Multidimensional Divides

Bringing Land division and Star Compass to life for all levels of learning

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Key Insights from Research

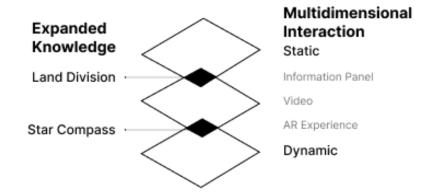
- Interest levels varies significantly across the student population, so prototypes should support different levels of engagement.
- On-campus students' geographical knowledge is centered on campus. Students living off campus are more grounded to the geography of the surrounding area.
- Hawaiian land division boundaries communicate geographical features or different uses. Colonial boundaries erase these relationships, making it difficult to view Native Hawaiian boundaries.
- Elevated perspective is a powerful visualization tool.

"A lot of people...kind of just walk past the signs instead of read them... you need to put in effort to try to learn the culture"

-Student Interview Participant

Value Proposition

- These concepts explain Hawaiian concepts of land division, space, and navigation in a dynamic visual format that attracts attention from students walking past 'ili markers. It grounds learnings in existing geographic knowledge.
- Information is tiered into different levels, so that basic information is conveyed using the most engaging/attractive animations to, while detailed information utilizes static formats.



FINAL CONCEPT

'ili Marker Interaction **AR Interaction** Multidimensional 1 Panel Information 2 Video Information 3 Observe & Immerse **Identity & Discover Document & Remember** Approach in Learning Static What the students do, think and feel I never take more than 30 seconds to look at the sign What the students do, think and feel systems and 'Ili markers. The design of 'lli markers looks interesting, and I wish I knew According to the panel more about why they are here information, there are several land What the students do, think and feel and designed in this way. division layers in relation to my current location. While I understand the concept, I am The land division in the video is finding it challenging to apply it very clear and easy to understand. What the students do, think and feel in the real world. I would like to learn more about Native Hawaiian culture. Someone told me that the base of The concept of Polynesian the 'Ili Marker is a star compass. navigation and star compass is What the students do, think and feel What is that? fascinating. But How can I really Provide panel information experience it, and is it applicable introducing 'Ili boundaries and land on land? I am interested in seeing how division system based on where different people keep their Kilo you stand. Journal, and I would also like to Provide video information scaling explore any advanced features that from campus to the whole island. may be available. I plan on returning to learn more about the various aspects of kilo on my campus. Introducing the concepts of Polynesian navigation and star compass, and indicating their connection to the base of the 'lli Marker. Provide Kilo Practice in a AR immersive method, allowing users to experience the navigation mindsets at 'lli Marker. Navigation is a mind mapping activities, each navigator has different way to remember the natural patterns. Keep doing Kilo, this is the way that Dynamic connect you with our Aina.

Phase 1 Panel Media

'ili Marker Interaction

1 Panel Information

2 Video Information

AR Interaction

3 Observe & Immerse
Identity & Discover
Document & Remember



Phase 1 Information Panel

The information panel allows people to both understand the Hawaiian land division system and recognize where they are standing.

The text explains notable aspects of each level of division.

Since the imagery matches the video content, it facilitates people's comprehension of the video.

Where am I?

What is significant about where I'm standing?

You are at Kauwala'a 'ili at the intersection between the four in the ahupua'a of mānoa valley, which is in the moku of kona, on the mokupuni of oahu



'lli Kauwala'a

What are 'ili?

Before the UH Mānoa campus was constructed in the early 1900s, the land of Mānoa valley was divided into a complex and sophisticated system of indigenous plots called 'iii. Today, 'iii boundaries have been erased from the landscape by the construction of campus buildings and roads.



Ahupua'a Waikīkī

Hawaiian Watershed Management

Ahupua'a is a traditional Hawaiian land division serving as watersheds. It's a narrow strip extending from the mountain to the sea, with width increasing towards the ocean. Each ahupua'a has distinct boundary lines demarcated by natural features, with ridges and peaks commonly used as markers in valley ahupua'a. The sea boundary typically lies at the outer edge of the reef or 1.5 miles from the shore if there's no reef.



Moku Kona

The role of Moku in Hawaiian land division

Moku, including Kona on Hawai'i Island and Hana on Maui, represent the major districts within each island. To overcome frequent droughts and lack of water sources, farmers in Kona implemented the Kona Field System, consisting of long, narrow fields planted across the slopes of Mauna Loa and Hualālai. This allowed for crops to be planted based on rainfall gradients and supported the growing population.



Mokupuni Oahu Island Understanding Windward and Leeward

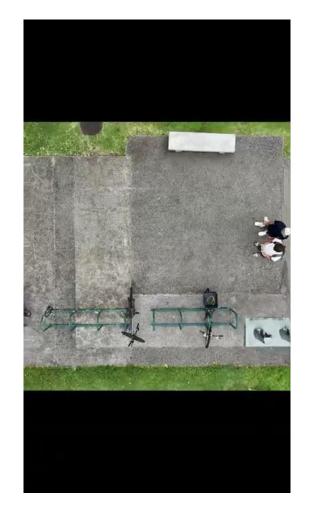
The main division of the Hawaiian island chain is Mokupuni, which are islands surrounded by water. Examples include Hawaii, Maul, and the island of Oahu which you're on right now. Windward and Leeward are two terms you'll want to learn: Windward referring to the northeast shore, where the wind blow onto land, and Leeward that mean the southern shore where wind blows away from land.

Phase 2 Video Media

'ili Marker Interaction AR Interaction 1 Panel Information 2 Video Information 3 Observe & Immerse Identity & Discover Document & Remember

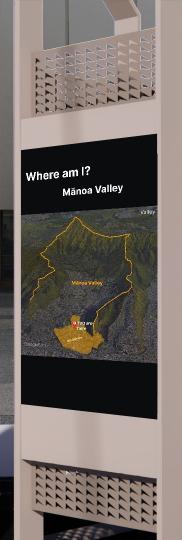
Phase 2 Video — Map Zoom

- Captures the viewer's attention once they have stopped to investigate the 'ili marker.
- Further visualizes the information from the panel into a dynamic format.
- At the end, the viewer is invited to dive deeper into an AR experience via a QR code.









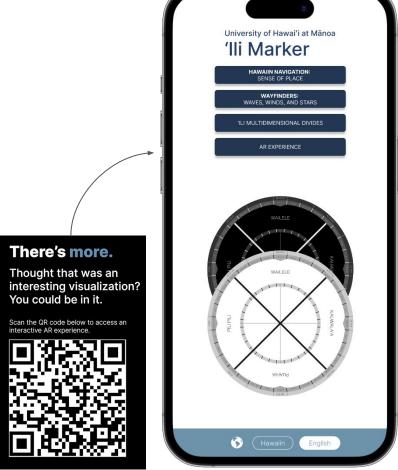


Phase 3 AR Media

'ili Marker Interaction AR Interaction 1 Panel Information 2 Video Information 3 Observe & Immerse Identity & Discover Document & Remember

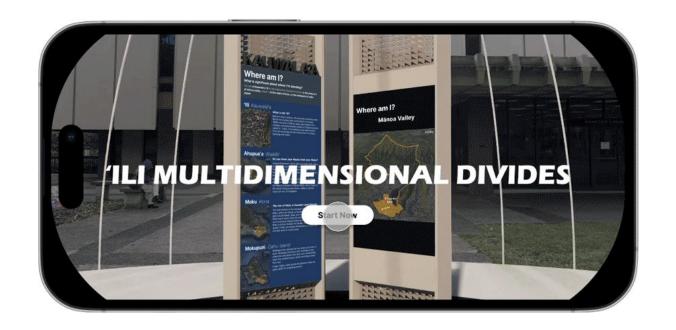
Phase 3.1 **Observe & Immerse**

- Follow the same structure and visual language as the current QR code used in Life Science sign system, creating a connection to AR experience.
- Viewers are invited to dive deeper into the content through the QR code at the end of the video.
- Those who choose not to engage with the AR experience still gain knowledge through observing the video and panel.



DEMONSTRATION

Phase 3.1 Connecting the **Star Compass** and the **'Ili Marker base** indicates what you are standing on.



DEMONSTRATION

Phase 3.2 **Identify and Discover** - Select the Kilo practice theme to engage in and **immerse yourself to observe your surrounding and patterns.**



Phase 3.2 Using the AR features to observe, and practice Kilo on land.

See how the dome actually works on your phone. (Software https://panoraven.com/en)



DEMONSTRATION

Phase 3.3 **Document & Remember -** After the AR interaction, the **Kilo Journal** will be generated automatically. For those who want to continue diving deeper, **Kilo forum** and **reference links** are available.



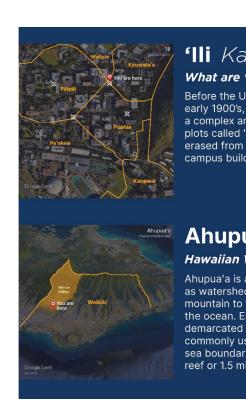
Concept benefits

- **Sequential learning**: to engage students in progressively more immersive learning experiences lowers the barrier to entry at the start.
- Extended + Portable: The experience started at the 'ili marker extends to viewer's devices via the AR experience which can be accessed anywhere.
- **Flexible:** video can include future concepts if priorities or user testing reveals other directions.



Design Rationale

- Secondary research identified that prototypes should be visual forward and less reliant on text, and should prioritize literal over abstract representations.
- Primary research identified that interest levels and willingness to engage in Native Hawaiian topics varies significantly across the student population, so prototypes should support varying levels of engagement.
- Visual perspective was identified as a powerful tool to help ground viewers in the spatial information that they're learning about.



Opportunities and Issues

Extension Opportunities

 End of video can tie into other team's concepts to extend learning experience.

Potential Issues

- Video and panel content are tied, so changes to video content mean the panel must be updated as well.
- User testing of prototypes might identify issues such as unwillingness to engage with videos over a certain length, limiting the content.