Getting things Growing!

The Meeting

We had several meetings this week to start off the project. The first was with our advisers, where we discussed various possibilities we can explore in terms of creating an Adventure/Exploration application like augmented reality, QR Codes etc. Our second meeting was with our client Eriks Janelsins and Kathleen McDermott from Oglebay Institute. Eriks told us about Oglebay institute, its environment center arm and the ways we can help them in their endeavor. We discussed the challenges the center faces and came up with different ideas to tackle the problem.

Challenges

The application must be a way for Oglebay to earn potential revenue and must appeal to a multi generational audience ranging from toddlers and grandparents. It should possible include ways to explore the entirety of the park, the trails and other hot spots. It should also be plug and play with minimum intervention neccessary.

Research

Our team is currently in the midst of research on adventure applications, augmented reality sdks, metrics on the most used devices and prototyping a low cost RFID reader based on parallax. We are also researching the similar experiences used in places such as Disney epcot.

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Prototype Ideas

1. iPad/iPhone Adventure App.

It could be an app built for iPad/iPhones that guests could rent out or bring while they are staying at Oglebay Park. Guests would be able to take it with them to different locations and look up information around the park. It would also feature an adventure game where the clues would be spread across the park and the app guides you to the appropriate places.

2. Augmented reality Adventure App.

It could be a augmented reality adventure app. When the visitor views the marker with their phone different 3d or 2d graphics would pop up that the visitor could interact with.

3. Picture Passport Book App.

It could be an app for finding information about the different attractions, wild life and as you make your wait through the different areas you collect different pictures to add to you photo passport.

4. Interactive Adventure Kiosk.

It could combine the apps described above with an informational kiosk. The kiosk would be a home base for app. There people can get the information to download app, get the photo passport printed and so on.

What's next

We have already started fleshing out our initial ideas on how best to implement them. We will continue this till our meeting with our advisers on Wednesday. We will also be meeting with Eriks Janelsins and Kathleen McDermott to discuss our ideas and gather feedback on them.
We are also creating art assets to establish and promote our team via touchscreen content and website. Once we have picked a solid idea from the idea pool we are planning to visit Schrader Environment Center to research on how best to design and develop it.

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