

# DISCOVER

“How might we use mobile technology to educate visitors about the park without drawing them away from nature?”

## Point of Interests

Learning opportunities are highlighted to provide users quick access to exciting information

## Explore Mode

Discover all of the trails and hidden history of the park with Augmented Reality

## Report

Users are able to send feedback regarding park conditions to park administration

## HOME PAGE

Provides an overview of the park. Find top trails, locations, and events here. Users can quickly access favorite trails and attractions. Large cards allow for easy accessibility.

## AR NAVIGATION

Users are given the option to use classic map navigation or enhanced maps via AR. Directions are provided in multiple forms: text and visual path animation.

## INFORMATION

Provide users with mixed media to learn more about points of interests. Audio and video can be used to foster storytelling within the traditions of the Native community.

## Process

### Research

Conducted literature reviews, interviews, observation, surveys, and competitive analysis to distill the application down to **four key design requirements**: Wayfinding, Learning, and Providing Trail Feedback.

### Ideate

We held **participatory design sessions** with Friends of Discovery Park and Native Girls Code. This helped to ensure that the needs of the park are met but also that the native community history is told appropriately.

### Design

We designed an experience that could both be **augmentative** or **fully immersive** giving users the ability to dictate their own experience in nature. Users can use the app to either just for wayfinding or for a learning experience.

### Testing

Usability sessions with park attendees uncovered the general lack of understanding for AR as well as its navigation. We tested our initial design concepts through **paper prototyping** using a transparent film to simulate an AR experience.