BENDIGO
TECH
SCHOOL

3 DAY PROGRAM

Tourism - A Digital Living Showcase

Design a better experience for Bendigo's visitors and local explorers with augmented reality!

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A digital living showcase

Design a better experience for Bendigo's visitors and local explorers with augmented reality!

Duration

3 Days

9:30 am – 2:30 pm

Dates

Commencing

January 2019

Learning Program Overview

Working in teams (4-5 per team), students will use the Design Thinking Process to create a scalable augmented reality (AR) framework which helps tourists to discover parts of Bendigo. This three-day program begins with a design brief from the client. Students work to the client's desired outcomes and develop a framework (design) for a guided tour. In order to do this, students must: **1. Empathise** – develop "persona profiles" to enable deeper understanding of those people who this AR guided tour is intended for, **2. Analyse and decide** – research and decide on which aspects of Bendigo to share with visitors and locals, **3. Design** – decide on and design the format of the guided tour (e.g. gamified for targeting people). Using the Design Thinking Process, each team will pitch their design solution to a small panel representing the clients, with feedback and questions to follow.

Different groups have the potential to be selected to then refine further their ideas before pitching to the actual client. If the client chooses to use part or all of a group's idea, students will be offered the opportunity to remain involved with its development to see the AR guided tour become a reality in their local community!

Learning Program Timeline

DAY 1: Empathise + Define – students learn and apply the design process and skills for constructive group dynamics, empathy activities, how to research, potential solutions discussed in groups.

DAY 2: Ideate + Prototype – revision of solutions for specific problems, distribution of responsibilities amongst group members, knowledge sharing, prototyping.

DAY 3: Test + Pitch – further refinement of prototype solution, communication methods for pitching established, groups pitch solution and developmental process taken, feedback, reflection.

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Success Criteria

• Client brief clearly used by group as cornerstone in the process of designing their solution.

• Design Thinking Process understood and employed to create simple and elegant solution.

• Concise and eloquent communication of how the digital technology solution functions.

Outcomes - School Links

Year 8 - 10

• Visual Communication Design – developing and refining Visual Communication Designs for different audiences and purposes. Considering the relationship between designer's intentions, audience characteristics and needs.

• Design and Technologies – students create quality designed solutions across a range of technologies contexts using engineering principles. Encourages students to consider the economic, environmental and social impacts of technological change.

• History – students develop historical understanding through the application of historical concepts and skills as they relate to the local Bendigo context. Analysis of cause and effect between separate events throughout time and their impact on the world today.

• Languages – employing writing systems for Roman and non-Roman alphabet languages, students learn to communicate with specific audiences through a variety of effective verbal and written techniques.

Make a Booking

Website: www.bendigotechschool.vic.edu.au/programs

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