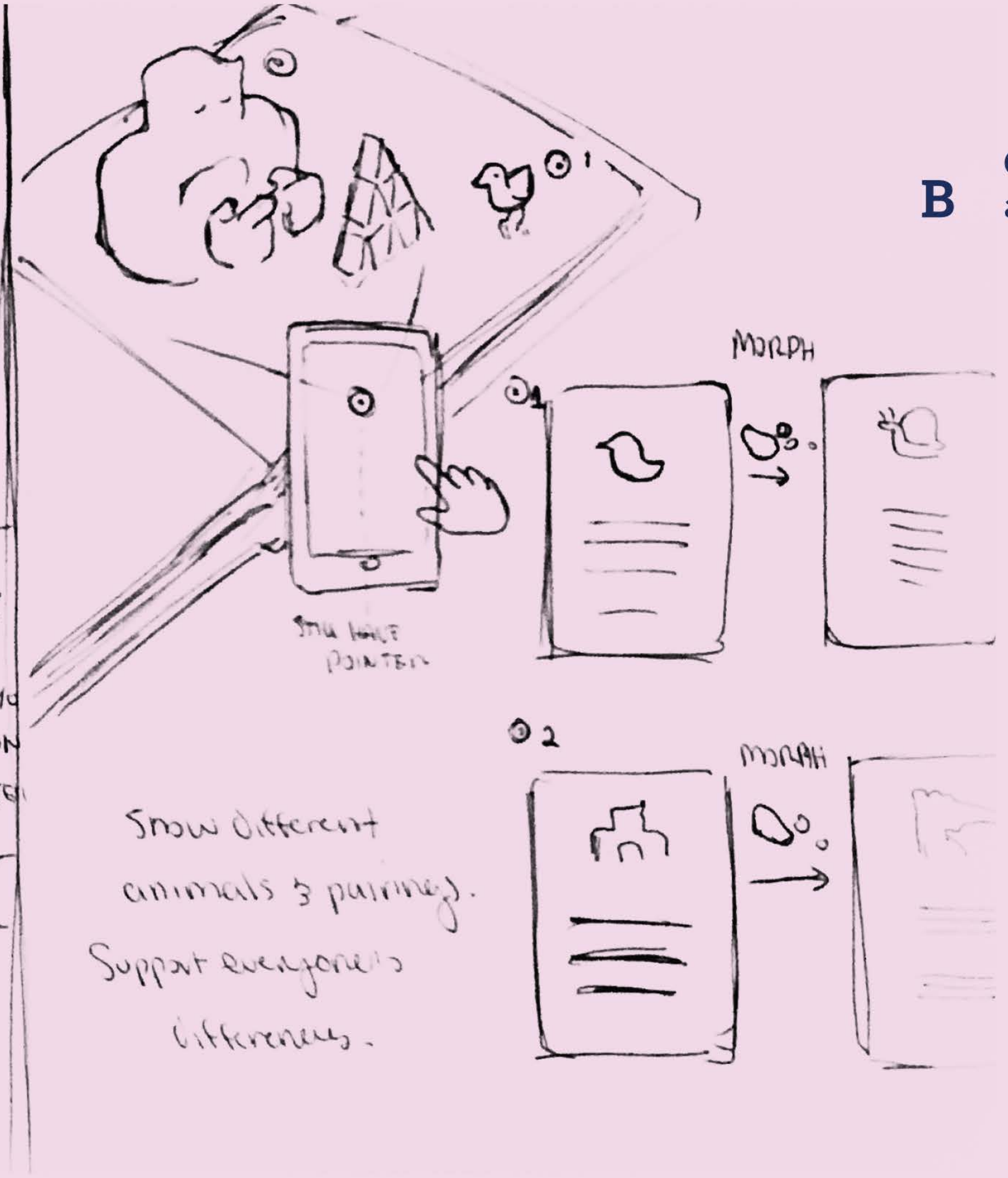
3 Read character dialogues

Interaction Sketches

A Build your own environment



B Change or learn about each animal

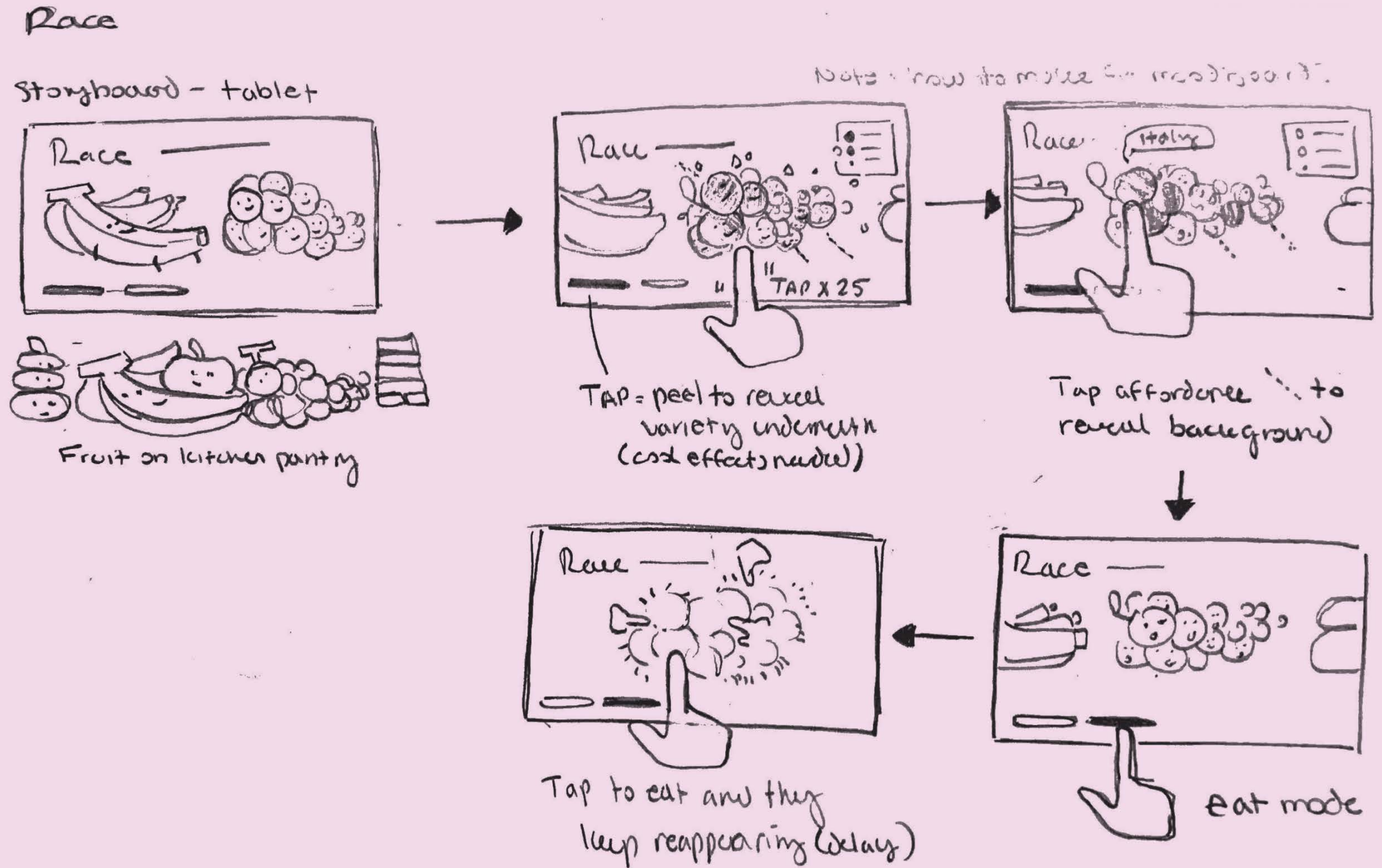


AR Concepts

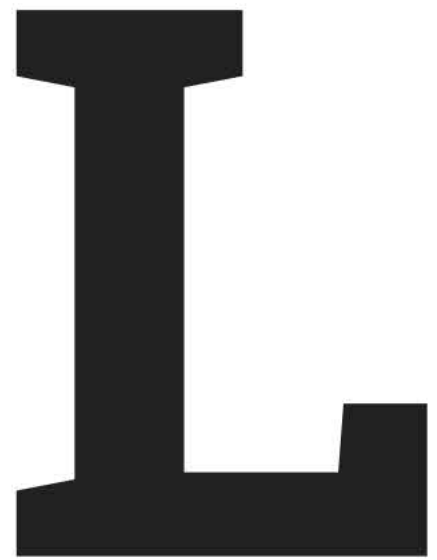
R previously stood for Race

Previous Sketches

Vanasa Liu



Team Marmot



Language

Goal Embrace the positivity of using language that is free from words, phrases or tones that exclude others; encourage sensitivity.

Understand your language may exclude others. See: microaggressions.

Book Sketches

Vanasa Liu

1 Lab

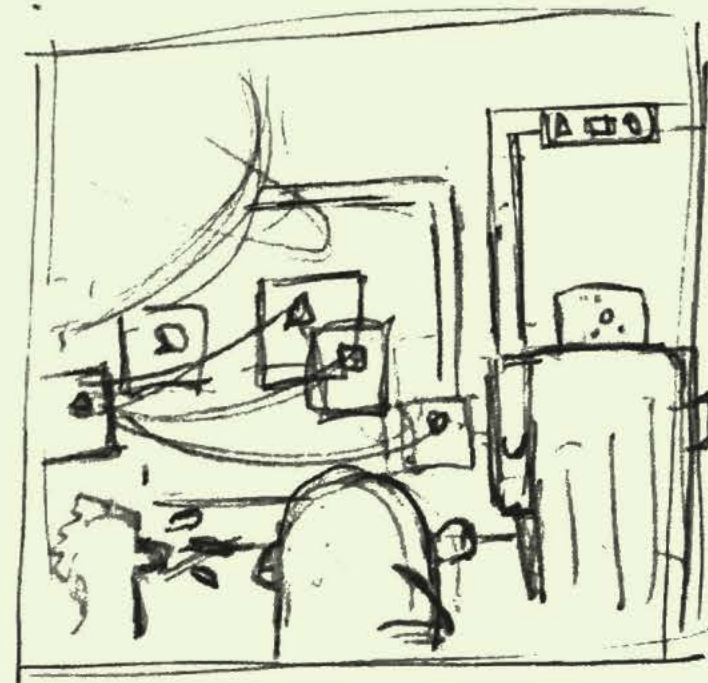
Language
Goal: Liberate from dissonance

Hear thoughts and feelings



Scientist:
Geogra
Nurse H

Sea scienc
have the
in sheri
Detectio
Your ide
abilitio



NE
ID TO FAIRNESS"

LANGUAGE



WAVING ON STREETS

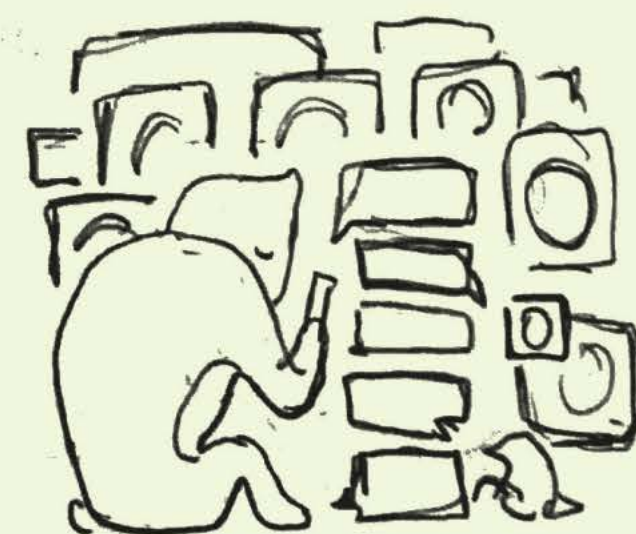
GETTING COFFEE



2 City-folk

3 Exchanging messages

TEXTING COUNTRY



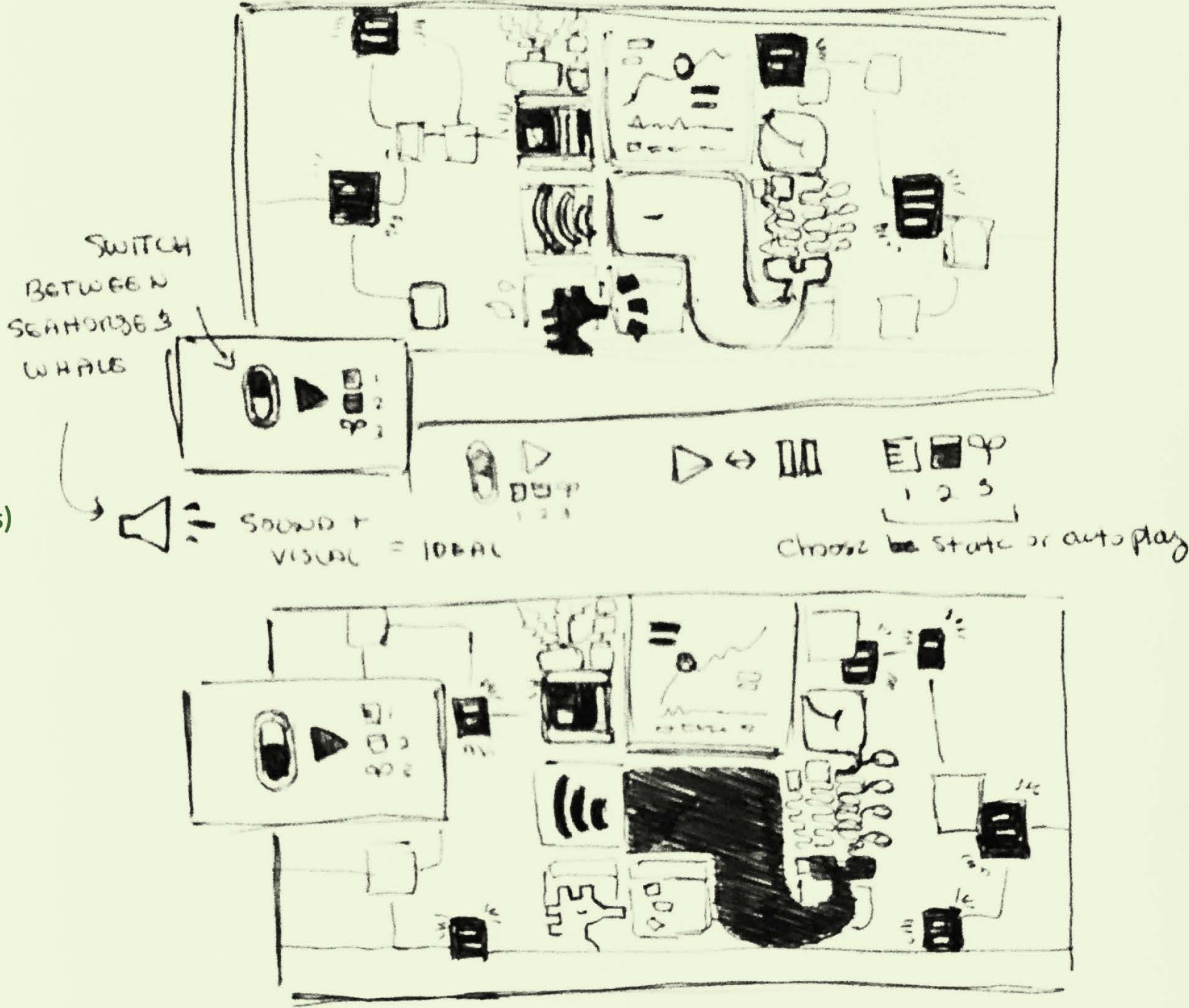
Team Marmot

Interaction Sketches

Vanasa Liu

Team Marmot

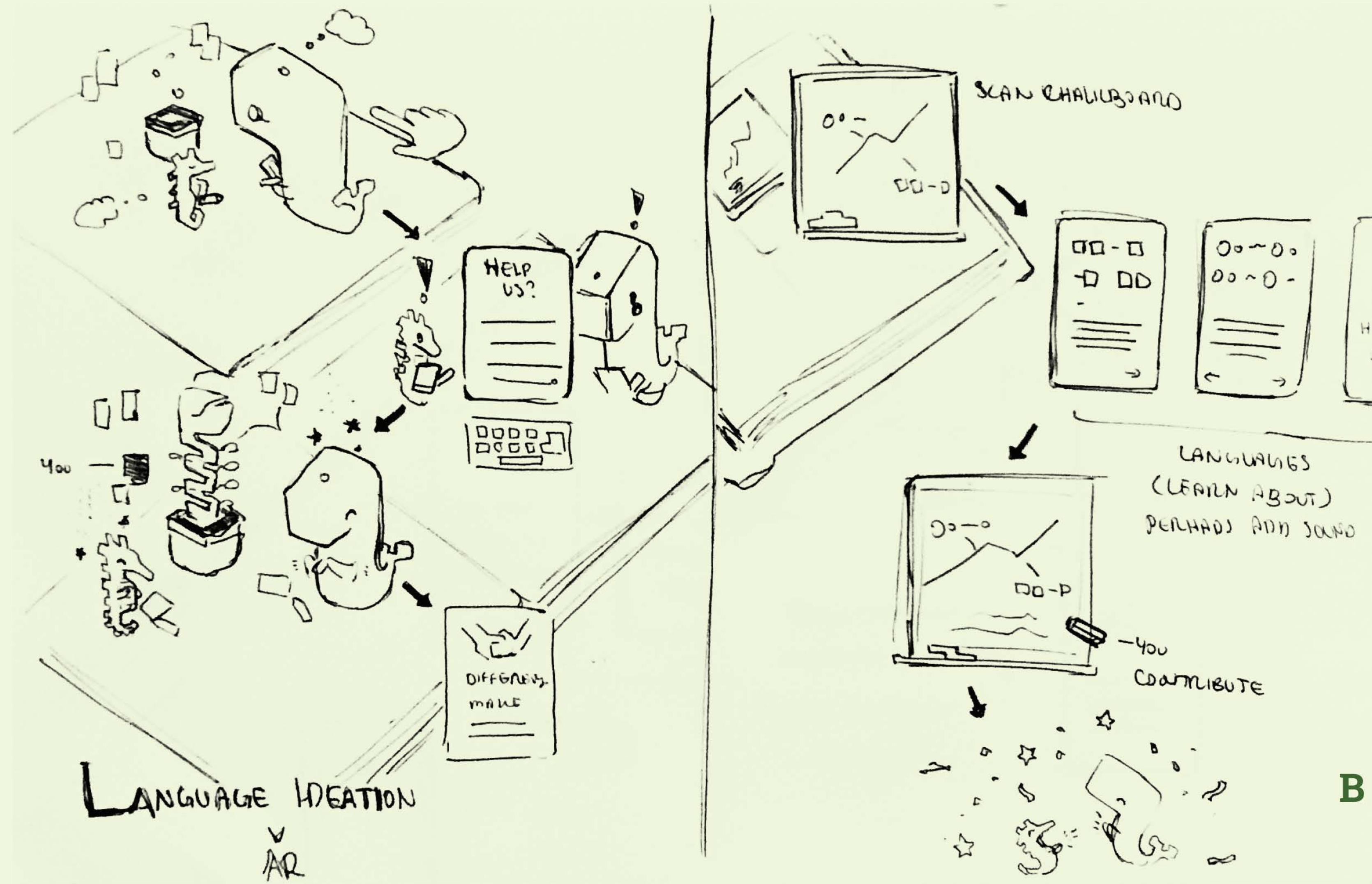
1 Switch between whale and seahorse (audio + visual languages)



2 Watch their individual contributions

3 See the flower grow from combined efforts

A Write your solution
to a problem (shapes)
to help flower grow

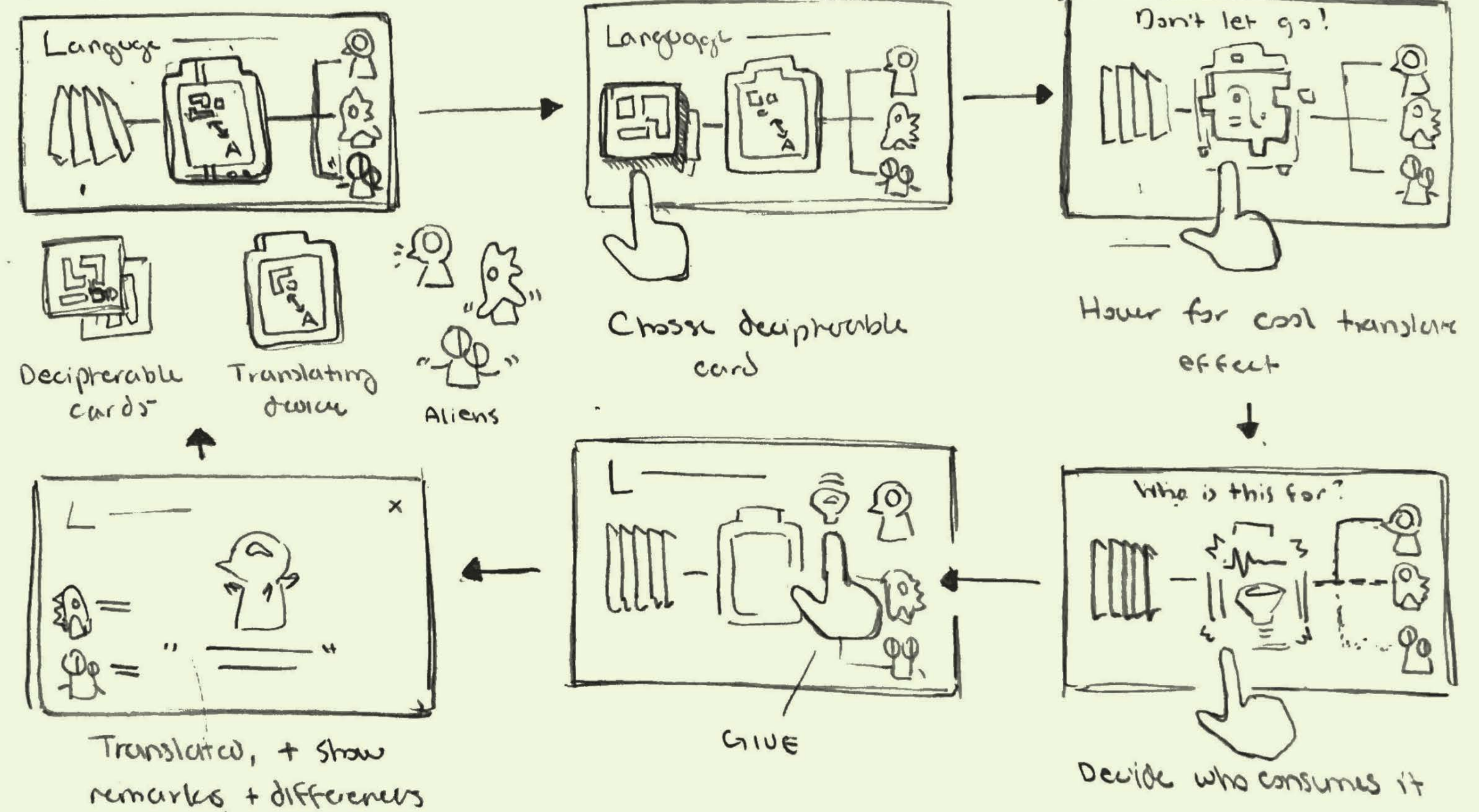


B Learn about where
the languages come
from and write in it

AR Concepts

L still stood for
Language, but had too
complex interactions

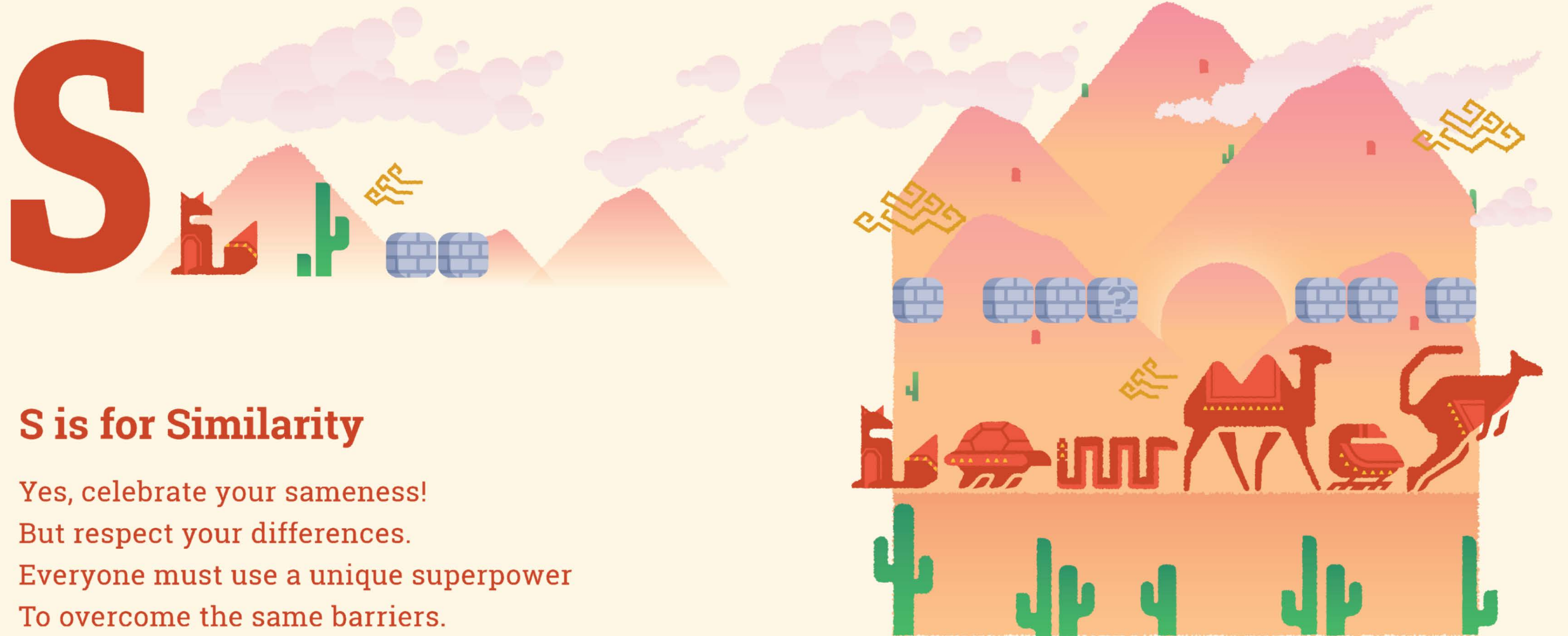
Storyboard - tablet



Previous Sketches

Spreads

Final spreads and iterations



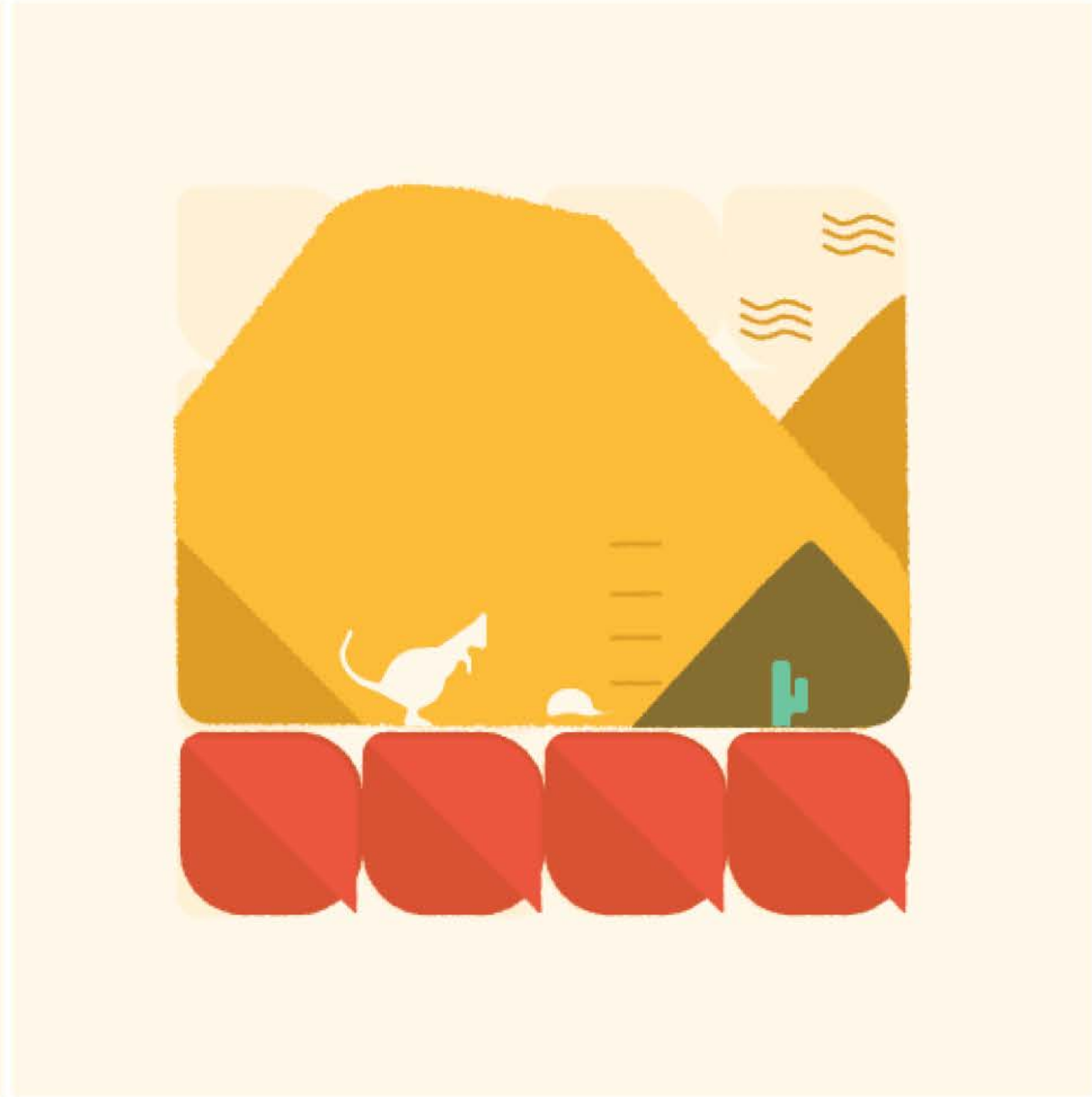
S is for Similarity

Yes, celebrate your sameness!

But respect your differences.

Everyone must use a unique superpower

To overcome the same barriers.



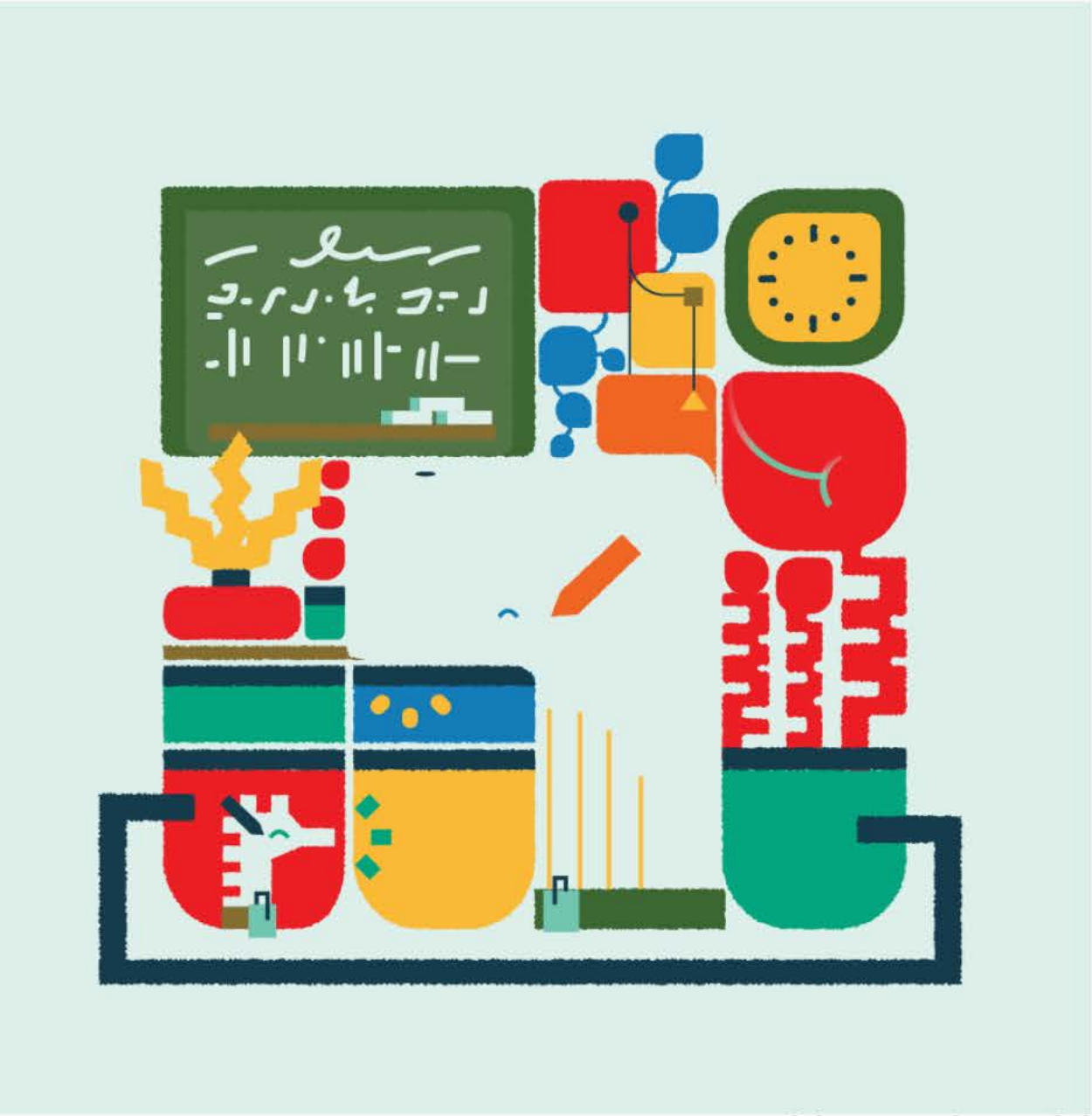
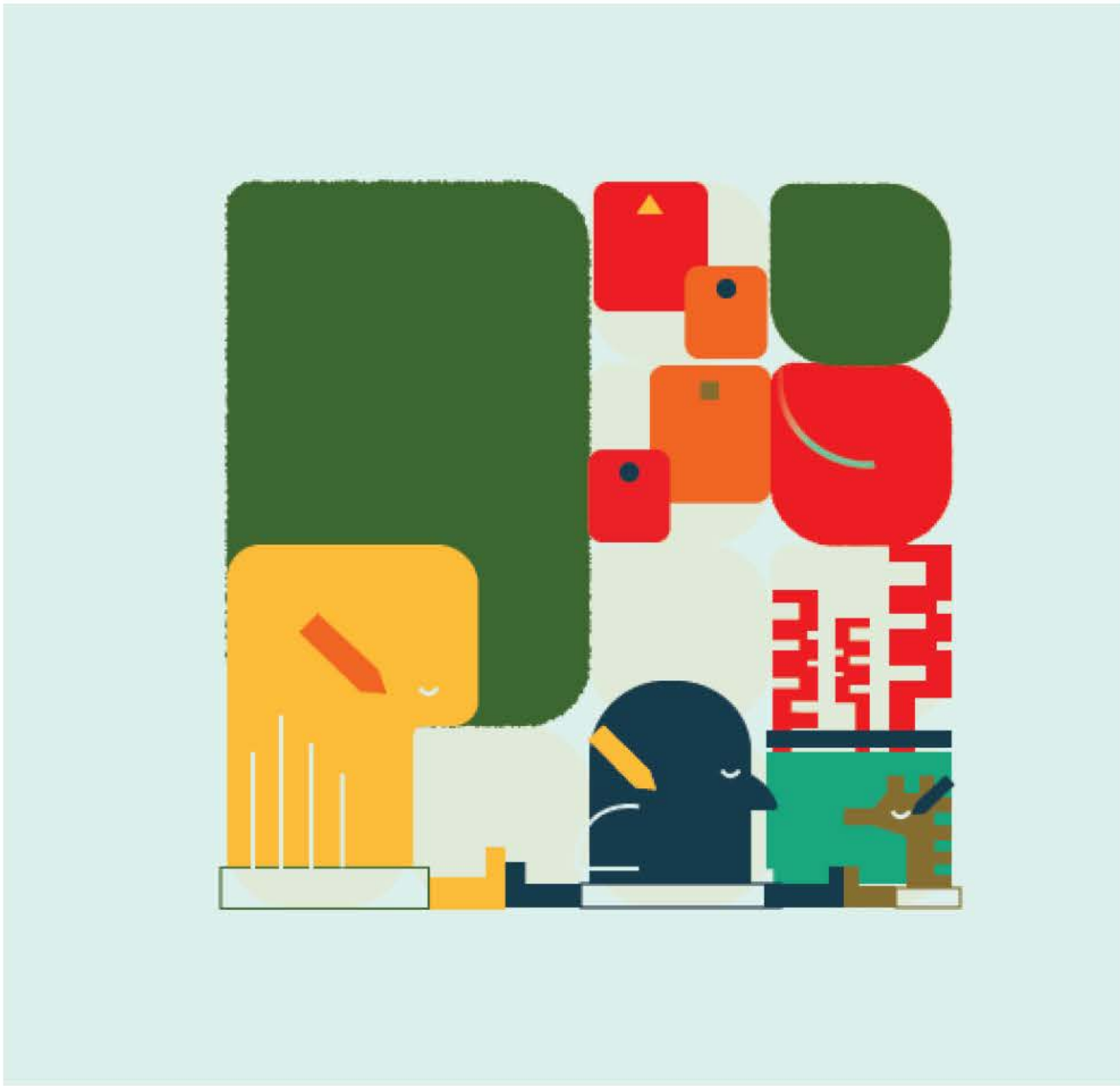
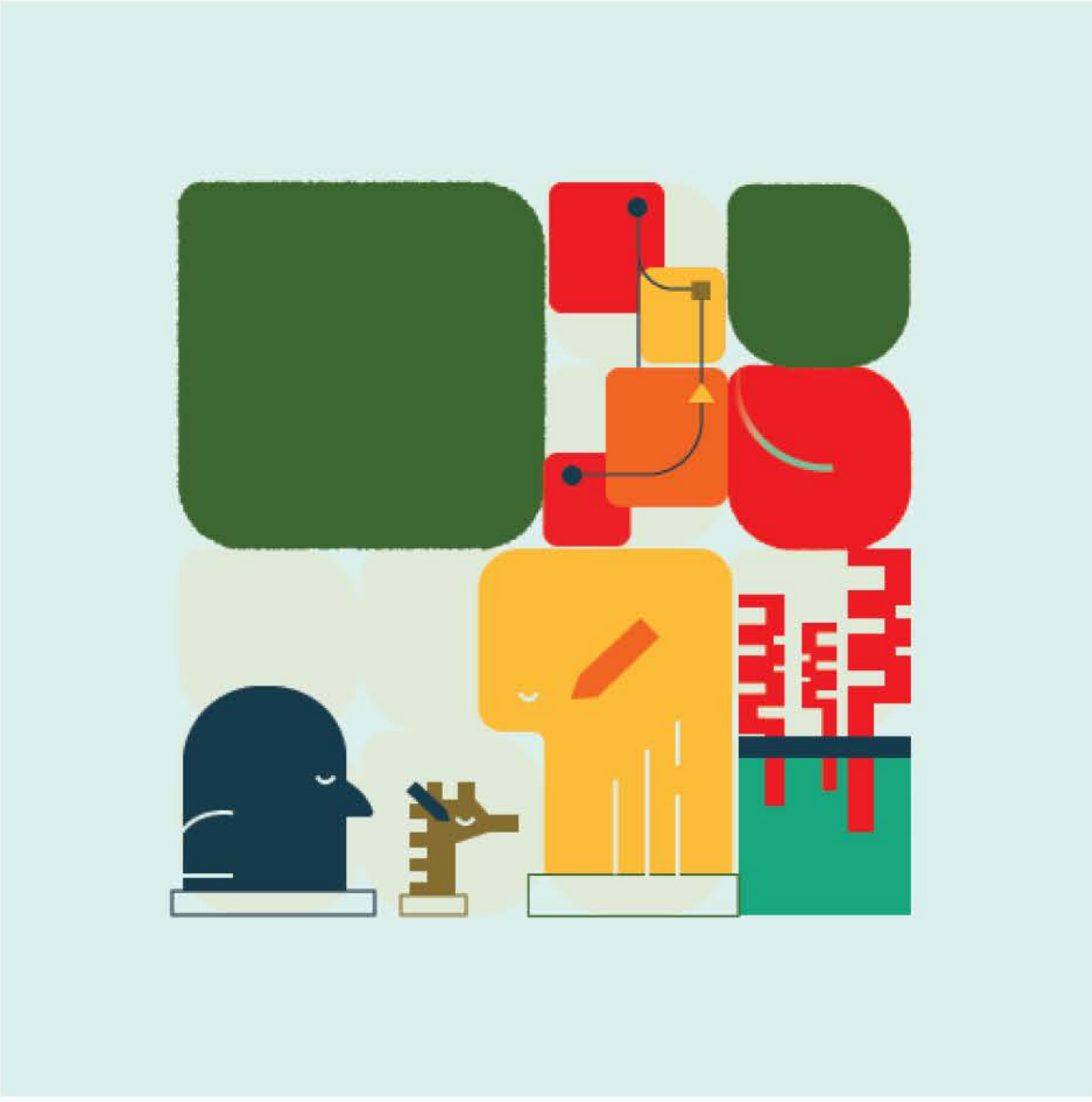
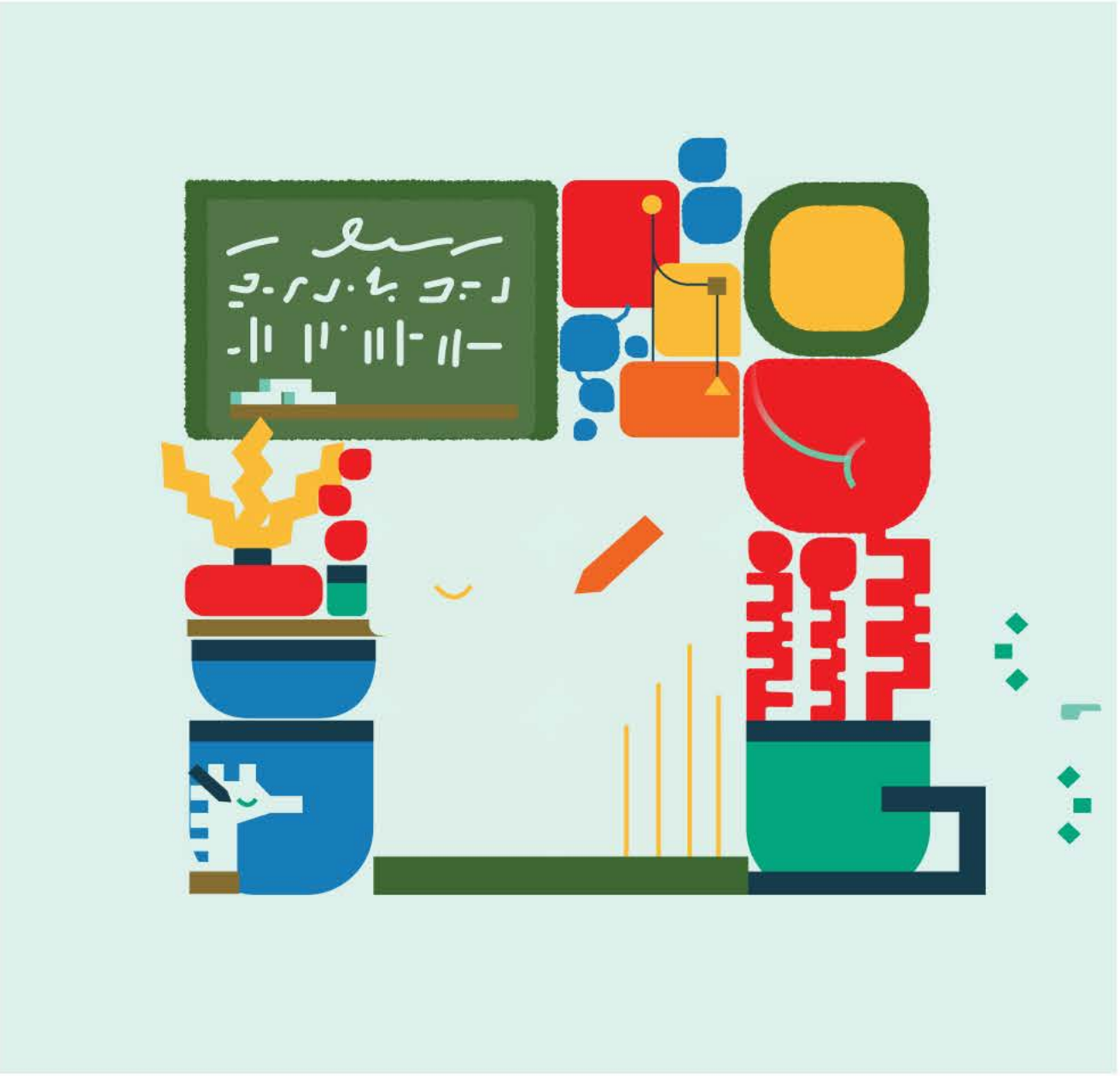
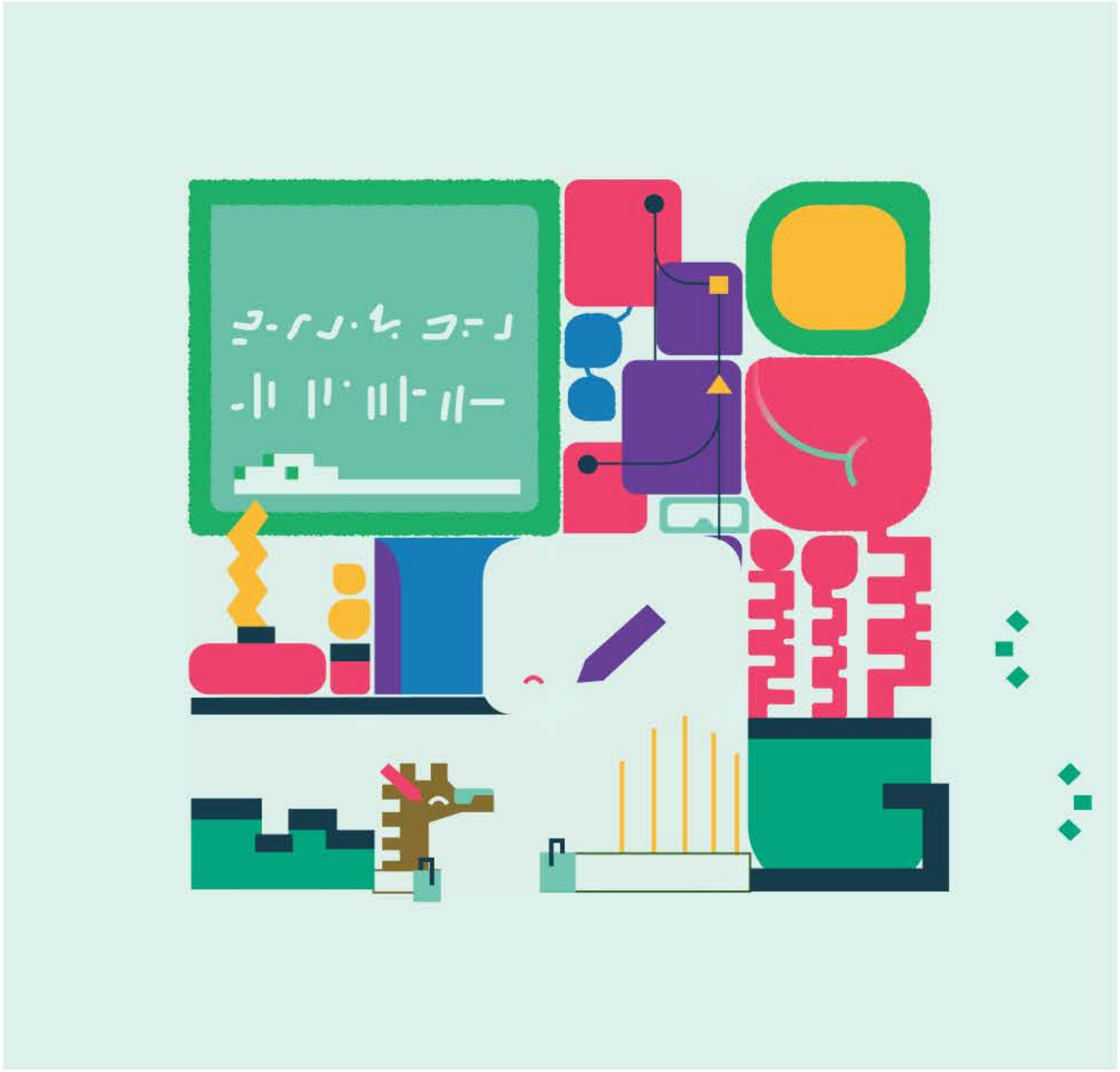


R is for Responsibility

No matter how small the job, it's our responsibility to help each other feel capable of doing more and accomplishing the most, together.



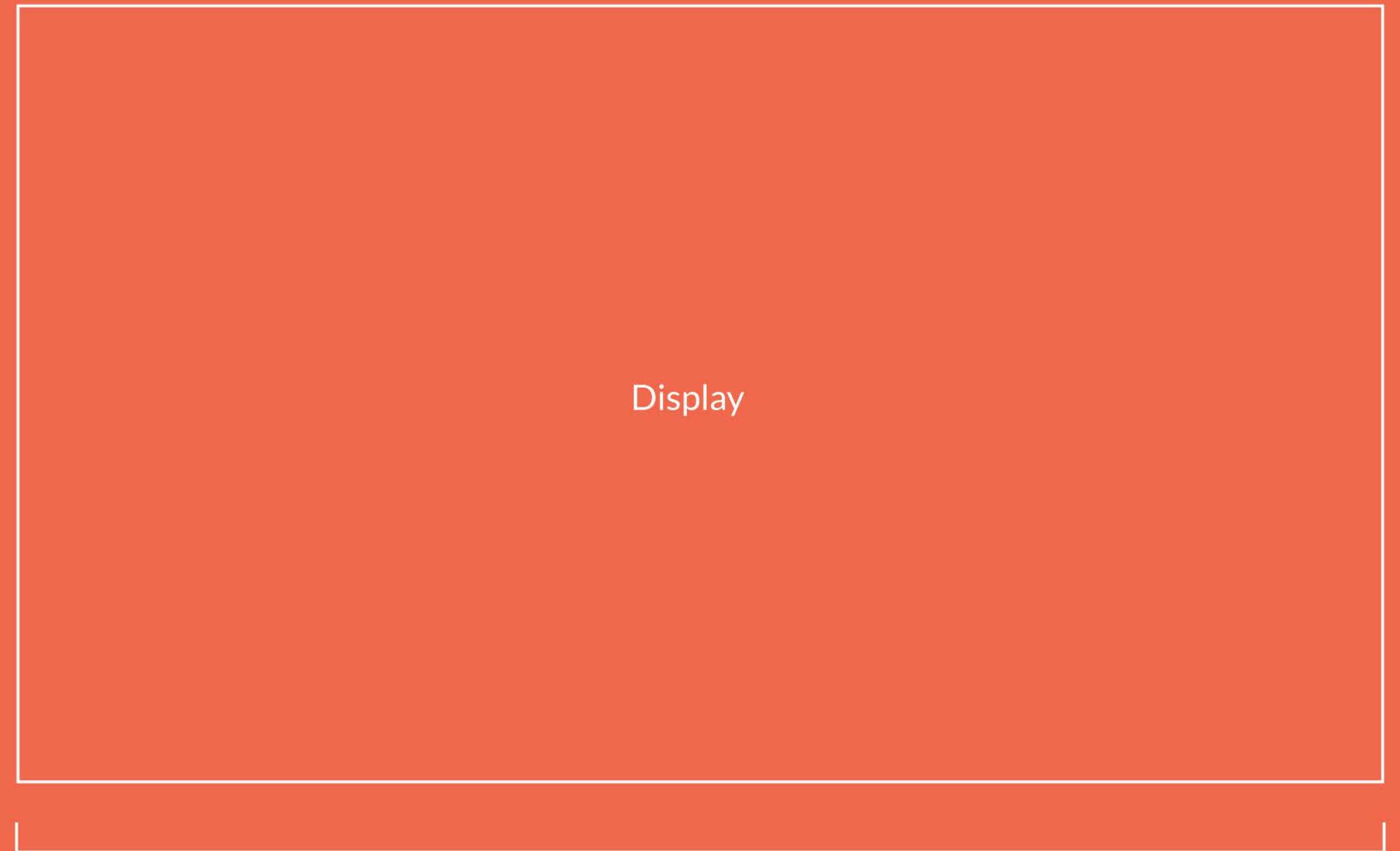




Interactive

Concepts for the controller and display

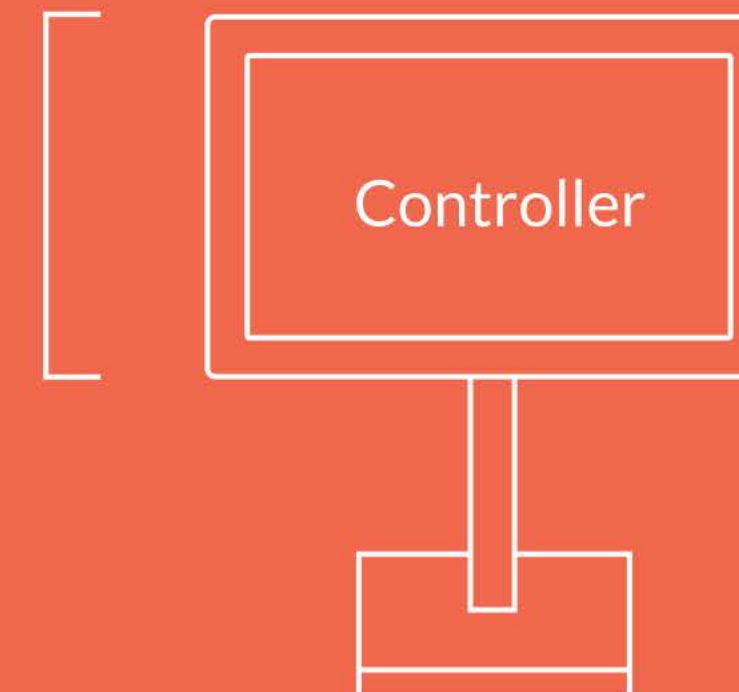
We envision our book will live as
an interactive museum experience



Display

TBA

Ipad Pro 12.9"



Interaction Wireframe

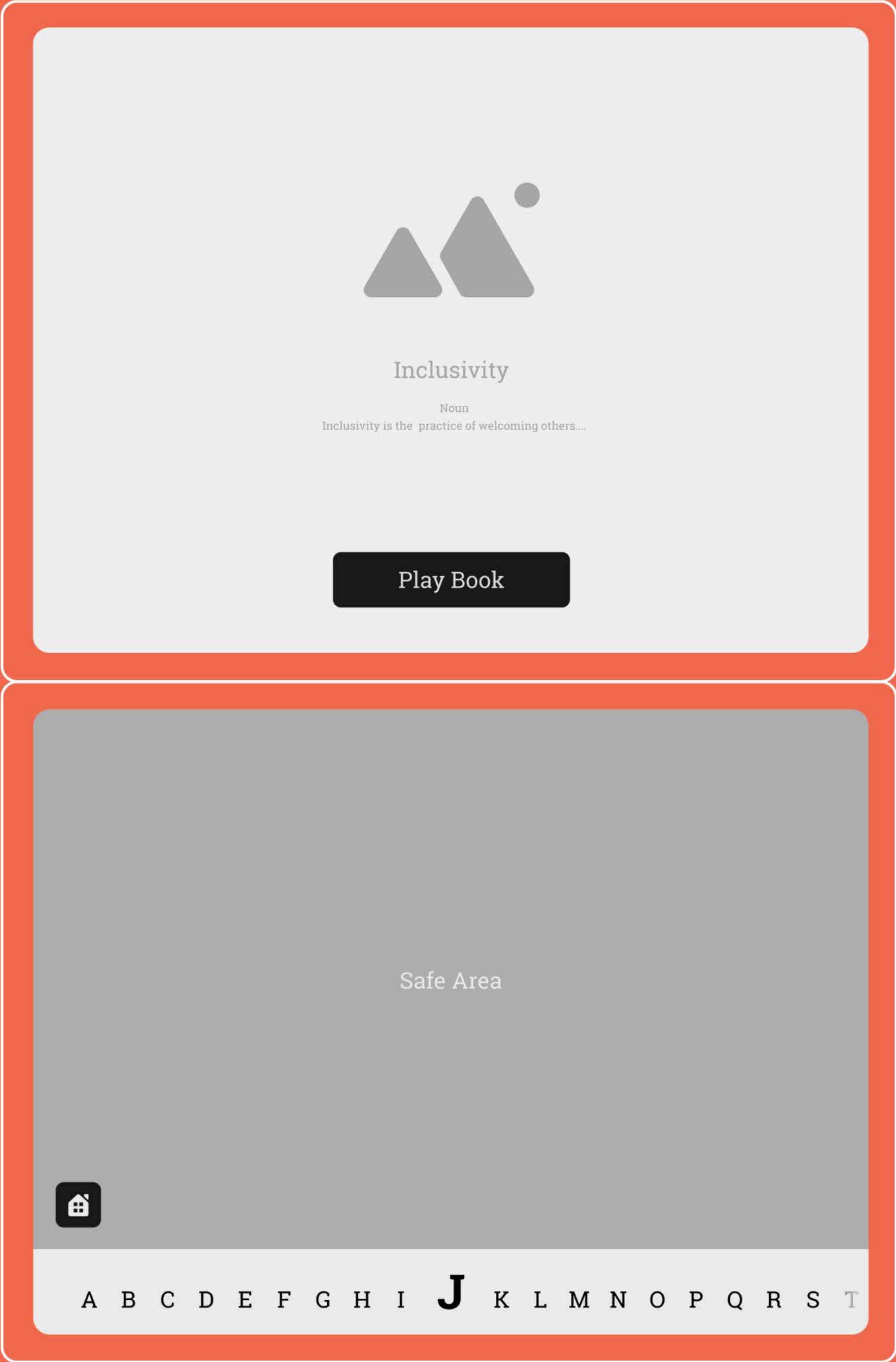
Vanasa Liu

Team Marmot

Our team is currently iterating on the controller’s global navigation

Interaction Wireframe

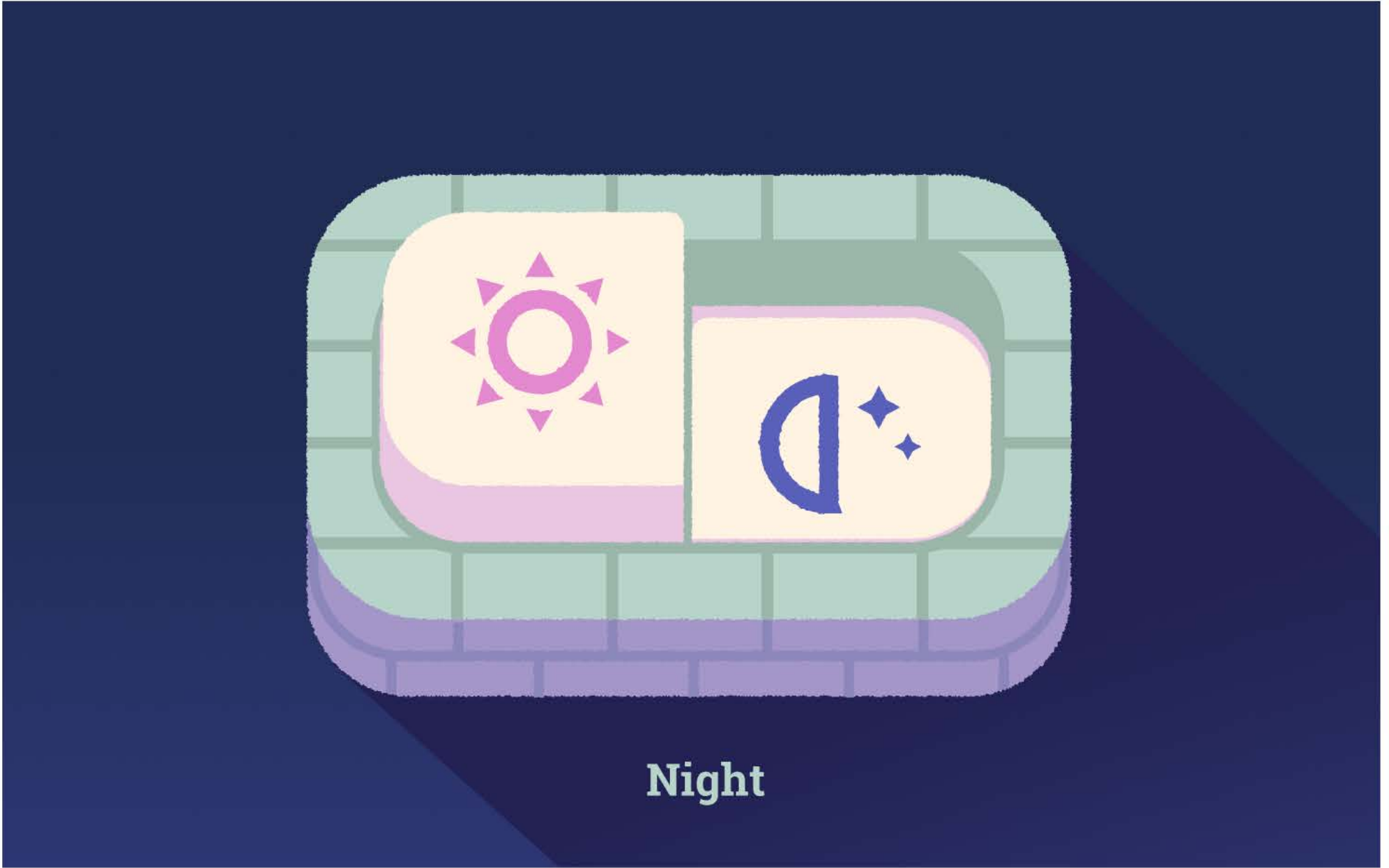
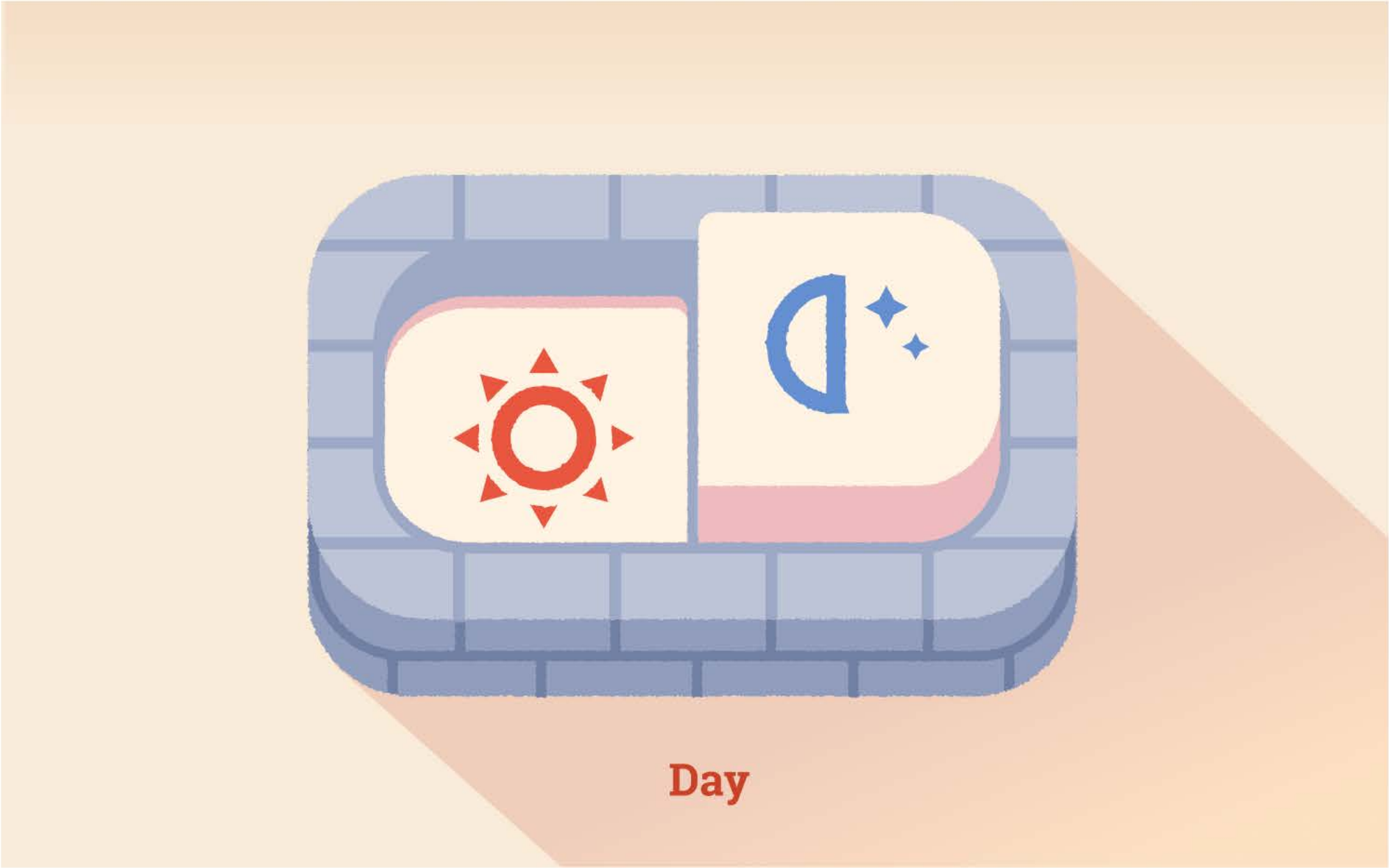
Vanasa Liu



Team Marmot

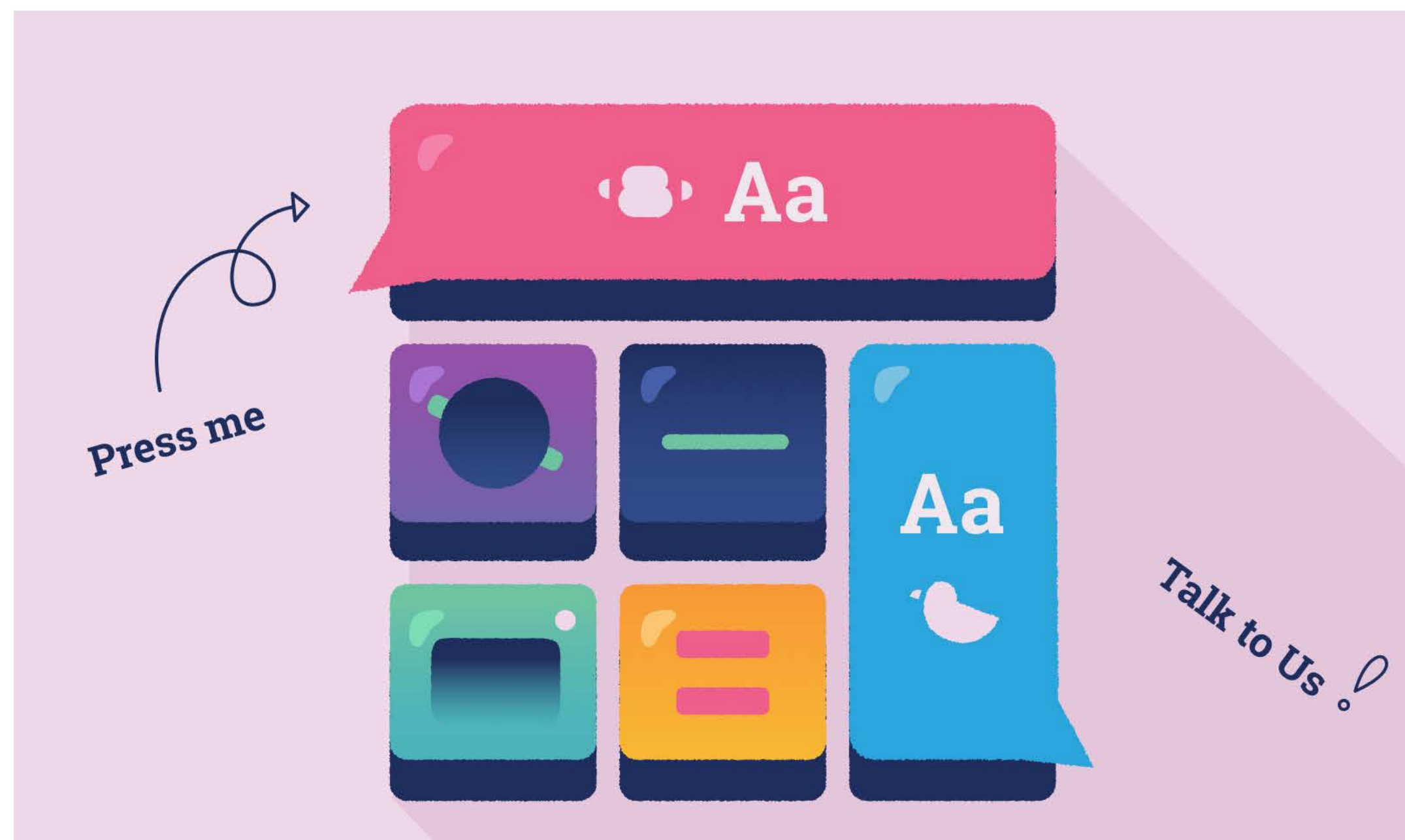
S

Similarity



R

Responsibility



L

Language

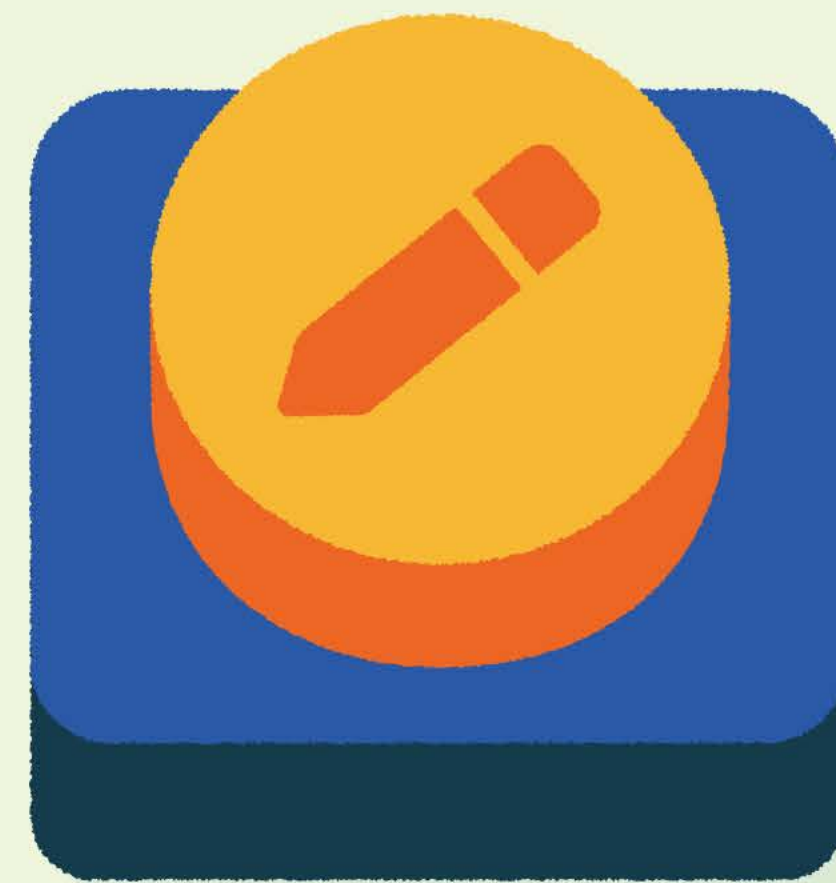
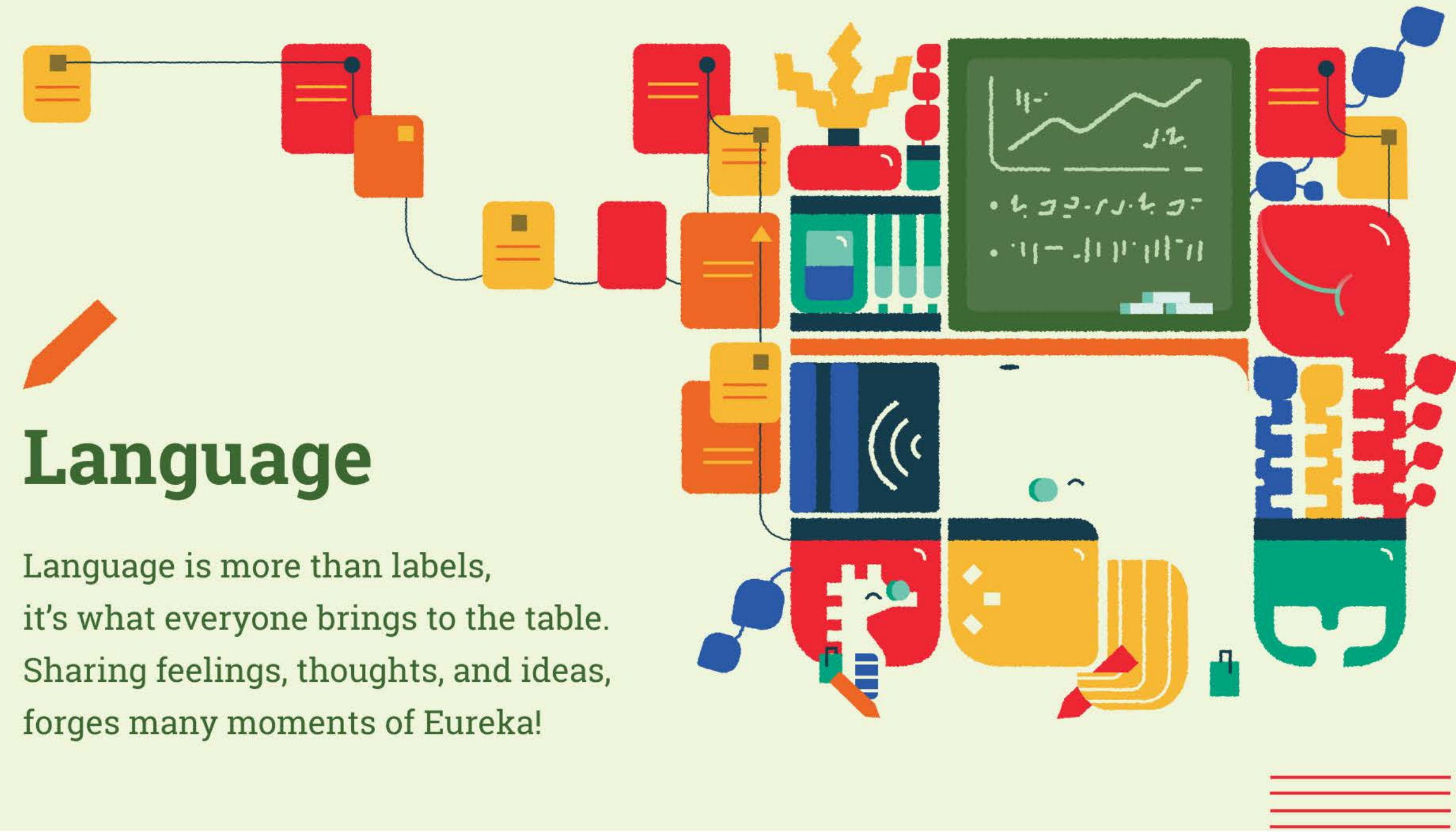
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Vanasa Liu



Language

Language is more than labels,
it's what everyone brings to the table.
Sharing feelings, thoughts, and ideas,
forges many moments of Eureka!



Write

Team Marmot

Link to videos

Similarity

https://drive.google.com/open?id=1TL4m4lQow_vKSNKmARHy4x1vtILmihWa

Responsibility

https://drive.google.com/open?id=1l_Fu0EoLTBFO-EiFYwMRi2HPzFEqY84z

Language

<https://drive.google.com/open?id=1ML3TNP3ijkwcN3t5w00L6xGNk8wKakJ2>

AR?

Coming Soon