

Take Two (UNESCO) Islands

Lesson Plan 10: Storyboarding a virtual reality game element



Learning aims

- To develop an understanding of virtual immersive environments and the opportunities they provide for history storytelling
- To create a story/ design a game experience for presentation within a virtual immersive environment with a target consumer of people like you

Virtual heritage immersive environments

- We are going to:
 - explore one example of a beta virtual heritage immersive environment, called Time Talisman, in development by The Earth Museum (you will need to use a ChromeBook or Desktop with a current browser and WiFi)
 - Create your own story/ experience design for possible inclusion in Time Talisman
 - Give your feedback on what you like/ don't like about Time Talisman
- Working individually (20 minutes)
 - Play the Time Talisman journey and write notes in your exercise book about what you like/ don't like about the experience. How would you improve it?
- Working in groups of 3 preparing a presentation (25 minutes)
 - Choose one of your migration stories (for Rapa Nui or Isle of Wight). Imagine you are a character in the story and choose an object you think you would have owned
 - Now imagine that this object is in a museum store today and that when someone picks it up they are transported to a place/ time linked to its history - have a go at writing/ drawing storyboard pictures for an experience inspired by the Time Talisman approach. Feel free to use your imagination and make it an experience you would like to use. What would you like the user to learn from this experience if they played it? What would they do? How long would it be?

Time Talisman

- <https://earthmuseum.the-podium.com/>
- Time Talisman is based on the idea that a virtual museum object transports you through its story to other times and places
- In this 'prototype', the object in question is a Rapa Nui obsidian artefact now in a museum collection in London because it was collected by a late Victorian scientist, John Lubbock

