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Situ8: browsing and capturing geolocated user-created content

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Situ8: browsing and capturing geolocated user-created content

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The idea behind Situ8 is a simple one: enable learners to browse and/or create their own content that is geolocated, i.e. somehow related to a physical place in the "real world" (FitzGerald, 2012a). It was inspired by the popular mScape platform (Stenton *et al.*, 2007), that enabled users to attach multimedia content to a map and deploy it through a mobile device, with such media being 'triggered' by a user's geographical position, as measured by GPS (Global Positioning System) technology. However, unlike mScape, Situ8 allows both the creation and delivery of geolocated media i.e. it is a two-process.

The pedagogy underpinning Situ8 is fairly loose, as it depends what purpose Situ8 is used for – whether formal or informal learning; for teacher-directed activities; individual or group tasks; for audio guides or game-based learning. However, it is rooted in contextual learning, with a central context of **location** or **physical place**. It has associations with situated learning (Lave and Wenger, 1991), i.e. where learning takes place in authentic contexts, embedded within a specific physical environment, and also with notions of embodiment, where a learner's bodily movements have a direct impact on the mind and their construction of knowledge. In a previous publication, I have argued that we actually need a new theory of 'augmented place' to attempt to understand and explain how we learn through our interactions with the environment (FitzGerald, 2012b), echoing Rogers' earlier paper about the need for 'wild theories' (Rogers, 2011).

Situ8 currently consists of two different tools: a prototype Android app (released December 2012) and a web-based portal (due for completion in June 2013). The app is an example of 'catwalk technology' (Adams *et al.*, 2013) whilst the web portal is much more 'ready-to-wear'.

This presentation will show how these different instantiations of Situ8 compare, and discuss the affordances of both in terms of both functionality and the user experience. It will consider some of the technical, practical and socio-cultural challenges encountered thus far. It will also highlight issues in the design process of trying to evolve a catwalk product into a ready-to-wear one and what this ultimately might mean for the learner/end-user and the wider impact of the project.

References

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