

# Garden of knowledge

**Core values:**

Personal growth and development, fun, engagement, community building, connecting

**Concept (in one sentence):**

The visualisation of the Kenniscloud through AR and/or the smartwall.

**Description:**

The garden of knowledge will visualise the input of information and knowledge given by the people through the Kenniscloud. This visualisation could partly function as a way to make people aware of the knowledge around them and stimulate them to give their own input. The most important goal of the concept is to stimulate personal growth by making learning more fun.

This garden of knowledge will be visualised through the growth of plants, trees and other organic growth processes. The more knowledge is added to the kenniscloud, the more this digital garden will grow. Both the smartwall, light projections/holograms, and AR will play major roles in the execution of this concept.

By utilizing techniques like AR, we'll be able to spread these visualisations far beyond the actual library. This would allow people to view their own personal knowledge contribution process anywhere they wish, which will be represented by a personal tree, that grows the more you contribute to the KennisCloud.

Light mapping/holograms are more stationary, and can only be viewed at the actual library. This fixed location allows us to bring people together and join in a group experience. These holograms will illustrate the full combined effort of all contributions made to the KennisCloud, resulting in a large garden made up of various kinds of trees, plants, flowers and other flora. The more knowledge is added, the more the garden will bloom and grow. Further, the smartwall that's currently present at the library, could also be a tool that could be used for (interaction with) the above described visuals.

Important to know is that the visuals are going to be more abstract artistic illustrations of flora and fauna, instead of realistic portrayals of such nature. Artistic illustrations are more appealing and stimulating to the imagination of people and can help trigger creativity and community.

# Requirements

Must	Should	Could	Would/Won't
Use of AR to add overlay to real life surroundings	Product designed for use on a smartwall	Use of GPS to link specific locations to visuals	
Use kenniscloud as the source of data.		Use of lightmapping to enhance the surroundings of the library	
Stimulate personal growth		Awareness of lack of green in Tilburg	
The product stimulates active participation on the Kenniscloud		Promotional marketing plan	

## Proof of concepts

3D visualisations/models of plants  
 AR demonstration  
 Lightmapping/projection demonstration

## Prototypes

AR  
 Hologram/light projection