Assignment 7: Individual Research Prospectus ~

Contemplative Practice, In-class activities, and Homework >

### **Vision Statement**

Team and Project Overview >

We believe that a smart city is one in which its citizens are meaningfully engaged in the community. They are cognizant of their city's history and use it to inform their decisions to make positive change. History comes in many forms, ranging from seemingly minor personal anecdotes to impactful events of long ago. Some of these events, however, have difficulty making themselves known. This could be due to the prevalence of oral tradition in some communities, external entities causing change in a community, or simply because one does not realize the impact an experience can have. Small or large, each story provides insight into how to understand and relate to fellow community members.

Our vision is to create an application that will focus on uncovering these hidden, "invisible" histories of the city, and using them to inform and educate Charlottesville locals and visitors alike. This application will be a platform for locals to share their own stories, promoting community engagement and providing for deeper personal relationships. It can also be for recreational value, to just have fun finding out more about the user's surroundings. Regardless of intended use, the application will help make Charlottesville's people "smarter" - more informed, more empathetic, and more apt to create positive change.

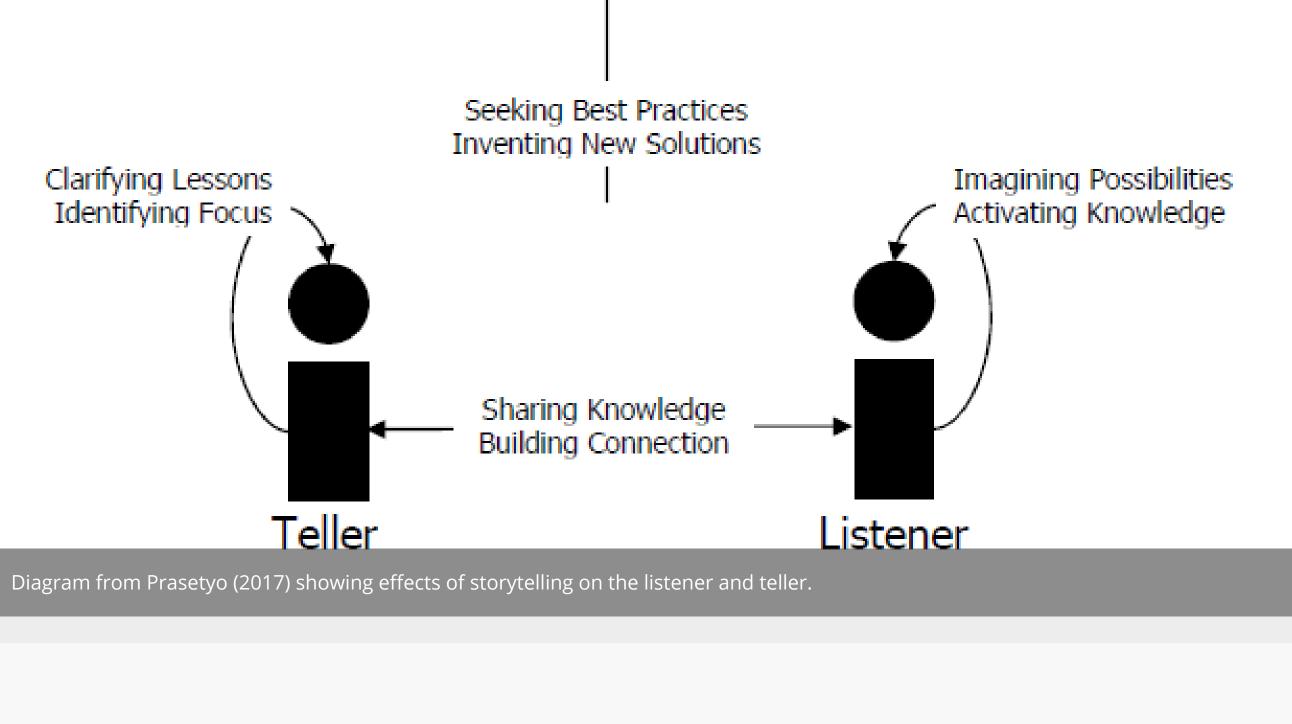
Storytelling provides numerous benefits for community building and development. In social movements,

**Background and Literature Review** 

storytelling is used for constructing agency, shaping identity, and motivating action. Narratives are also useful for community development, allowing for sharing and learning from each others' life experiences while addressing typical barriers to knowledge transfer. Compared to relaying direct facts or opinions, they hold several advantages, including promoting greater emotional understanding by the listener and providing distance and safety for the teller to articulate feelings and beliefs they may not be aware of themselves (Prasetyo, 2017). A Story About Storytelling: Enhancement of Community Participation Through

Catalytic Storytelling Pstross, Talmage, and Knopf present an excellent framework for community engagement through storytelling in this article. We find similarity to our vision when the authors quote Robyn Eversole as noting that the challenge is to re-frame community interactions into a participatory space (525). Indeed,

we are trying to shed light on lesser-known stories of the Charlottesville community by encouraging citizens to engage with one another through their stories. This directly plays into the concept of assetbased community development emphasized by both the authors in this paper (526-527) as well as Professor Louis Nelson in our weekly community engagement lectures. Communities should be viewed as capable of change themselves, and as we develop this tool, we must be cognizant that we are helping them develop, not telling them how to. This all plays into a concept called catalytic storytelling. This is the notion that stories and experiences act as a catalyst with regard to community development. As stories are shared (especially those that may be less known), new viewpoints are developed, opinions change, and useful initiatives can develop. This requires both asking the right questions, and also making sure that the community themselves carries on the initiative (534) - both things that our group should focus on moving forward.



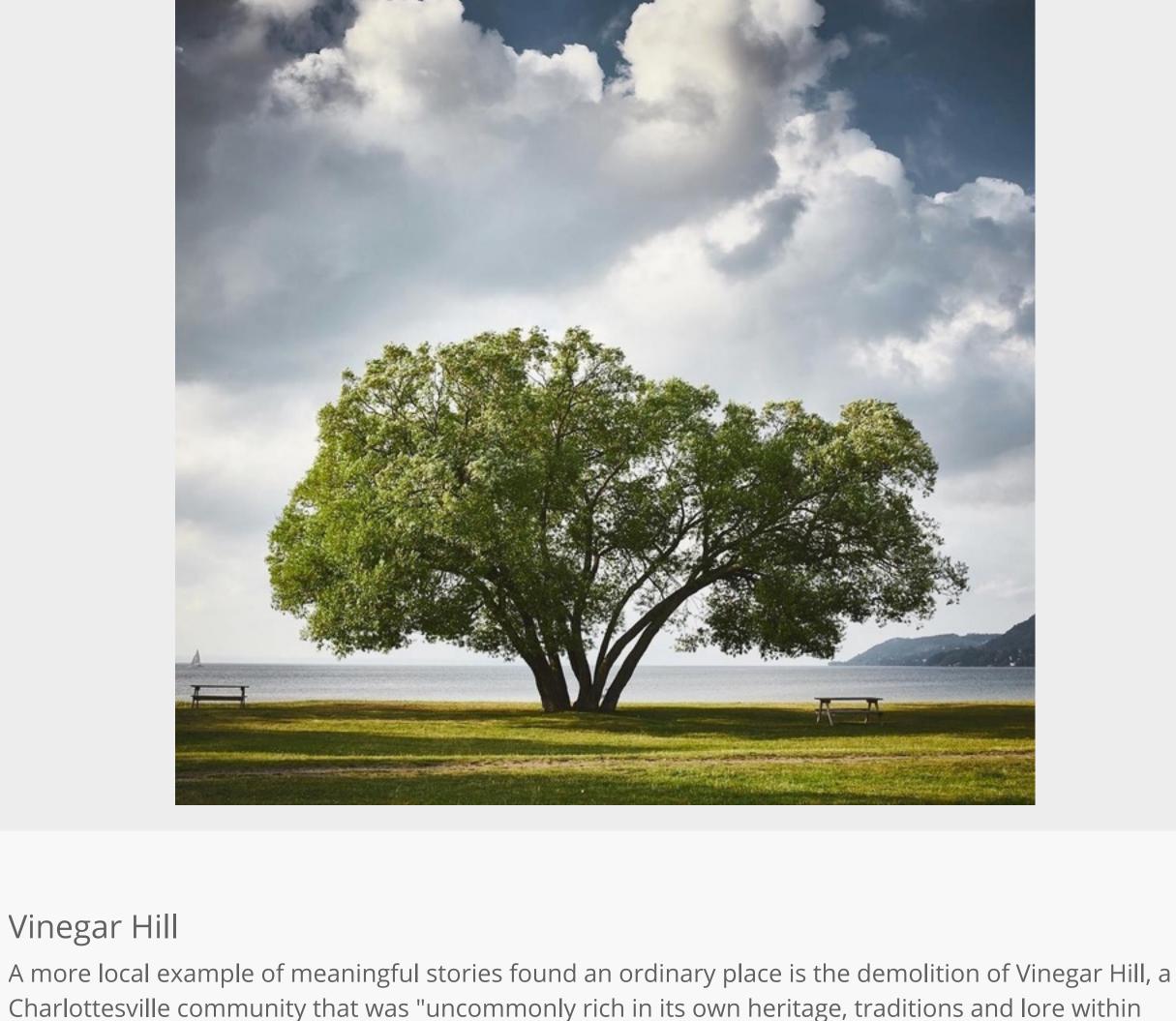
The Broccoli Tree

### on <u>instagram</u>. The tree now has its own <u>website</u>, and became somewhat of a small tourist attraction. It's

pretty easy to find on Google Maps, a feat that tends to hint at significance in our society. The broccoli tree is an excellent example of a meaningful story living within an otherwise ordinary place. The story was known and celebrated by thousands due its publication online. We seek to highlight more stories just like this, making small Broccoli Trees out many places and objects in Charlottesville.

The Broccoli Tree was a relatively ordinary crack willow tree along the shores of Lake Vättern in Sweden.

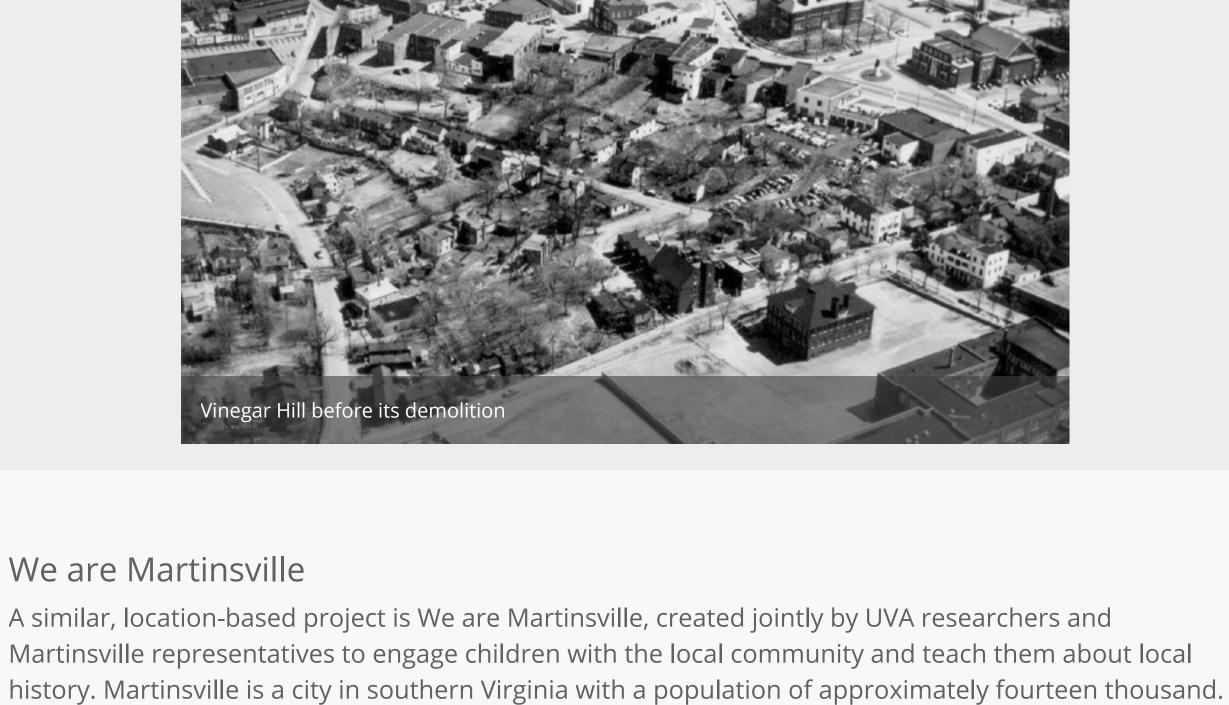
It became famous on social media in 2014 after photographer Patrik Svedberg published pictures of it



know the in-depth stories of the 139 families that were displaced by the demolition. Also, the <u>tiny</u> historical marker says little about the neighborhood as a hub for Charlottesville's black social life (Smith, 2017), or how residents sat and watched their home community be demolished by machines (Scott Weaver, 2007). These stories currently reside on the internet and in the minds of the people who lived it. Providing a platform where the stories can reside in the place itself could help give the place a greater voice.

Charlottesville" (source). Although many residents in Charlottesville may know about the neighborhood

at a high level, the area is currently invisible to visitors (disguised as a Staples parking lot), and very few

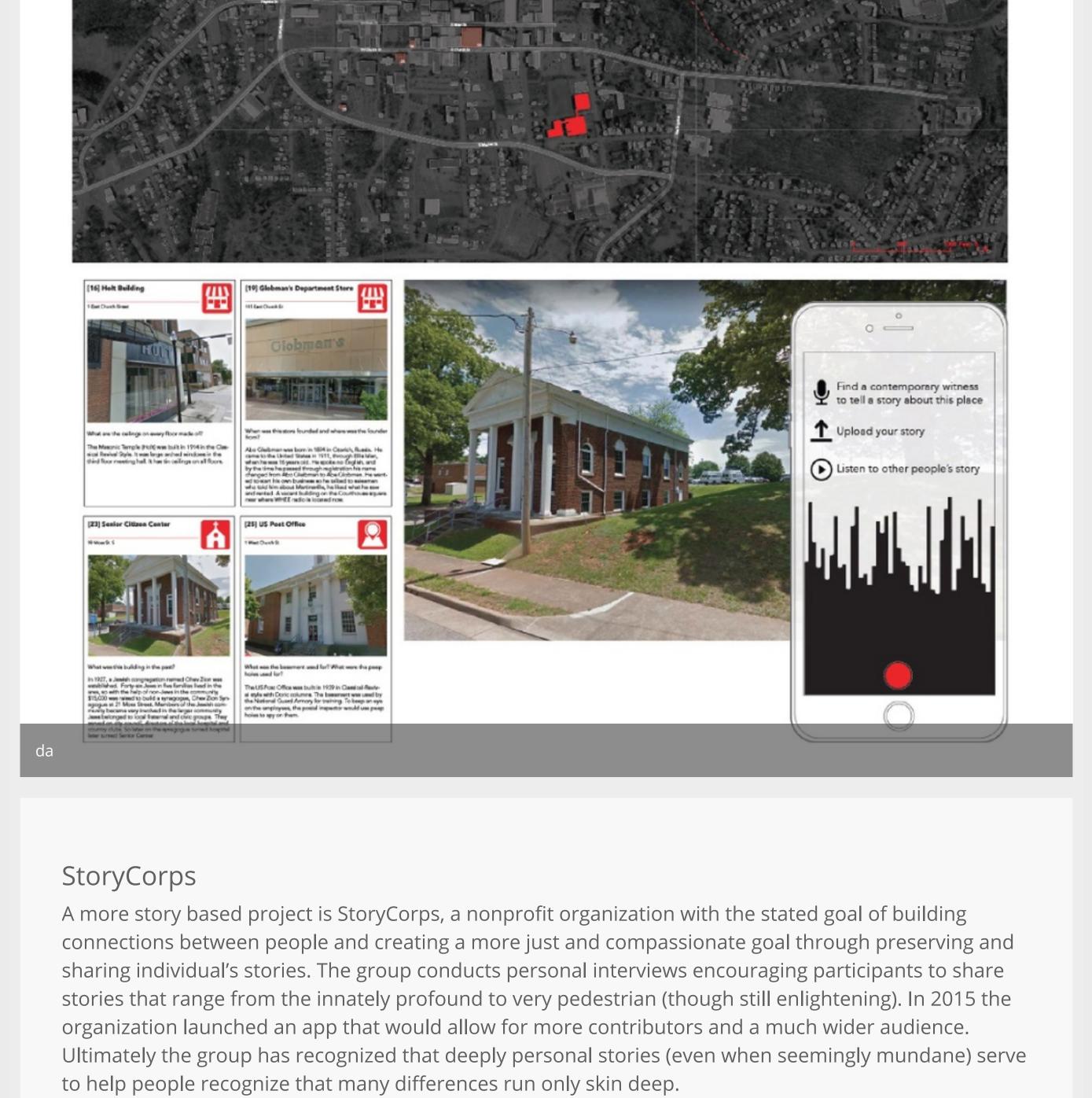


### provided with opportunities to contribute their own pictures of different places as well as audio recordings of interviews they conduct with people at the marked location. In this way the children are

curating content in addition to consuming it, and they are providing for a more immersive experience. WAM Historic Downtown POM [Points of Memory]

In order to increase community engagement, they created a mobile application structured as a game to

encourage children to 'check in' at different locations in order to earn points. Participants are also

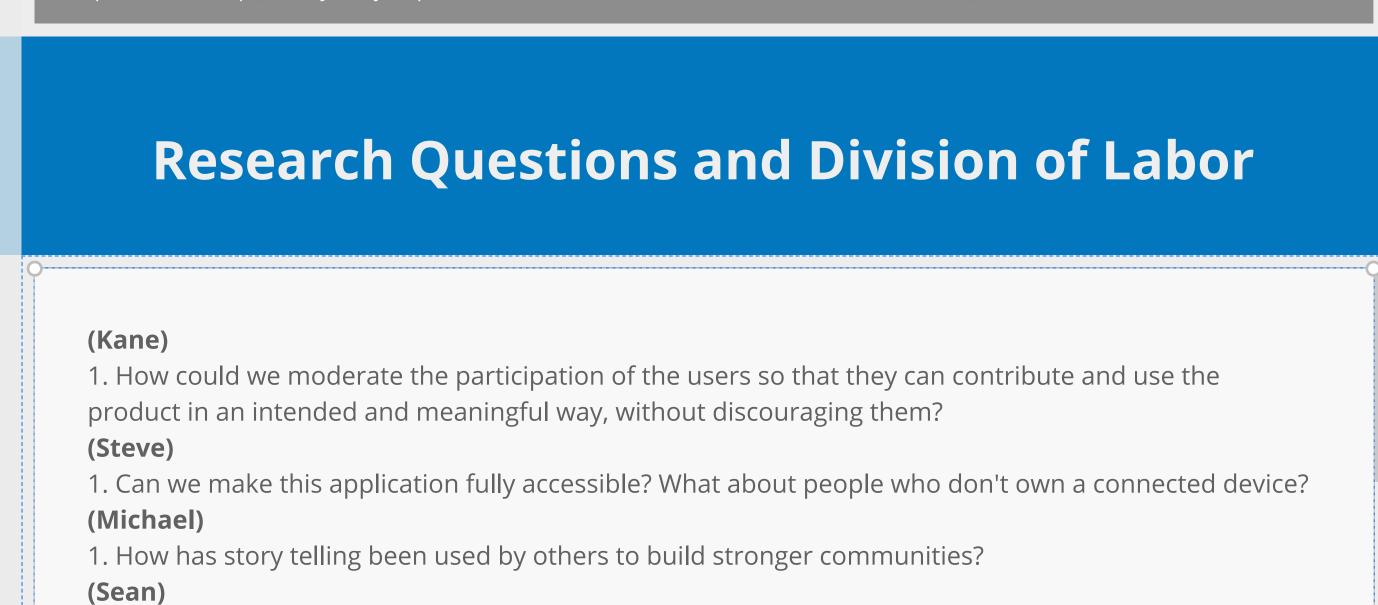


YOU'RE MY LINE

Asma Jama was assaulted in a Minnesota Applebee's for speaking Swahili. The attacker's sister

Samples of content-posted by Story Corps time at Story Corps.

SUPPORT in any possible way I can



1. How does your intended user group shape the design of software? How do you accommodate users'

1. How can we ensure continuous use of the app over time and invite users to continue to add and read

experiences and abilities to make your software a positive and useful product?

### more stories about the community? 2. How can we encourage user interactions within the software? Can we build deeper connections amongst our users? (Dax)

location/filter

contribution.

by approved sources

(Harish)

1. How could we encourage user engagement and participation in a local, but online, space? 2. How can we make it easy for anyone to pick up and use a tool or service without any training or planning?

Value Mapping and Hierarchies ovide opportunities for educating user Promote diversity and Inclusivity iteraction through sharing their stories citizens through rich culture about local history

other in community

# Stakeholder Diagram and Analysis

User rating of submission

### Stakeholder Diagram and Analysis This would be best depicted through a diagram, such as the SCOT style of depicting the relevant social

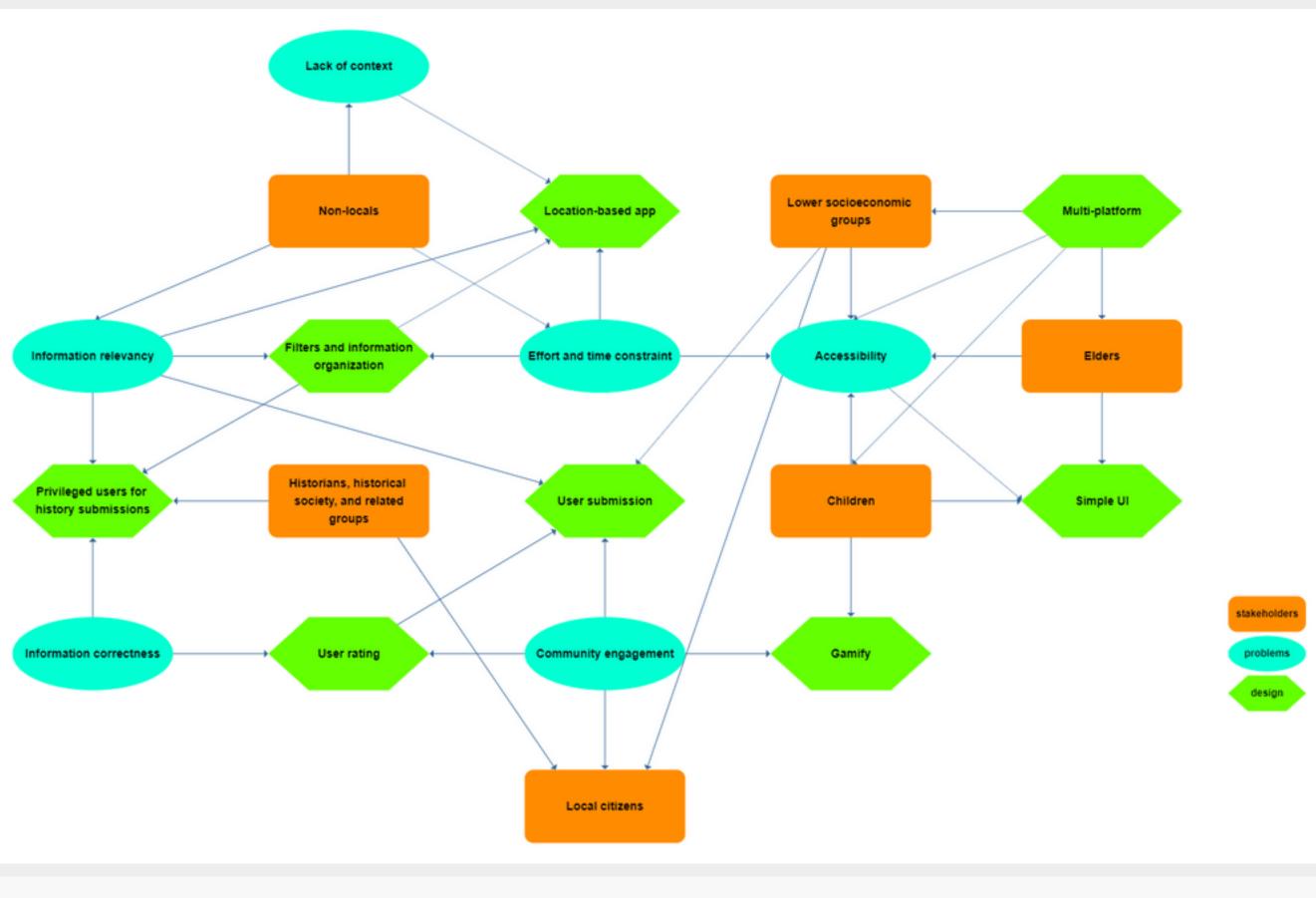
groups, problems, and artifacts. You should then augment the diagram by explain how we arrived at

our current situation and who is currently present who might inform us of how to alter the current

situation. For example, who is attempting to define a problem, redefine a problem, what current

interpretive flexibility exists among the relevant stakeholders, and what current and proposed

technological systems or policies or actions are being discussed. Lack of context Lower socioeconomic Non-locals Location-based app Multi-platform



In order to make sure that our app was focused on sharing "invisible" stories of Charlottesville,

accessible for any age and socioeconomic groups, while engaging the users into participation and

We also want to make sure that the information being shared were both relevant to our goal and

correct in its contents. We thought that some form of ways to organize various stories into filters

were one approach. For instance, users would be able to filter through various groups for stories

we wanted to make sure that our platform was able to gather content from a wide variety of

groups and individuals in Charlottesville. To do this, we need to make sure that our app is

that are specific to them. Also, some form of rating system on the submitted content could encourage the quality of the stories while increasing participation. Bibliography

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Accessibility

Mobile app platform

Gamify the content

mobile app interface