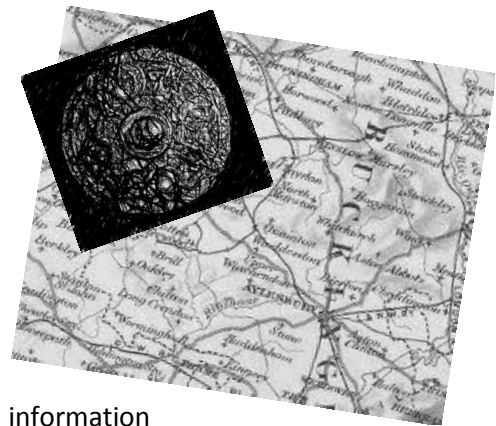# Locative Media

The growth of ubiquitous computing through mobile smartphones with built in GPS capabilities, means that new dispersed forms of interaction are now possible within the school setting. The growing convergence of mobile technologies and ubiquitous computing is creating a world where digital information and media rich environments may be mapped directly onto school buildings and landscapes.

Whilst other technologies such as 3D projection and motion sensor technologies are redefining the manner by which learners access, interact and interpret information, they very much tie down the learner in relation to the screen. Locative technology blurs the boundaries between our physical and virtual spaces.

Locative technology provides teachers and learners with an exciting opportunity to explore smartphone technologies and augmented reality applications. It raises interesting questions about how this geo-tech ecosystem will change our concept of teaching spaces and redefine how we use place within our curriculum models. Students can step outside their classrooms and experience contextualised narratives and digital media that is linked to a given place or venue. Augmented reality enables us to use the technology as an opportunity to weave context, history, narrative and place into an exciting blend of learning opportunities.

I am currently working on a new school build in Aylesbury, Buckinghamshire that is set amidst a rich and varied historical landscape. Students will be using locative media and augmented reality via their GPS enabled smartphones to interact with their local history in a manner never envisioned before. If you are interested in learning more or if you would like to participate in the project then I would love to hear from you.

The use of locative media within the education setting may include the use of art installations, school buildings and other place holders that enable the creation of enriched information landscapes. For instance, younger pupils could create art installations for their school trim trails and link those with written, music or spoken narratives. Older students could use their school buildings as digital canvases to showcase their work and to use this media for modern urban storytelling.

For Further Information
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