



## Augmented Locality

Transform your neighborhood  
into an outdoor classroom



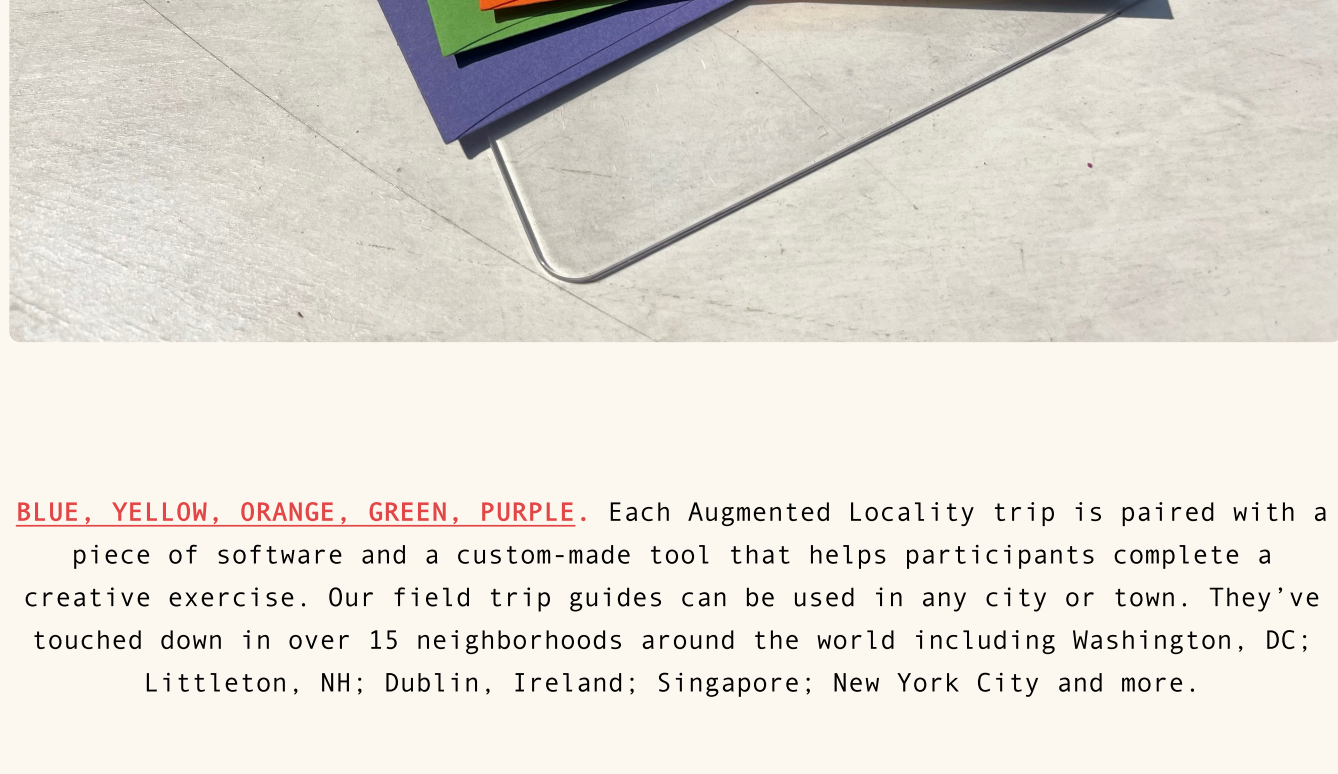
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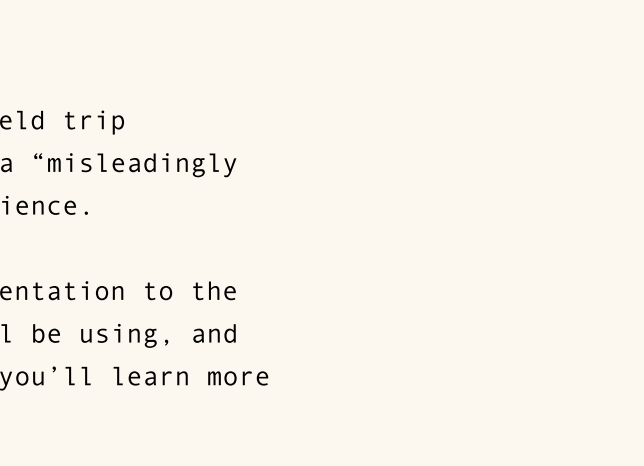
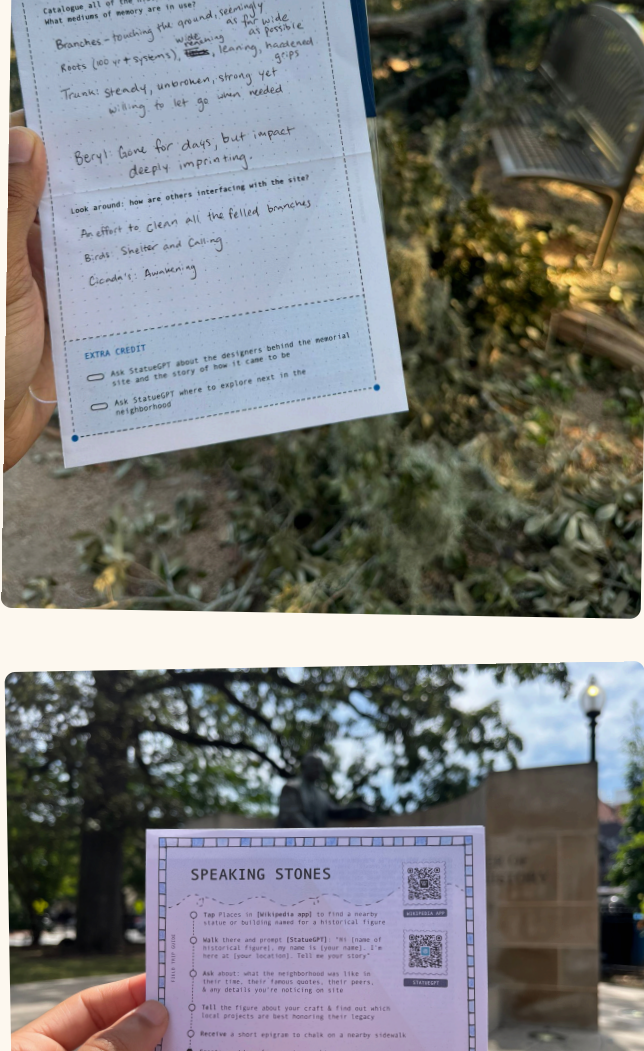
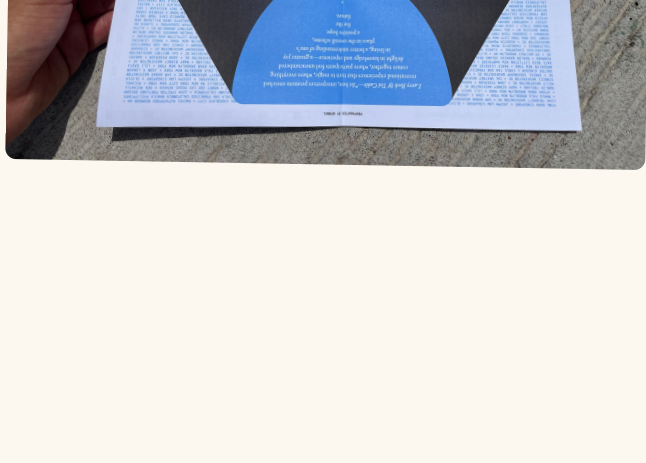
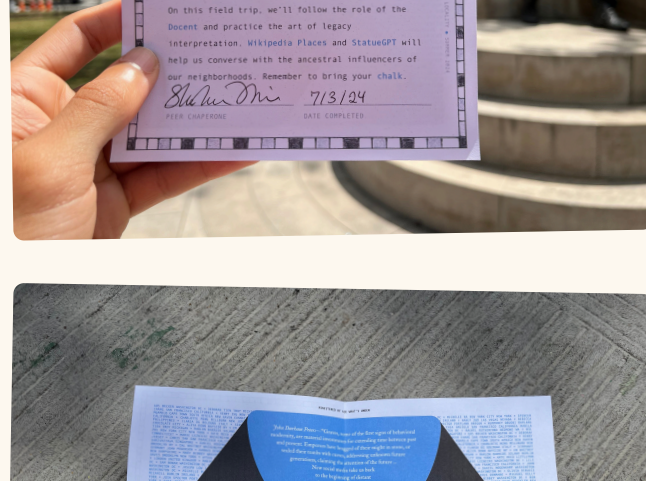
### DOOM SCROLL BECOMES NEIGHBORHOOD STROLL.

Technology is often designed to keep us hooked, isolating us from the world outside—but it doesn't have to be that way. Augmented Locality is a 5-week educational experience where learners explore how new software and hardware can help us become better stewards of our neighborhoods.

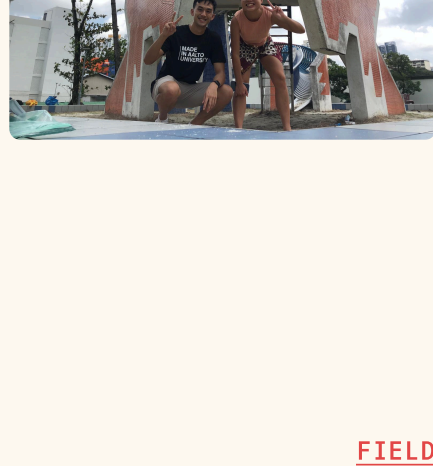
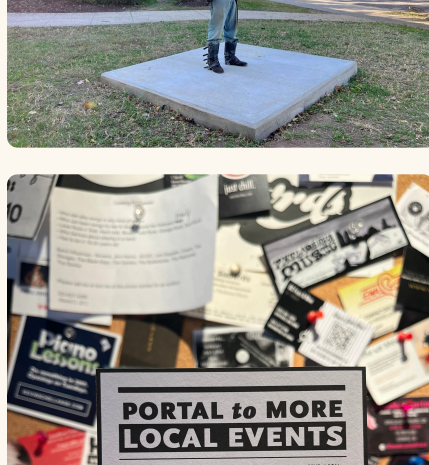
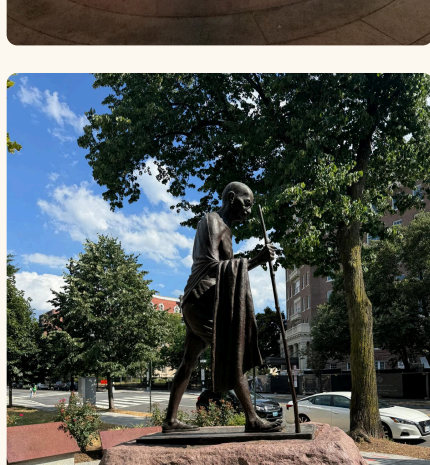
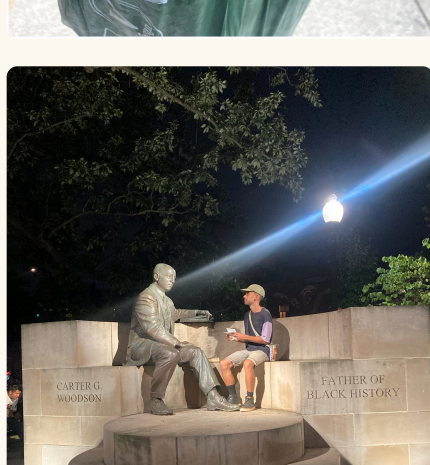
Inside the kit: **5 field trip guides** that lead you on adventures to local memorials, archives, community bulletin boards, habitats, and sanctuaries. Field trippers practice the art of close observation and learn about the infrastructure that makes their city come to life.



**BLUE, YELLOW, ORANGE, GREEN, PURPLE.** Each Augmented Locality trip is paired with a piece of software and a custom-made tool that helps participants complete a creative exercise. Our field trip guides can be used in any city or town. They've touched down in over 15 neighborhoods around the world including Washington, DC; Littleton, NH; Dublin, Ireland; Singapore; New York City and more.



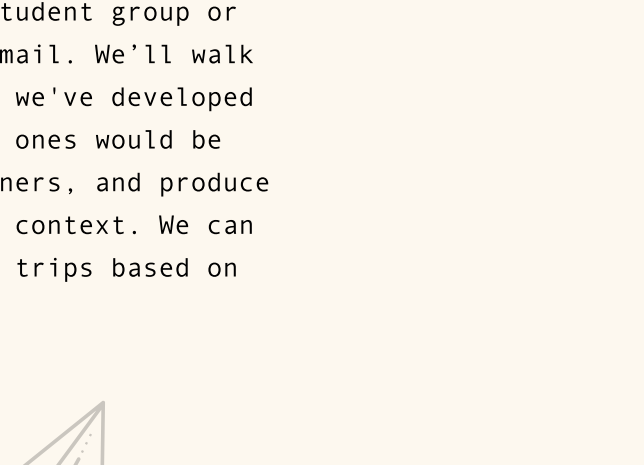
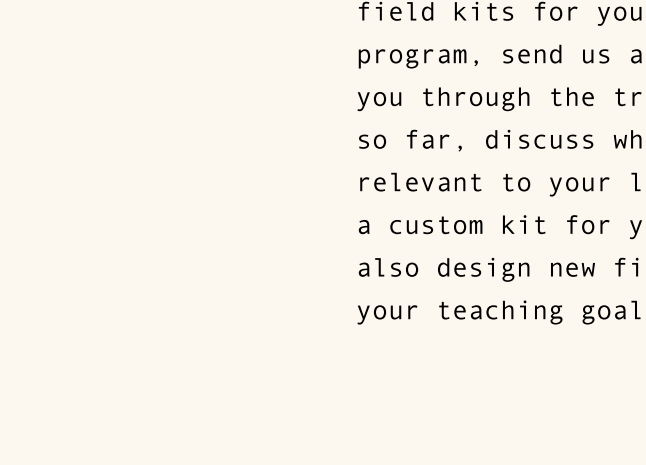
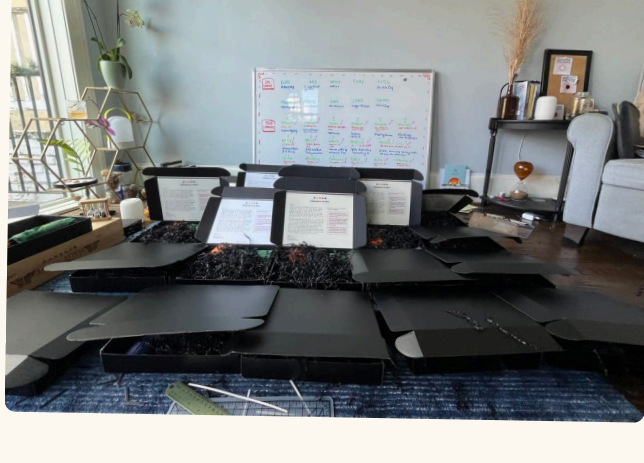
- \* **Side A: Intro**, an orientation to the trip, the tools you'll be using, and the Essential Worker you'll learn more about along the way.
- \* **Side B: Guide**, step-by-step instructions for completing the trip—with creative invitations that invite you to see the neighborhood through new eyes and "QR stamps" that connect you to the tool of the week.
- \* **Side C: Field Notes**, a space for recording observations—prompted by questions that draw attention to the surroundings and encourage participation in the social field.
- \* **Side D: Citation Sands**, thought-provoking quotes for learners to ponder before & after exploring—curated from our research archives.



**FIELD-TESTED FIELD KITS.** Augmented Locality is all about learning from the field, in the field. Each trip helps explorers deepen their sense of place and connect with the oft-neglected people who animate their neighborhoods. The field kit cultivates the art of attention with exercises like using AI to talk to memorial statues and identify local wildlife, installing neighborhood history exhibits, and creating NFC portals where neighbors can discover nearby events.

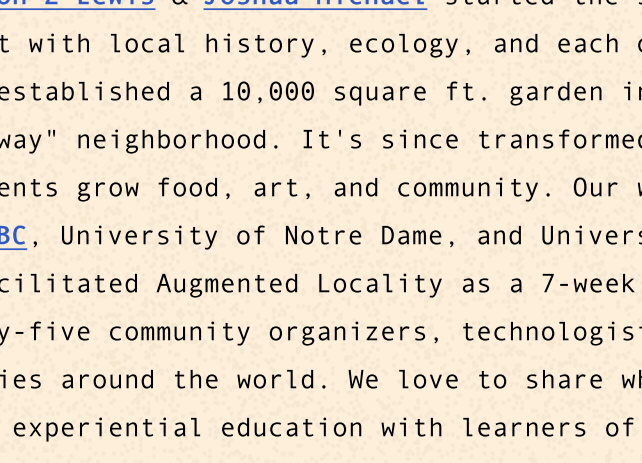


**BETTER TOGETHER.** The Augmented Locality field kit is designed for pairs, cohorts, and student groups (7th grade and up). Field trips work best when completed in community. In our experience, they last about 1-2 hours but your mileage may vary. As the trips unfold, learners gather hands-on insights about their locale + food for thought to inspire ongoing projects.



**BUILD-A-BOX.** If you'd like to request field kits for your student group or program, send us an email. We'll walk you through the trips we've developed so far, discuss which ones would be relevant to your learners, and produce a custom kit for your context. We can also design new field trips based on your teaching goals.

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**SEE WHAT'S UNDER** is a DC-based curriculum design studio, living the paradox of digital localism. [Aaron Z Lewis](#) & [Joshua Michael](#) started the studio in order to help neighbors connect with local history, ecology, and each other. After studying together at Yale, we established a 10,000 square ft. garden in the heart of DC's historic "Black Broadway" neighborhood. It's since transformed into a learning landscape where residents grow food, art, and community. Our work has been featured by [Washington Post](#), [NBC](#), University of Notre Dame, and University of Maryland. See What's Under first facilitated Augmented Locality as a 7-week program during the summer of 2024. Thirty-five community organizers, technologists, and artists participated from cities around the world. We love to share what we've learned about placemaking and experiential education with learners of all ages. ●