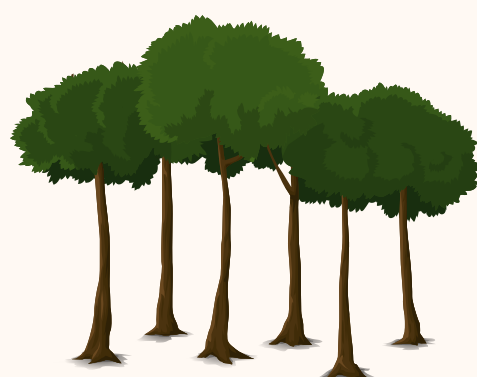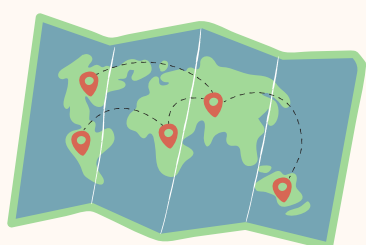# NORTH WOODS: A WALK THROUGH TIME

**Sophia, Jordan, Maddy, Aida, Michael**

## 1 Project Summary:

The DWELL Lab at URI is seeking creative work proposals for The North Woods Project, a multimodal digital media storytelling project. Our group's leading question for our proposal is "**How might we combine historical information and photography of the North Woods to create a sense of place for students?**" We hope to create a walking tour that combines photography, history, and information about North Woods into an interactive learning experience as described below.
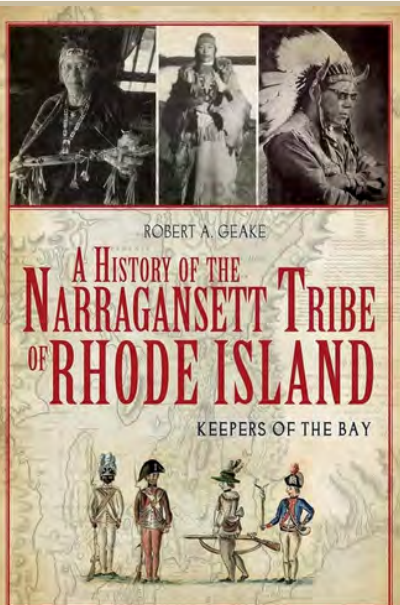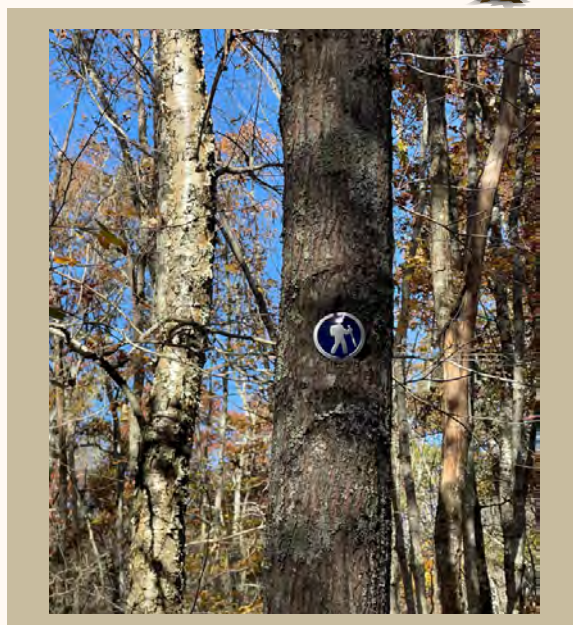


## 2 Goals/Objectives:

- creating a sense of place for students
- combine **photography** and **historical** information to create an interactive experience
- teach the history of the land to students
- educate about North Woods current location

## 3 Outcomes/deliverables:

A walking tour that combines photography, history, and information about North Woods into an interactive learning experience. It will involve a digital platform for reading the information as well as an audio aspect that will allow an immersive experience while in the woods.
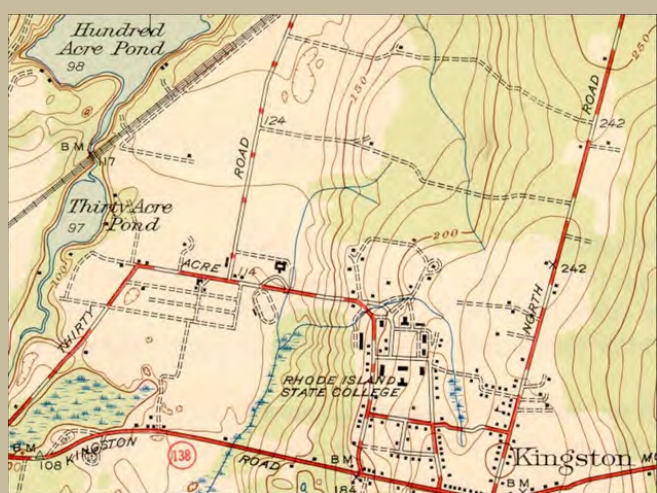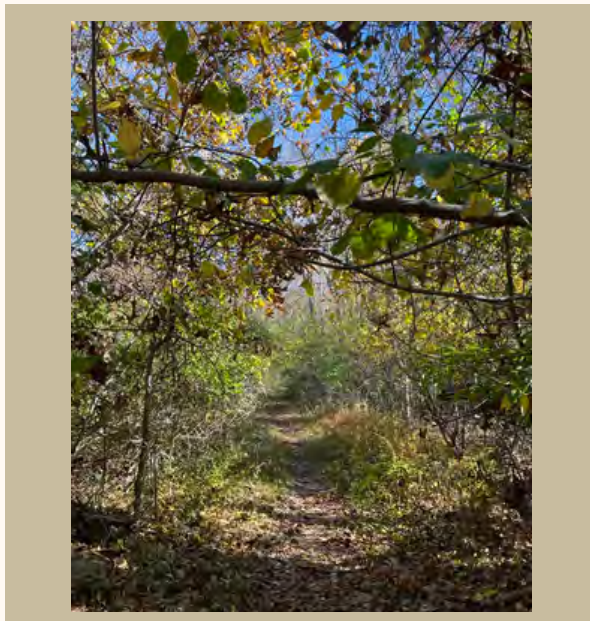


## 4 Plan of Action:

1) Conduct hands on research by exploring North Woods
2) Take pictures, videos, and notes to identify points of interests
3) Conduct specific research on chosen points of interest by using resources such as the library archives and speaking with historical experts on the land.
4) Using the information collected through research, design images for AR experiences and record informative audios.

## 5 Benefits/Impact:

Students would feel a sense of place in North Woods, and would have a better understanding of the land and what it has to offer along with having historical knowledge of the land. North Woods would have more visitors and the land can stay intact and appreciated.

Abby Ricci, Liam Finger, Gigi Welsh, Adriana Taylor

# North Woods Project Proposal

## Project Summary

Since the internet is used to spread awareness across numerous platforms, this would be a great opportunity to spread awareness about the north woods and get other students and instructors more involved. Our idea is to create a website showing the background of these woods and incorporate clubs, colleges through URI, specific programs like ROTC, and students!

## Goals and Objectives

- Raise awareness about the North Woods among students, staff, and community members
- Involve more organizations on campus with the woods
- Create a sense of place in the North Woods fir the community

## Outcomes and Deliverables

- Fully functional informational website
- Accessible, accurate, and complete history and research about the North Woods



## Benefits and Impact

- More awareness
- Effective use of the woods

## Plan of Action

- Conduct complete and inclusive research of the History
- Interview, connect, and collaborate with all community members & organizations involved in the North Woods
- Compile a database/website of all the collected information

# Exploring North Woods : A Guide For Students

**Collaborators: Adriana, Izzy, Lindsey, Alyssa, Emily**

## OVERVIEW

We plan to collaborate with the AR lab, to promote the Northwoods. We would be incorporating games, to discuss the history and fun facts. Our work is important because the woods deserve more love and our ideas are to do just that.

## Goals/Objectives:

We aim to educate students on the history of how North Woods became what it is today while also highlighting the specific species and ecosystems currently existing around the woods.

We will utilize AR in the creation of our games in order to give an accurate 3D identification model of North Woods, as called for by the DWELL lab to give a story for the NWP.  From this design, we intend to incorporate our project in classrooms for students currently enrolled and also promote a new selling point for incoming students.  Our hope is to expand our ideas to encourage future students to continue to construct projects and initiate awareness to keep North Woods preserved for as long as we can.

## OUTCOMES/ DELIVERABLES:

FROM A SUCCESSFUL COMPLETION OF OUR PROPOSAL WE HOPE TO INCREASE AWARENESS ABOUT THE NORTH WOODS PROJECT THROUGHOUT THE URI CAMPUS AND THE STATE OF RHODE ISLAND ITSELF.  BY UTILIZING AR TECHNOLOGY STUDENTS WILL HAVE INCREASED COLLABORATIVE LEARNING, BETTER PROFESSIONAL DEVELOPMENT, AND ENHANCED INTEGRATION OF TECHNOLOGY. HOPEFULLY BY SPREADING ENOUGH AWARENESS ON THE WOODS, THEY WILL BE PRESERVED AND BECOME A SELLING POINT FOR URI. FROM AN ACADEMIC STANDPOINT,  STUDENTS WILL GAIN MORE KNOWLEDGE ABOUT THE DIFFERENT WILDLIFE SPECIES AND  HOPEFULLY BE ABLE TO COMBINE ENVIRONMENTAL ADVOCACY TO MEET COMMUNITY NEEDS AND INTERESTS.
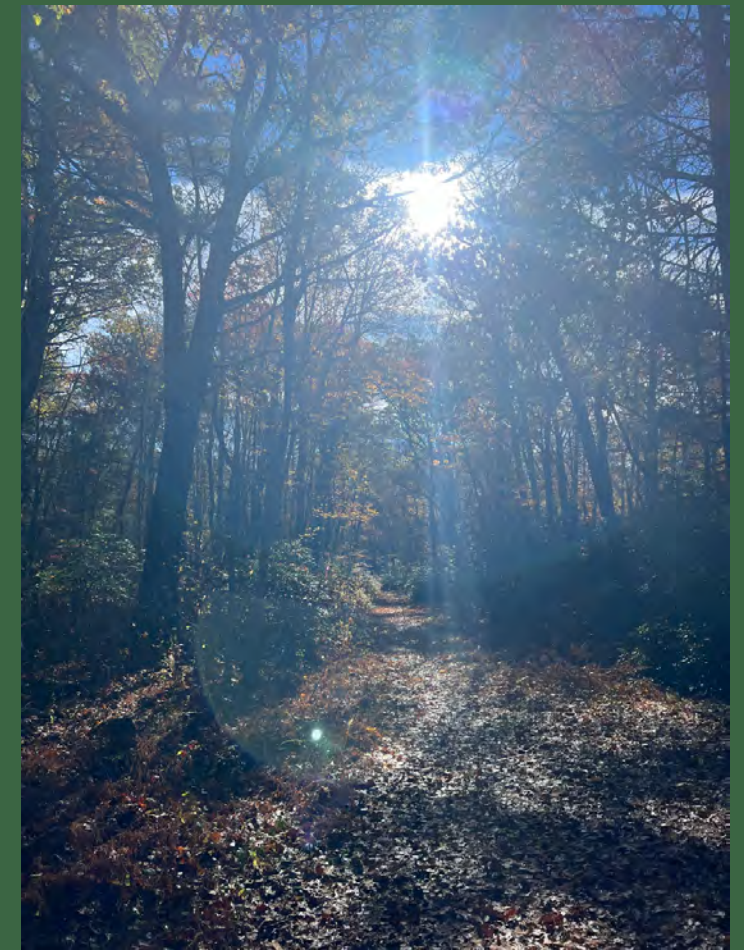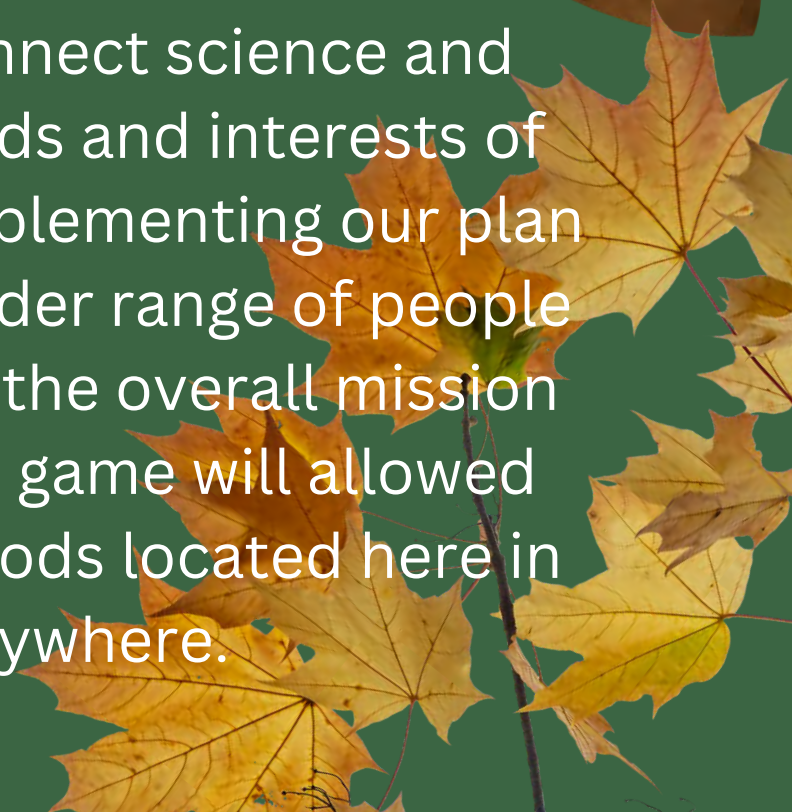
## What is our plan of Action?

As stated  we are planning to use AR to create a game for students about North Woods. In order to achieve this idea we need help from the DWELL lab and developers. In order for the game to be sucessful we also need to give the game premotion such as, provided a stand at the Union with a headset in  order to try the game.

## Benefits/Impact

The mission of the Dwell lab is to connect science and environmentalists to address the needs and interests of local communities. I believe that by implementing our plan of action we will be able to inform a wider range of people about Northwood. Therefore fulfilling the overall mission that is to spread the information. The game will allowed students to get familiar with North woods located here in our campus anytime and anywhere.

North Woods Trail Map

Yellow Trail

Blue Trail

Draftway

Legend

Blue Trail
(0.00 miles)
Yellow Trail
(0.00 miles)

You Are Here

Yellow Trail
(0.11 miles)

N

0  0.030.05    0.1      0.15      0.2
Miles

Sydney Swesnik, Katie Sheridan, Ava Schobel, Will Noll, Aria Darabi

# Critter Connection



Our plan is to make information about the North Woods more accessible through interactive elements and scientific facts. This would include photographs of native species and a quick description of them and their habitat at each site. We will also provide QR codes that will bring the visitors to an interactive map, showing them exactly where they are. This is important because students exploring North Woods will be able to connect with the woods better by learning more about the place they are visiting, and absorb as much detail as they can to understand the area that surrounds them.

The goals we have in mind are to give as much background knowledge of the woods that we can. Also we want to use new technology to creatively spread information to the community. This proposal follows the goal of providing high-impact experiential learning opportunities through the connection of science and environmental advocacy. Our overall goal is to spread more awareness of this unique feature within our campus in a creative way, and allow students and tourists to get the most out of their visit.

This proposal would include photographs of species that live in North Woods and their surrounding environment. Each photograph will have fun facts about the organism and how they interact with the larger woods. We would like to have this go along with an interactive map that shows your exact location and where the remaining QR codes are. This addition could allow easier navigation and increase the amount of people that explore the woods.

To complete this project we would have to perform research of the organisms and the history of the area through the internet, direct exploration of the woods, and communication with knowledgeable people on campus. With all of the people around campus who have great understanding about the North Woods, we will have no trouble reaching out to them to make this proposal run smoothly. We would also need help from digital experts to create the map and the embedded QR codes.

The benefits of our proposal are that visitors of the North Woods will be informed about the woods, so it will be more popular and approachable. So many students who attend URI aren't aware of the North Woods and what it holds, so providing more information can make a trip to this spot more appealing, which is the goal of the DWELL lab. Those who visit will create a deeper connection with this on campus feature because who doesn't love animals and nature?!

# Virtualize your North Woods Experience

Alyssa sprenger, Evelynne Lepe, Myrla Principe, Brooke O'Donnell

## Project Summary:

For our project we will be transforming the North Woods experience for everyone, activating and updating many aspects of the woods in order to make visiting more enjoyable for everybody. This new North Woods experience will include an augmented reality phone app, that is newly designed to make traveling and walking around the woods more easy and more reliable. The maps will be virtualized and updated so that you can see every outlined trail on your phone as you navigate the woods. By using the app you can also view every trail in the woods before even entering to ensure that you feel safe and know your way around. The highlighted trails on your phone will direct you into the woods and will always show you a route out of the woods, to make students feel more safe. The app also has virtual pop-ups that you can press to learn new fun facts about each different species that live in each designated location you visit. Along with many facts about North Woods history. This virtual map will allow students to spend the day exploring nature with their friends and also learning something new about URI's history. It is important that this project is created because NorthWoods holds its own beauty and significance to our URI campus and many people are missing out on that experience and history. It is important that every student and faculty understand and are aware of North Woods so that it can be protected by our URI community. Overall, this new way of virtualizing your North Woods experience will be more eco-friendly, will promote the beauty of North Woods and will help protect its significance to our URI campus.

## Goals/Objectives:

The main objective/goals of this project is to allow people to navigate the north woods through the use of digital maps, making the trails more enjoyable. All while navigating the trails, the eco-friendly substitution of paper maps, technology, help spread the environmental and historical awareness for the North Woods. The added in details to the virtual maps about each location, will spread information on what animals or insects may live there in the area. In addition, the use of phones or any technology resource, helps reduce the use of paper which allows the environment to become more eco friendly. The overall goal is to have people engage more within the woods, and obtain more knowledge of the environment around them. The project hopes to sustain engagement in local communities both within and outside of URIs woods.

## Outcomes/Deliverables:

The outcome of this project is to involve more use of North Woods to spread awareness and be an enjoyable experience that most people can have the access to right in their cell phones. Our team wants to make sure that North Woods can be easily accessible and easy to navigate around. We want to establish activities in the woods and hope to better the mental health of our students. Our app will also give our students and staff more information about different species in the Woods and allow them to understand the history and how North Woods was originally established to also bring awareness to the native culture that was once in North Woods. Having our students and staff gain access to all of this information can hopefully allow more people to engage in helping out North Woods and how to preserve and keep it around and a part of the URI campus.

## Plan of Action:

Our team plan of action is to use sources of technology to create eco-friendly digital maps that will be more helpful in guidance with walking trails. People can gain access to our technology through their mobile devices app store. With the help of DWELL lab and other neighboring services we will conform North woods into a more convenient and easier way to navigate North Woods. Within our augmented reality app there will be certain areas that will generate information that pertains to environmental and historical information of the land. We will also add optional in-app games for many to continue their exploration, to uplift the experience people are having within the wood. We would like to include many club activities to bring awareness and to also make the environment more useful than just walking trains. By adding other options for people to partake in, it adds to the value of the woods. We want our audience to not only come once but to want to come back and by adding more digital features within our app and even within the woods it will add to the temptation and excitement of coming back. Our advanced technology and the copious amount of features present within the app will help aid in creating a more enjoyable environment for all audiences in North Woods.

## Benefits/Impact:

Benefits and impacts coming from this project include, higher creation for an eco friendly environment, easier access to the woods, more free knowledge about the environment, and higher interest of enjoyment for the woods. Positive outcomes from this project is the decreased use of paper information provided to the people, more availability to people who have digital resources technology, endless opportunities, greater imagination, higher people excitement, and an escapeway for those who need exposed nature for their lives. Negatives that may impact the goal of this project are the possibilities of someone's technology device dying, the woods may have spots where the internet or connection is not at the highest, and that not everyone who wants to explore the woods may have access to a technology source for them to experience the trails. However, this project allows people to better experience the woods, even from miles apart. It allows people to use augmented reality, to explore their curiosity, involvement, and obtain higher knowledge of the woods itself.

# North Woods Interactive App

Ava Maroney, Lauren Schleifer, Hillary Weston, Emily Melgar

## Summary

We intend to create an interactive app that utilizes QR codes that bring up 360 3D models of plants, animals, and other important landmarks in the North Woods at URI. The goal of this app is to educate people on the history of North Woods from the past all the way to 21st century through different disciplines.

## Goals & Objectives

The goal of this app is to create visually interactive depictions of different aspects of the Northwoods. These aspects can be comprehensible to a variety of different users and learners; Whilst simultaneously bringing more attention to the Northwoods' past history hidden in plain sight. We hope that these different elements can culminate to positively enhance a traveler's Northwoods experience.

## Outcomes & Deliverables

The positive outcome will look like if our app is successfully educating people about the Northwoods and if our users are happy and satisfied with what the app has to offer. When students have more of a "safe" feeling in the woods and are eager to learn more then we know we have succeeded.

## Plan of Action

Our plan is to create an interactive map to transform your adventures in the North Woods. The app will include a data-base to help identify animal specimen and plants found in the woods. QR codes are will be spread throughout the woods; using a storytelling guide and ai created images, these will provide information on the landmarks, history, and culture that once lived in the woods. You will leave the woods with the experience of nature and insight of history and knowledge of your surroundings.

## Benefits & Impacts

One of the main benefits of our work is the spread of awareness of the different aspects of North Woods. For example, our work blends together elements of art, technology, as well as history and science research. These are showcased through the 3D models, research on the landmarks and environment of the woods and app development. With these aspects blended together, people will have a well-rounded and educative North Woods experience when they use the app. The app showcases and highlights past and present elements of the North Woods environment which means a variety of people, such as locals and students, can be brought together. These benefits closely align with the DWELL Labs storytelling mission through deep mapping methods and the collaboration of a variety of disciplines similar to the ones we worked with.