Object Learning: A Journey Towards Active Learning

By Dr Atif Mohammed Ghani School of Communication, Royal College of Art September 2024





Object Learning:

Meaning, Data Visualisation and Active Learning

Stop means Stop Apple means Apple Crown means Crown Stop means Stop Apple means Apple Crown means Crown

Stop means Danger Apple means Healthy Crown means King The shift from positing the site of meaning *within a text* to identifying it with the *act of reading* as a process of negotiation.

Johanna Drucker, *Visualization and Interpretation: Humanistic Approaches to Display*, 2020, p 44.

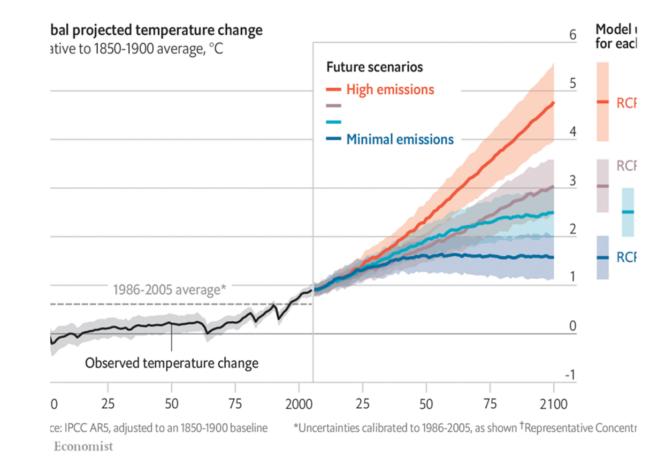
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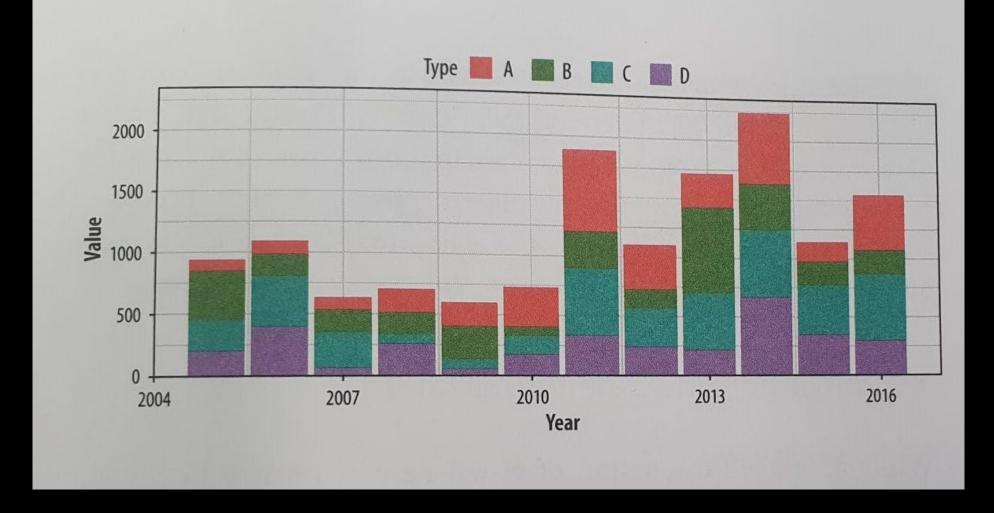
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Ways of Thinking: Models

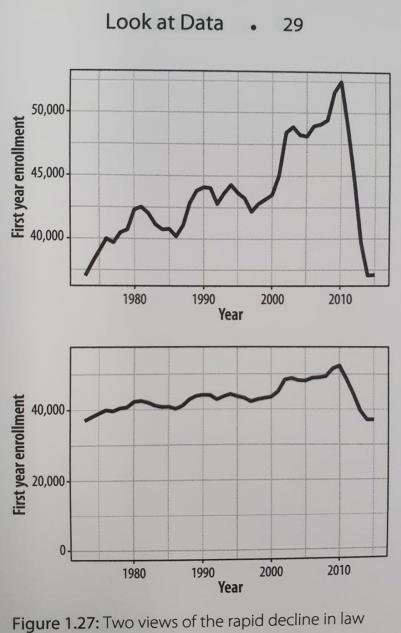
- We live in a world dominated by statistical models: COVID 19 fatalities, macro economic trends, or projected temperature change.
- Big data and artificial intelligence algorithms will make this way of thinking even more powerful into the future.

Climate models can guide policy even if they are not precise



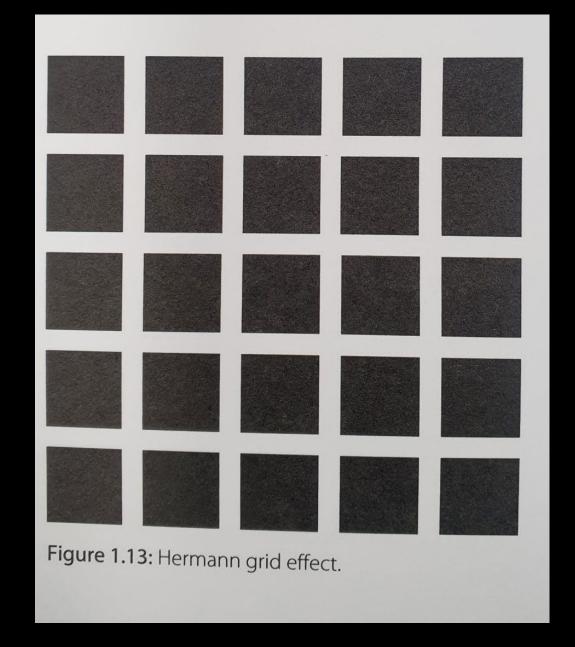


Kieran Healy, Data Visualization: A Practical Guide, 2019, P13



school enrollments in the mid-2010s.

Kieran Healy, *Data Visualization: A Practical Guide*, 2019, p29



Kieran Healy, Data Visualization: A Practical Guide, 2019, p14

Images are not self-evident. We learn to interpret them through learned approaches to encoded expressions that provoke a response for cognitive processing. In other words, reading images is an acquired skill embedded in cultural and historical circumstances.

Johanna Drucker, Visualization and Interpretation: Humanistic Approaches to Display, 2020.

Film-Making - Meaning and Truth Making

Documentary Film Conventions PtC - Talking Heads, Observational Documentary camera style (long lense), Voice-Over, Text Cards.

Drama Film Conventions Fullness of Frame - Symbolic meaning in every frame complete design, truth claims, suspension of disbelief Film exploiting the apparent compression of "Time and Space"









Augmented

Reality (AR) is an enhanced version of the real physical world where digital visual elements, sound, or other sensory stimuli are superimposed onto the screen of the camera tablet phone or feed. AR Core and AR Kit - to play on Apple and Android platforms using WebAR so no APP downloading









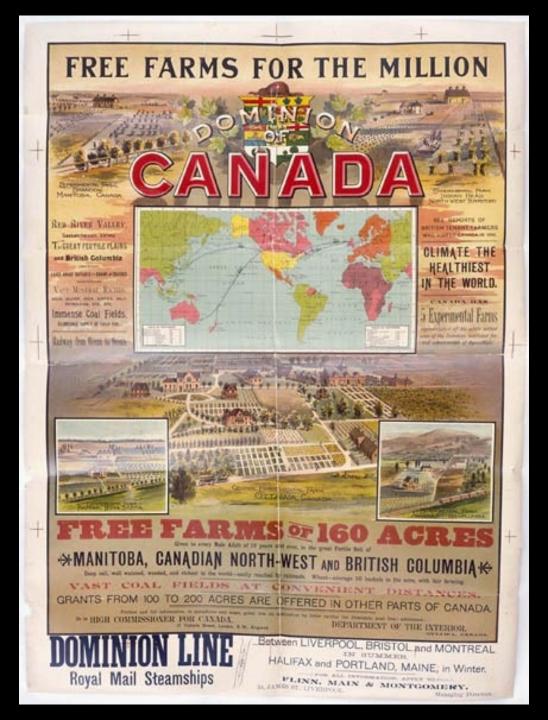




Mixed Reality (XR)

allows users to explore a transforming landscape and provides the foundation for chaptered VR & XR experiences where the uses will zoom into a part of the map, explore different elements of the history and portal to maps of different parts of the world. Using Magic Leap 1 or Oculus Quest headsets for viewing of experience.









DISEASE, POLITICS OF STARVATION, AND THE LOSS OF ABORIGINAL LIFE

JAMES DASCHUK

The Martha Street Experience









HyperActive

Directed by A 360 3D Film Produced by **Atif Ghani**







10.09.2022

FOREST GATE'S ICONIC DE UNDERGROUND RECORDS 360° EXPERIENCE LAUNCHES AS PART OF OPEN HOUSE

FREE DROP IN SATURDAY 10 SEPTEMBER 2022 FROM 1100 TO 1800

(WITH MASTERCLASS SESSION FROM 1600 TO 1800)

STRATFORD YOUTH HUB, THEATRE SQUARE, STRATFORD, LONDON E15 1BX

-3 HyperActive FORFUTURE Heritage

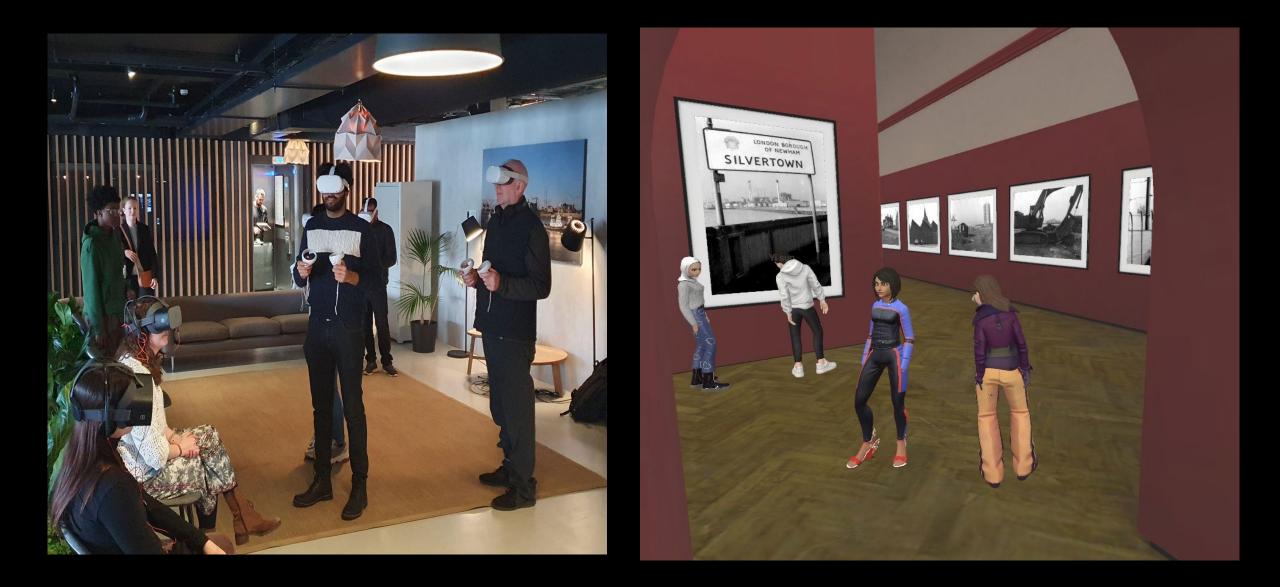


CRATE DIGGING THE STORY OF DEUNDERGROUND RECORDS Peter Collis UK, 2023, 13:00

De Underground Records was both a recording studio and a record shop. It operated from 1991 until 1996. It was the birthplace of Drum & Bass. Experience the store's very first moments here.

12

Program notes from Aesthetica Festival 2023



Modes of learning in higher education

*	Educator choice	
In-person	Hybrid	Distance
Student learning is predominantly in the classroom, lab, lecture theatre, workshop, studio, or other place-based learning space on campus but may include field trips	take place anywhere.	Student learning is predominantly physically removed from a campus. Usually this is online, but can also include physical resources. Learning can be synchronous or asynchronous.
	HyFlex	
Self-directed dents engage in additional autonomous learning vities independently or with others, in-person or nline. e.g. class prep, research, wider reading, ractise, groupwork, revision, assessment, using feedback, co/extracurricular activities.	Students have the flexibility to choose to attend in-person or join online. Learning is usually synchronous and both groups learn together at the same time. (A third asynchronous group option to learn may be added.)	Supported Students engage in reflective practice to identify areas for improvement e.g. skills development or engage in supportive activities e.g. meeting with academic adviser, student support adviser, employability adviser. This could be in-person or online.
	Student choice	

 activities (using technology) an 	Blended Learning approach where students learn in-person on d other place-based class activities. The activ nclude asynchronous pre-class tasks e.g. flipp	ities are usually synchronous, but may also 🗧

Sue Beckingham @suebecks 2023

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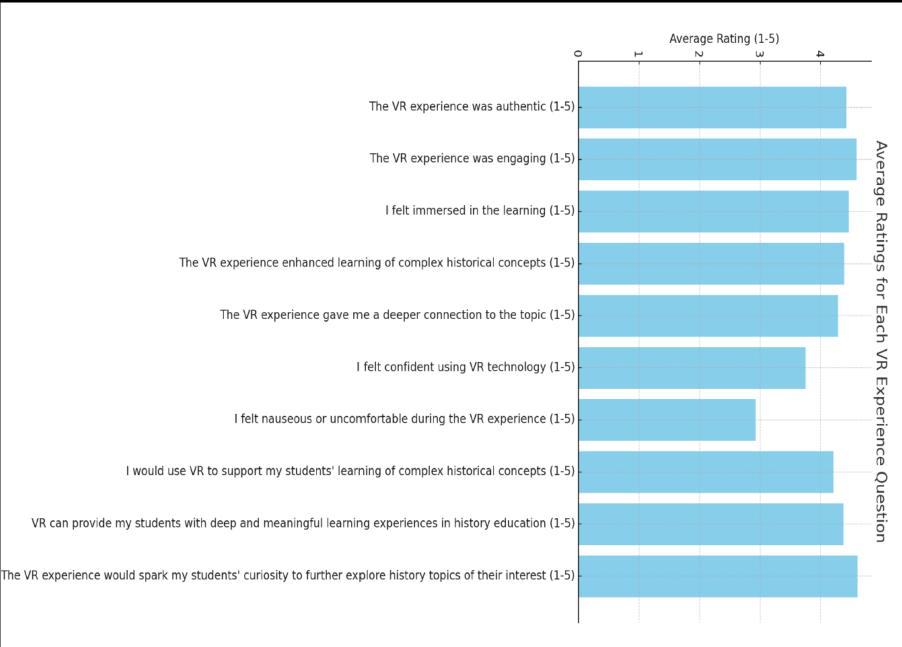




Data Reflection: The Use of Virtual Reality in Historical Education

In a recent survey (March 2024) conducted with 70 participants (Environmental History undergraduate students at the University of Saskatchewan) using the Millennium Mills digital gallery in VR as part of classroom learning, reveals a predominantly positive reception Virtual Reality, and highlighting its capacity to transform traditional learning paradigms by offering immersive, engaging, and interactive experiences.

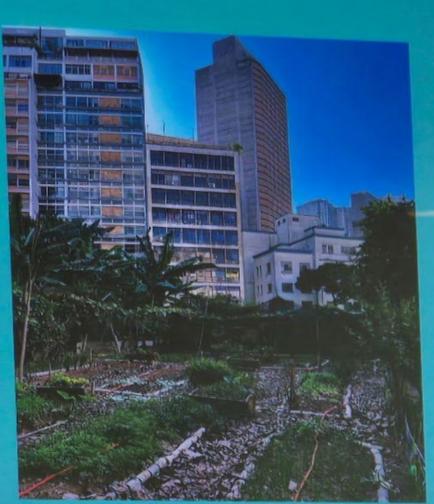
Quantitative Insights



Qualitative Insights

- Engaging and Fun
- Immersive Learning Experience
- Enhanced Understanding and Memorability
- Innovative Educational Tool





MSTC, Occupation 9 of July. Re-purposing of former empty building with social housing and urban agriculture by the housing movement MSTC in downtown São Paulo.



1.91 FIRE IN MORIA REFUGEE CAMP



reconstructed the fire's spread, casting significant doubt on the basis for

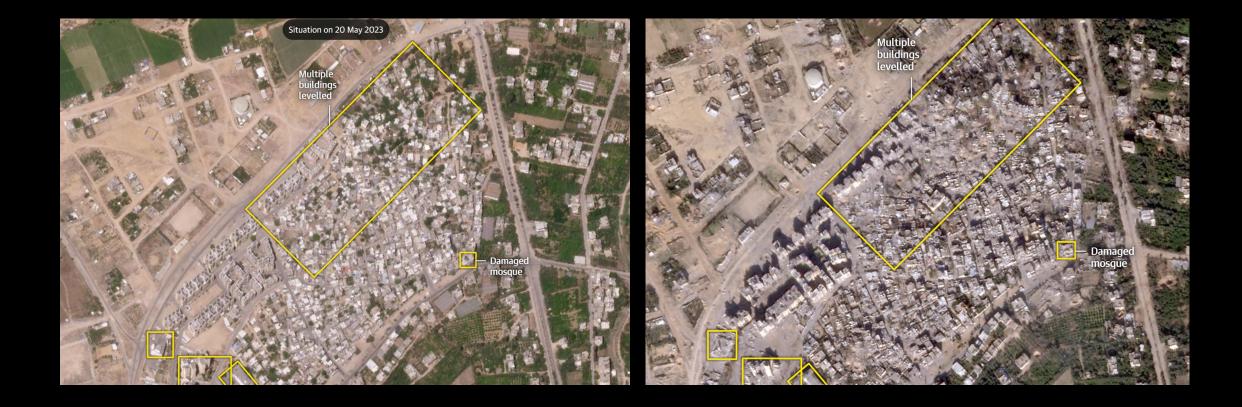
1.90 THE BEIRUT PORT EXPLOSION: DESTRUCTION OF DESTRUCTION



DATE OF INCIDENT	LOCATION	FORUMS
04.08.2020 - Ongoing	Beirut, Lebanon	None
IN PARTNERSHIP WITH Febrayer Network	Following the 2020 Beirut port explosion, the city's grain silos suffered a prolonged period of steady ruination. To understand how the gradual destruction of a ruin happened behind state cordons in the nearly two- year period since the blast, Febrayer and FA reconstructed the site to present a unified account of the state's mismanagement of this important site of material evidence and memory.	

https://forensic-architecture.org/

those convictions.



How war destroyed Gaza's neighbourhoods - visual investigation | Gaza | The Guardian

Decolonisation of knowledge is a strategic move and requires breaking the singularity of point of view often enacted by hegemonic discourse.

Johanna Drucker, *Visualization and Interpretation: Humanistic Approaches to Display*, 2020, p44.

Object Learning: A Journey Towards Active Learning

In this series of lectures, we have tried to journey from the process of "truth" and meaning to enable a collective sharing or "Active Learning".

In the 1st lecture we explored how linear narrative cinema was able to create very certain and clear understandings of the signs and symbols seen in the film. Through a close reading of the Hollywood film - THE DEER HUNTER – I revealed this mode of "Meaning-Making" understandings are designed and delivered through conscious and subconscious assignments, associations and descriptions through the use of selected signs and symbols.

In the 2nd lecture, I explored my work in immersive technologies and how they enable a multiplicity of perspective – which can at times be contradictory, in conflict with each other, as well as revealing the what may be of benefit for one group of people might be of disadvantage

Summary of Key Take-Aways - -What is Object Learning and how can you implement this as part of your own T+L

What's Are Possible Next Steps

Thank You.

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