



INNOVATIVE LEARNING TOOLKIT

PROJECT TITLE: Walkumentaries and Locative Learning

Tags; audio, GPS, walking tour

Overview:

The [Art Mobile Lab](#) is a research initiative of the Banff New Media Institute at the globally respected [Banff Centre](#), Canada. they have created a number of different innovative educational projects combining locative technologies (GPS), nature activities (eg.hiking) and educational information. These include [excerpts from website]:

[Tracklines](#) - an interactive prototype exploring the use of mobile media for storytelling and public education in backcountry hiking areas. Basically, it's a self-guided walking tour (similar to those in museums or sound tours, see also the [golden gate park case study](#)) in which hikers use mobile phones and GPS technology to navigate a mountainous landscape seeded with stories. Its a "walkumentary" - a stroll of imagination combining elements of documentary and trail-guiding with some new innovations in location-based digital media. As you reach certain places along a route, the GPS locator in your phone 'knows' where you are, and relates a certain story or snippet of information about that particular area.

[The Locative Learning Project](#) - Using new media tools including mobile phones, GPS, and multimedia creation software, the young high school social studies students at Banff Community High School researched and created their very own multimedia GPS walking tour of the Banff town site: The Banff Mobile History Tour. You can take a stroll around downtown Banff with a cell phone and GPS unit, and the local history comes alive in the places it actually happened, thanks to the imagination of young minds and the magic of location-based technology. Best of all, these students have not only learned about local history in an active and creative way - they've also become media producers, and created a lasting legacy for their community.

Ideas and tips for PTS:

The walkumentary idea could be a fantastic concept for PTS. We could relate local stories, Maori legends, information about different streams and plants, environmental outcomes and dangers etc into the tour. As people walked through the twin streams catchment on different routes, they could listen to the stories and snippets relating to the area they are standing in.