‘Back to the future: the Grimwade collection though ARIS’

Project Overview

This interdisciplinary program introduces students to the art and colonial context of the Grimwade collection. It simultaneously adds a geographical dimension by mapping artworks, characters and local historical narratives onto an augmented reality game platform (ARIS). Through selected artworks the skills of visual observation and interpretation are introduced and multiple experiences and perspectives explored.

A short quest style game has been developed to model the ARIS platform to students and familiarise them with the interface. Students are then supported to design their own ARIS based game. We deliberately place this emerging technology in the hands of the students to maximise engagement and learning, allowing students to become active creators of both knowledge and technology.

By utilising learning environments outside the classroom, such as the Ian Potter Museum of Art, experiential and interactive social learning in an authentic connected context is supported. This enhances student understanding of content while promoting critical and creative thinking. The program has the potential to be run in the Ian Potter Museum of Art or in a classroom context.

Project Outcomes

The program is comprised of 1 x 1hr gallery session and an interactive classroom project that could be conducted as a larger unit of work. It includes:

- **Lesson Plan**: teacher directed instructions for the program.
- **Demonstration ARIS Quest**: the Grimwade Project via the ARIS app - http://arisgames.org
- **Student Task Sheet**: a sheet step-by-step breakdown of the task requirements for creative classroom activity using Aris platform for students’ own construction of a game focusing on the heroes and villains of colonial Melbourne.
- **Student Game Plan Sheet**: supports students to think through the key elements necessary to successfully develop their ARIS game.
- **Media Kit**: selected images from the Grimwade collection to be used in student games, resized to ARIS requirements and additional resources and digital media.

Curriculum Links

This is an interdisciplinary art/humanities program incorporating curriculum aims from:

- AusVels Art Yrs 6-10
- AusVels History Yrs 6 & 9
- Australian Curriculum General Capabilities: Civics and citizenship, information technology, critical and creative thinking, personal and social learning, ethical understanding and literacy.

This project allows students to interact with the Grimwade collection through emerging technology, bringing the collection back to the future.
Greet Sir Russell Grimwade and collect Bushrangers artworks

You are a game maker researching historical narratives for the creation of a new Aris game using the art and characters of the Grimwade collection. Find Sir Russell Grimwade on the map at the Ian Potter Museum of Art, 890 Swanston St, Melbourne for more information.

Step back in time and explore historical stories and characters as represented by the Ian Potter Museum of Art's Grimwade collection.

Hello. Welcome to the Ian Potter Museum of Art, the home of the Grimwade collection! I'm very proud of my collection of colonial art and artefacts.