THE UNIVERSITY OF BRITISH COLUMBIA
Faculty of Education

Master of Educational Technology Program

Digital Storytelling and BIPOC Cultures- Linking VR/AR and Mixed Reality Tools and Technologies

Inclusive Makerspace Challenge

Overview of the challenge

This inclusive makerspace challenge is meant to provide a means for makers to empathize with refugees, marginalized, and oppressed individuals from around the world in an immersive and virtual reality experience. By learning their stories, makers will be able to act as allies to the systemic issues of racism, prejudice, injustice, and inequalities and provide a voice for those who have traditionally not had one.

Materials and Resources Required

Digital Tools that will work when imported to VR platforms

DoInk

Animation Creator

Flip-a-Clip

StopMotion Recording

Garageband

iMovie

Shot Designer

Storehouse-Visual Storytelling

Adobe Voice

VR Tools to create 3D experiences

Vyclone-Film Together

Amazinograph

Morphi

Cardboard

NYTVR

Inclusive Maker Challenge Instructions

Digital storytelling technologies such as virtual reality are transforming the ways in which we can share knowledge and communicate messages. As an example, in 2015 the United Nations commissioned a start-up to produce a mini-documentary following the story of a 12-year-old Syrian refugee to determine if VR technology "can boost philanthropy by connecting viewers more deeply to a subject.".

Explore this website of [Extraordinary Stories Explored Through VR](#).

Makerspaces offer a suite of such advanced tools and technologies that individuals can access, design, and produce compelling storytelling to produce a deeper understanding of [Indigenous culture](#)

[2SLGBTQ+ members experiences](#)

,

[POC challenges and hardships](#).

Your challenge in this makerspace is to create a mini-documentary or an animated short using any digital tools/apps that you would like that results in the development of a culturally appropriate, sensitive, and representative of a particular issue, stance, or cultural display of a community, person, or event.

Please ensure that you are using the EDIDA frameworks through your design and consistently be cognizant of your inherent biases, stereotypes, and prejudices.

If you have chosen to represent a culture or group that is not one in which you identify, please do the appropriate research and speak with individuals from the community while situating yourself as an outsider and ally in this work.

You will want to take some time to investigate the or the [Indigenous artifacts and applied research in museum practices](#) for inspiration and further information in this area.

You will want to make sure that the virtual space that you are creating is one that is inclusive, equitable, and accessible for all.

You might consider using one or more than one or more of the tools suggested in the materials and resource section to create your VR experience.

Critical Questions for Consideration

a) How will you ensure that the story you tell is not created on assumptions and that your own biases and understandings are not integrated into these stories?

b) How will you ensure that you are not perpetuating racism and inequalities for IBPOC individuals or communities?

c) What do you need to consider to ensure that these stories are tools from an EDIDA lens?
d) What are you planning on making and why?
e) What problem(s) are you solving?
f) Why is this a problem?
g) What audience are you making this for?
h) How might this item benefit this audience?
i) What barriers do you foresee having?
j) What is your plan of execution?
k) How might you transition your prototype to an actual VR allied inspired digital VR story.
l) How might you showcase these experiences to a global audience?
m) What are your next steps?

Background/ Additional Information

Be sure to review the VR sites provided in the materials section and within the inclusive makerspace challenge instructions.

Inclusivity Focus

For this inclusive making challenge, it is imperative that you consider all ages, abilities, races, cultures, religions, and genders and IBPOC members to ensure you are creating authentic, representative, culturally sensitive, appropriate, and responsive experiences that is accessible and engaging to all individuals.

No Tech, Low-Tech, High-Tech Options

See the materials list for options of no-tech, low-tech, and high-tech options for this challenge.

Google Cardboard can be used for low-tech experiences while Oculus 2 can be used for high tech experiences.

Extensions

There are endless opportunities for ways to extend the design of multi-sensory trail experiences for all peoples. To share your own ideas and examples, tweet #UBCMETmakerchallenge.