Leveraging Technology

Hotham History Project

2018 AGM
01 ONLINE RESOURCES

02 SOCIAL MEDIA

03 INFOGRAPHICS

04 AR
Revitalised HHP website

Online Publishing

Help for Researchers

Online Sales and Memberships
Online Publishing
Making available to the wider public some of the works the HHP has already done

- Burchett Index
- Stories in North and West Melbourne News
- Submissions to authorities – Heritage Panel, VCAT, MCC
- Transcripts of Event Presentations
New Initiative: Melbourne Streets

Presenting historical information in an aggregated and consolidated format with target audiences in mind

- Students
- Home Owners
- Residents
- Planning Decision Makers
- Researchers
DIGITAL IN 2018 IN OCEANIA

ESSENTIAL INSIGHTS INTO INTERNET, SOCIAL MEDIA, MOBILE, AND ECOMMERCE USE ACROSS THE REGION
### DIGITAL IN AUSTRALIA

A snapshot of the country’s key digital statistical indicators

**TOTAL POPULATION**: 24.61 million
**INTERNET USERS**: 21.74 million
**ACTIVE SOCIAL MEDIA USERS**: 17.00 million
**UNIQUE MOBILE USERS**: 19.16 million
**ACTIVE MOBILE SOCIAL USERS**: 15.00 million

**URBANISATION**: 90%
**PENETRATION**: 88%
**PENETRATION**: 69%
**PENETRATION**: 78%
**PENETRATION**: 61%


**Social and Mobile Social Media**: Facebook, Tencent, VKontakte, Kakao, Naver, Line, Technorati, SimilarWeb, Kepios Analysis

**Mobile**: GSMA Intelligence, Google, Ericsson, Kepios Analysis

**Note**: Penetration figures are for total population (all ages).
ANNUAL DIGITAL GROWTH
YEAR-ON-YEAR CHANGE IN KEY STATISTICAL INDICATORS

INTERNET USERS
+3% SINE JAN 2017
+567 THOUSAND

ACTIVE SOCIAL MEDIA USERS
+6% SINCE JAN 2017
+1 MILLION

UNIQUE MOBILE USERS
+3% SINCE JAN 2017
+503 THOUSAND

ACTIVE MOBILE SOCIAL USERS
+7% SINCE JAN 2017
+1 MILLION

SOURCES: POPULATION: UNITED NATIONS, U.S. CENSUS BUREAU; INTERNET: INTERNET WORLDSTATS, ITU, EUROSTAT, INTERNET STAT; CIA WORLD FACTBOOK, MIJAST MEDIA, ORG; FACEBOOK; GOVERNMENT OFFICIALS; REGULATORY AUTHORITIES; REPUTABLE MEDIA; SOCIAL MEDIA AND MOBILE SOCIAL MEDIA: FACEBOOK, TENCENT, VKONTAKTE, KAKAO, NAVER, DING; TECHRASIA; SIMILARWEB; KIPIOS ANALYSIS; MOBILE: GMA INTELLIGENCE, GOOGLE, ERICSSON; KIPIOS ANALYSIS; GROWTH DATA: WE ARE SOCIAL & HOOTSUITE'S DIGITAL IN 2017 REPORT.
ADVERTISING MEDIA: FIRST AWARENESS

THE CHANNEL THAT FIRST INTRODUCED INTERNET USERS* TO A PRODUCT OR SERVICE THAT THEY SUBSEQUENTLY PURCHASED

- TELEVISION: 28%
- ONLINE: 16%
- PRESS: 14%
- DIRECT MAIL: 10%
- EMAIL: 9%
- IN-STORE: 8%
- OTHER: 6%
- POSTER: 4%
- RADIO: 3%

SOURCE: GOOGLE CONSUMER BAROMETER, JANUARY 2018. FIGURES BASED ON RESPONSES TO A SURVEY. *NOTE: DATA REPRESENTS ADULT INTERNET USERS ONLY; PLEASE SEE THE NOTES AT THE END OF THIS REPORT FOR MORE INFORMATION ON GOOGLE'S METHODOLOGY AND THEIR AUDIENCE DEFINITIONS. FIGURES MAY NOT TOTAL TO 100% DUE TO ROUNING.
MOST ACTIVE SOCIAL MEDIA PLATFORMS

Survey-based data: Figures represent users' own claimed / reported activity

- Facebook: 70%
- YouTube: 68%
- FB Messenger: 49%
- Instagram: 34%
- WhatsApp: 22%
- Snapchat: 21%
- Skype: 21%
- Twitter: 20%
- Pinterest: 20%
- Google+: 19%
- LinkedIn: 18%
- Reddit: 10%

SOURCE: GLOBALWEBINDEX, Q2 5-03 2017. BASED ON A SURVEY OF INTERNET USERS AGED 16-64. NOTES: DATA FOR PLATFORMS WITH AN ASTERISK (*) IS COLLECTED IN A DIFFERENT PART OF THE SURVEY TO OTHER PLATFORM DATA. ALL DATA HAS BEEN REBASED TO SHOW TOTAL NATIONAL Penetration, REGARDLESS OF AGE. ADVISORY: FIGURES ARE BASED ON RESPONSES TO A SURVEY, AND MAY NOT CORRELATE TO SOCIAL MEDIA PenetRATION FIGURES SHOWN ELSEWHERE IN THIS REPORT; FOR FULL DETAILS, SEE THE NOTES AT THE END OF THIS REPORT.
PROFILE OF FACEBOOK USERS
A BREAKDOWN OF THE COUNTRY’S FACEBOOK’S USERS BY AGE AND GENDER, IN MILLIONS

<table>
<thead>
<tr>
<th>AGE</th>
<th>TOTAL</th>
<th>FEMALE</th>
<th>MALE</th>
</tr>
</thead>
<tbody>
<tr>
<td>13-17</td>
<td>880,000</td>
<td>3%</td>
<td>3%</td>
</tr>
<tr>
<td>18-24</td>
<td>2,900,000</td>
<td>8%</td>
<td>9%</td>
</tr>
<tr>
<td>25-34</td>
<td>4,400,000</td>
<td>13%</td>
<td>13%</td>
</tr>
<tr>
<td>35-44</td>
<td>3,200,000</td>
<td>10%</td>
<td>9%</td>
</tr>
<tr>
<td>45-54</td>
<td>2,500,000</td>
<td>8%</td>
<td>7%</td>
</tr>
<tr>
<td>55-64</td>
<td>1,800,000</td>
<td>6%</td>
<td>4%</td>
</tr>
<tr>
<td>65+</td>
<td>1,300,000</td>
<td>4%</td>
<td>3%</td>
</tr>
</tbody>
</table>

SOURCE: EXTRAPOLATION OF FACEBOOK DATA, JANUARY 2018. NOTES: THE ‘TOTAL’ COLUMN OF THE INSET TABLE SHOWS ORIGINAL VALUES, WHILE GRAPH VALUES HAVE BEEN DIVIDED BY ONE MILLION. TABLE PERCENTAGES REPRESENT THE RESPECTIVE GENDER AND AGE GROUPS’ SHARE OF TOTAL NATIONAL FACEBOOK USERS. TABLE VALUES MAY NOT SUM EXACTLY DUE TO ROUNDING IN THE SOURCE DATA.
SHARE OF WEB TRAFFIC BY DEVICE

Based on each device's share of all web pages served to web browsers

- **Laptops & Desktops:** 49%
  - Year-on-Year Change: -4%

- **Mobile Phones:** 40%
  - Year-on-Year Change: +11%

- **Tablet Devices:** 11%
  - Year-on-Year Change: -14%

- **Other Devices:** 0.16%
  - Year-on-Year Change: -11%

MOBILE ACTIVITIES
SURVEY-BASED DATA: FIGURES REPRESENT RESPONDENTS’ SELF-REPORTED ACTIVITY

- Percentage of the population using mobile messengers: 57%
- Percentage of the population watching videos on mobile: 48%
- Percentage of the population playing games on mobile: 40%
- Percentage of the population using mobile banking: 44%
- Percentage of the population using mobile map services: 53%

SOURCE: GLOBALWEBINDEX, Q2 & Q3 2017. BASED ON A SURVEY OF INTERNET USERS AGED 16-64.
NOTE: DATA HAS BEEN REBASED TO SHOW TOTAL NATIONAL PENETRATION, REGARDLESS OF AGE.
WEEKLY ONLINE ACTIVITIES BY DEVICE

PERCENTAGE OF THE TOTAL POPULATION* ENGAGING IN EACH ACTIVITY AT LEAST ONCE PER WEEK [SURVEY-BASED]

<table>
<thead>
<tr>
<th>Activity</th>
<th>Smartphone</th>
<th>Computer</th>
</tr>
</thead>
<tbody>
<tr>
<td>Use a search engine</td>
<td>59%</td>
<td>64%</td>
</tr>
<tr>
<td>Visit a social network</td>
<td>54%</td>
<td>46%</td>
</tr>
<tr>
<td>Play games</td>
<td>13%</td>
<td>18%</td>
</tr>
<tr>
<td>Watch videos</td>
<td>41%</td>
<td>42%</td>
</tr>
<tr>
<td>Look for product information</td>
<td>34%</td>
<td>35%</td>
</tr>
</tbody>
</table>

*Notes: Data based on survey responses from adult internet users only; please see the notes at the end of this report for more information on Google's methodology and their audience definitions. Data has been rebased to show total national penetration, regardless of age.
<table>
<thead>
<tr>
<th>#</th>
<th>QUERY</th>
<th>INDEX</th>
</tr>
</thead>
<tbody>
<tr>
<td>01</td>
<td>FACEBOOK</td>
<td>100</td>
</tr>
<tr>
<td>02</td>
<td>WEATHER</td>
<td>95</td>
</tr>
<tr>
<td>03</td>
<td>YOU</td>
<td>86</td>
</tr>
<tr>
<td>04</td>
<td>GOOGLE</td>
<td>76</td>
</tr>
<tr>
<td>05</td>
<td>YOUTUBE</td>
<td>68</td>
</tr>
<tr>
<td>06</td>
<td>NEWS</td>
<td>61</td>
</tr>
<tr>
<td>07</td>
<td>HOTMAIL</td>
<td>32</td>
</tr>
<tr>
<td>08</td>
<td>EBAY</td>
<td>28</td>
</tr>
<tr>
<td>09</td>
<td>GUMTREE</td>
<td>27</td>
</tr>
<tr>
<td>10</td>
<td>BOM</td>
<td>26</td>
</tr>
<tr>
<td>11</td>
<td>MOVIES</td>
<td>25</td>
</tr>
<tr>
<td>12</td>
<td>GMAIL</td>
<td>24</td>
</tr>
<tr>
<td>13</td>
<td>BUNNINGS</td>
<td>24</td>
</tr>
<tr>
<td>14</td>
<td>MAP</td>
<td>23</td>
</tr>
<tr>
<td>15</td>
<td>KMART</td>
<td>22</td>
</tr>
<tr>
<td>16</td>
<td>REAL ESTATE</td>
<td>20</td>
</tr>
<tr>
<td>17</td>
<td>COLES</td>
<td>20</td>
</tr>
<tr>
<td>18</td>
<td>AFL</td>
<td>20</td>
</tr>
<tr>
<td>19</td>
<td>MAPS</td>
<td>19</td>
</tr>
<tr>
<td>20</td>
<td>TELSTRA</td>
<td>19</td>
</tr>
</tbody>
</table>
E-COMMERCE SPEND BY CATEGORY

TOTAL ANNUAL AMOUNT SPENT ON CONSUMER E-COMMERCE CATEGORIES, IN UNITED STATES DOLLARS

- **Fashion & Beauty**: $3.399 billion
- **Electronics & Physical Media**: $2.526 billion
- **Food & Personal Care**: $0.925 billion
- **Furniture & Appliances**: $1.441 billion
- **Toys, DIY & Hobbies**: $2.322 billion
- **Travel (Including Accommodation)**: $1.577 billion
- **Digital Music**: $0.312 billion
- **Video Games**: $0.340 billion


**Note**: Figures are based on estimates of full-year consumer spend in 2017, and do not include B2B spend.
E-COMMERCE ACTIVITIES IN PAST 30 DAYS

SURVEY-BASED DATA: FIGURES REPRESENT RESPONDENTS’ SELF-REPORTED ACTIVITY

- Searched online for a product or service to buy: 73%
- Visited an online retail store: 65%
- Purchased a product or service online: 59%
- Made an online purchase via a laptop or desktop computer: 26%
- Made an online purchase via a mobile device: 26%

SOURCE: GLOBALWEBINDEX, Q2 & Q3 2017. BASED ON A SURVEY OF INTERNET USERS AGED 16-64.
NOTE: DATA HAS BEEN REBASED TO SHOW TOTAL NATIONAL PENETRATION, REGARDLESS OF AGE.
Why is Social Media important?

- 70% Aussies active
- Small bits of content, more frequently
- No fees
- Used by all ages
- Instantly gauge what’s of interest

input to media coverage

several authors lightens the workload, adds variety

media

influence

reach

efficient

free

feedback

youth

social media

collaborative

influence decision makers
SOCIAL MEDIA
Current grant process
Leveraging social media to get votes for which applications will get funding

- Higher profile
- Popularity in the community determines the outcome of grant application
SOCIAL MEDIA

LIKE

SHARE

COMMENT

Hi All,

It has been suggested to me that we have a Facebook page as well as this group. A page will (apparently) let more people see what we are doing. It means we can reach people who are not so committed as to join the group.

Then the group can be about planning and logistics etc, and the page can be about outreach. It seemed good advice to me.

What do you reckon?

...your shifts looking over our lemon-scented gum you have made new connections and feel a renewed sense of community. Thank you for giving all of us an opportunity to really admire this tree, her inhabit...
SOCIAL MEDIA

- Instagram
- Facebook
- Youtube
01 ONLINE RESOURCES

02 SOCIAL MEDIA

03 INFOGRAPHICS

04 AR
Information presentation is changing
Attracting a younger demographic means presenting info in a way that appeals to them

• Concise facts
• Imagery and colour
• Shared, Collected
• Republished
• Spoken language
21 digital marketing trends for 2018

1. PERSONALIZED CONTENT
- 92% of shoppers consult their phones in a store when deciding which product to buy.
- Personalized shopping cart recommendations influence 92% of shoppers to complete a purchase.

2. PRIVACY PROTECTION
- 55% of consumers said they had decided against buying something due to privacy concerns.

3. THE RISE OF VIDEO
- 79% of consumers would rather watch a video to learn about a product, than read a text.

4. OPINION LEADERS
- 70% of millennials are influenced by the recommendations of their peers in buying decisions.

5. ARTIFICIAL INTELLIGENCE
- 75% of more than 200 business executives said AI will be actively used in their businesses within the next three years.

6. BIG DATA
- $46.34 billion is the expected worth of Big Data by 2018.

13. MICRO-MOMENTS
- 82% of consumers consult their phones in a store when deciding which product to buy.

15. SHORT-LIVED CONTENT
- Number of daily Instagram users (in million) after launching Stories.

14. USER-GENERATED ADS
- The UGC-based ads get 4x higher click-through rates.

16. THE GROWTH OF AR & VR
- By 2020 both VR and AR are expected to generate $150 billion in revenue.

17. SOCIAL COMMERCE
- % of internet users who use social media to find new products.

18. FOCUS ON GEN Z
- Gen-Zers are expected to constitute 40% of all consumers by 2020.

19. CROSS-DEVICE MARKETING
- 41% of post-click desktop transactions come from another device.

20. CRO & LANDING PAGES
- Only 22% of businesses are satisfied with their conversion rates.

21. THE POPULARITY OF MOBILE PAYMENTS
Historic Homes in Waikiki Showcased in Self-Guided Walking Tour

A Waikiki walking tour map for independent travelers is now available. The self-guided itinerary is suitable for individual.
Historic Downtown Honolulu

Self-Guided Tour

1. Hawaii's State Capitol (1949) - Built Hawaii's State Capitol building houses the office of the Governor and Lieutenant Governor, the chambers of the state House and Senate, and the governor's residence. The Capitol building was constructed of concrete and is one of the largest public buildings in the world. It was designed by architect John A. Burns.

2. Board of Water Supply Building (1919) - The Board of Water Supply Building was constructed in 1919 and is currently used as a museum. It was designed by local architect Harry Goldstein.

3. Advertiser Building (1929) - The Advertiser Building was constructed in 1929 and is currently used as an office building. It was designed by local architect Harry Goldstein.

4. Kaka'ako Fire Station (1929) - The Kaka'ako Fire Station was constructed in 1929 and is currently used as a fire station. It was designed by local architect Harry Goldstein.

5. Territorial Building (1902) - The Territorial Building was constructed in 1902 and is currently used as an office building. It was designed by local architect Harry Goldstein.

6. Hawaii State Archives (1960) - The Hawaii State Archives building was constructed in 1960 and is currently used as an archive. It was designed by local architect Harry Goldstein.

7. King Kamehameha Statue (1872) - The statue of King Kamehameha was constructed in 1872 and is currently used as a statue. It was designed by local artist Harry Goldstein.

8. Ali'i Mail Helm (1874) - The Ali'i Mail Helm was constructed in 1874 and is currently used as a helm. It was designed by local architect Harry Goldstein.

9. Iolani Palace (1882) - The Iolani Palace was constructed in 1882 and is currently used as a palace. It was designed by local architect Harry Goldstein.

10. US Post Office, Custom House, and Courthouse (1922) - The US Post Office, Custom House, and Courthouse was constructed in 1922 and is currently used as a courthouse. It was designed by local architect Harry Goldstein.

www.historichawaii.org
A stroll through heritage

The Tiong Bahru Heritage Trail which spans 2.5km and comprises 10 stops, uncovers well-kept secrets, stories and historical nuggets about the quaint 77-year-old estate.

Design of Tiong Bahru's post-war flats

This stop looks at the post-war Singapore Improvement Trust flats built in Tiong Bahru, which were inspired by the International Style characterized by the use of boxes to create the interior spaces of buildings. The incorporation of local features such as five-foot ways and spiral staircases into the design of these flats which were built between 1948 and 1954.

Tiong Bahru Community Centre

In 1951, a pre-war standpipe air-raid shelter at 63 Ghim Moh Road was converted into the Tiong Bahru Community Centre. The centre held regular film screenings, weekend dances and activities. It also contained a vegetable centre to keep consumers in the loop. The centre expanded in 1960 after converting other air-raid shelters located in the quadrangle bordered by Tiong Bahru Road, South Kent Rd, Seng Poh Road and Eng Woo Road.

The horse-shoe block

Block 79 which straddles Methala Terrace and Queen Oudar Road, is designed in the shape of a horse-shoe. It also hosts the first air-raid shelter to be included as part of a public housing project here.

The architecture of Tiong Bahru

The first Singapore Improvement Trust flats in Tiong Bahru were built in 1936. Their streamline and streamlined appearance stems from their architect's inspiration with Streamline Moderne, an Art Deco style which emerged in the 1930s. Early residents felt the design of Blocks 81 and 82 along Tiong Poh Road looked like the wings of an airplane and called them aeroplane flats.

Outram precinct

This marker commemorates the three significant institutions - the Corner's Court, the Institute of Health Dentistry and the Outram Prison, which were all located in this area.

Monkey God temple

Founded in 1920, the temple claims that it is the very first temple here to be dedicated to the worship of the monkey god. The temple houses more than 10 statues of the god.
Oregon's Most ENDBRAINED PLACES

Willamette Valley
Pioneer Homesteads

1840...1865

The early settlers of Oregon... built buildings by hand...

...constructing more than 4500 buildings on farmsteads in the Willamette Valley...

in several styles.

Now is the time to save these endangered places.

We must preserve this chapter of American history.

Please donate today to the Willamette Valley Pioneer Homesteads initiative. To learn more, visit www.historicpreservationleague.com/homesteads.

Photos showing people courtesy of the Lane County Historical Society.

This irreplaceable heritage is disappearing.

Only 5.5% remain (255 buildings).

percentage of original buildings standing (255 buildings).

<table>
<thead>
<tr>
<th>County</th>
<th>Number</th>
</tr>
</thead>
<tbody>
<tr>
<td>Benton</td>
<td>22</td>
</tr>
<tr>
<td>Clackamas</td>
<td>46</td>
</tr>
<tr>
<td>Lane</td>
<td>16</td>
</tr>
<tr>
<td>Linn</td>
<td>28</td>
</tr>
<tr>
<td>Marion</td>
<td>31</td>
</tr>
<tr>
<td>Multnomah</td>
<td>8</td>
</tr>
<tr>
<td>Polk</td>
<td>9</td>
</tr>
<tr>
<td>Washington</td>
<td>10</td>
</tr>
</tbody>
</table>

255 buildings standing

210+ years old

Source: U.S. Census Bureau, 1900

The 255 surviving homes, barns, and outbuildings from the pioneer period tell the story of Oregon and the frontier required to settle the Willamette Valley. Most are at risk of being lost to obsolescence or neglect.
<table>
<thead>
<tr>
<th>DOMINANT CHARACTERISTICS</th>
<th>FEDERATION BUNGALOW</th>
<th>FEDERATION TIMBER BUNGALOW</th>
<th>FEDERATION TIMBER WORKERS COTTAGE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Plan Form</td>
<td>Rectangle or L Shape</td>
<td>Rectangle or L Shape</td>
<td>Rectangular</td>
</tr>
<tr>
<td>Foundation</td>
<td>Limestone</td>
<td>Timber atumpo</td>
<td>Rectangular</td>
</tr>
<tr>
<td>Wall Construction</td>
<td>Soft red brickwork with lime mortar joints, etuero strings</td>
<td>Stud framed wall, feather edgo weatherboard cladding</td>
<td>Stud framed wall, feather edgo weatherboard cladding</td>
</tr>
<tr>
<td>Roof Form</td>
<td>Hipped and gabled</td>
<td>Hipped</td>
<td>Hipped</td>
</tr>
<tr>
<td>Roof Pitch</td>
<td>30 degrees</td>
<td>30 degrees</td>
<td>22.5 – 25 degrees</td>
</tr>
<tr>
<td>Gables</td>
<td>Half timbered over roughcast render, applied swags</td>
<td>n/a</td>
<td>n/a</td>
</tr>
<tr>
<td>Roof Finish</td>
<td>Plain terracotta tiles or corrugated iron painted</td>
<td>Corrugated galvanised iron painted</td>
<td>Corrugated galvanised iron painted</td>
</tr>
<tr>
<td>Entrances</td>
<td>Door and sidelight assemblies, lead-lighting and stained glass</td>
<td>Doors and sidelight assemblies</td>
<td>Door and bottom bung hopper window over</td>
</tr>
<tr>
<td>Window Types</td>
<td>Vertical format side hung casement and double hung sashes</td>
<td>Vertical format, double hung sashes</td>
<td>Vertical format, double hung sashes</td>
</tr>
<tr>
<td>Verandah</td>
<td>Full or half width with timber posts and decorative brackets and frieze</td>
<td>Half to three quarter width with timber balustrade, decorative brackets and frieze</td>
<td>Full width and separately pitched from main roof, plain posts generally without decorative detail</td>
</tr>
<tr>
<td>Garages</td>
<td>Not an original element</td>
<td>Not an original element</td>
<td>Not an original element</td>
</tr>
<tr>
<td>Setbacks</td>
<td>Front £ – 10m., average 0m, side 0.0 - 0.9m</td>
<td>Front £ – 10m., average 0m, side 0.0 - 0.9m</td>
<td>Front £ – 10m., average 0m, side 0.0 - 0.9m</td>
</tr>
<tr>
<td>Front Fencing</td>
<td>Open picket timber fencing, painted, 900mm high</td>
<td>Open picket timber fencing, painted, up to 900mm high</td>
<td>Open picket timber fencing, painted, up to 900mm high</td>
</tr>
<tr>
<td>Special Features</td>
<td>Tall corbel top chimneys and often elaborately decorated gables. Small proportion of window to wall and dominant roofs a feature.</td>
<td>Simple appearance with dominant roofs and verandas shading the whole of the front of houses</td>
<td>Simple appearance with dominant roofs and verandas shading the whole of the front of houses</td>
</tr>
</tbody>
</table>

https://federation-house.wikispaces.com/Federation+Bungalow+style
Victorian Inventions

Timeline style infographic

- 1837: Victoria is crowned Queen
- 1837: Morse code
- 1838: Photography
- 1851: The Great Exhibition
- 1829: Stephenson’s ‘Rocket’ wins The Rainhill trials
- 1864: Jelly babies
- 1861: Prince Albert dies
- 1851: Ice cream
- 1872: Peen farthing bicycle
- 1872: Typewriter
- 1877: Phonograph
- 1888: Kodak film camera
- 1894: Moving pictures (movies)
- 1895: The wireless radio
- 1901: Queen Victoria dies
Augmented Reality
A specific type of App that combines reality (camera image) with additional content

- Several types
- Mobile devices
- Additional content
- Animations
- Directions
“Any sufficiently advanced technology is indistinguishable from magic”

Arthur C Clarke
Authors and Story Tellers
Embedded video
Geolocation
Thank You

Sue Scarfe
sue.scarfe1@gmail.com
2018