

CubeWalk Soundtrail Tutorial Package

The [CubeWalk Soundtrail](#) is an immersive, documentary-based audio walk across SCU's Lismore campus utilising the existing network of interactive public artwork. Using the Soundtrails mobile application, you can experience a series of richly designed audio stories as you walk from one part of the campus to the next.

The documentaries, produced by students in the Bachelor of Media degree, capture stories of resilience, passion and success from students, staff and the wider SCU community. These previously untold stories reflect the diverse cultures and environments that make up our regional university, while also providing a unique window into campus life for visitors of all ages.

The purpose of this tutorial package is to provide university teachers with the necessary resources to integrate the CubeWalk Soundtrail into existing units. The following elements, which will support your use of the CubeWalk Soundtrail include:

- an outline of the technical requirements for accessing the CubeWalk Soundtrail;
- a map showing the locations of the Cubes on Lismore Campus, along with their associated learning concepts
- synopses of the audio stories that make up the CubeWalk Soundtrail; and
- a framework outlining possible prompts and activities for using the CubeWalk Soundtrail in the art, humanities and sciences. NOTE: Teachers are encouraged to develop with own pathways through the CubeWalk to match unit learning outcomes.

Accessing the CubeWalk Soundtrail

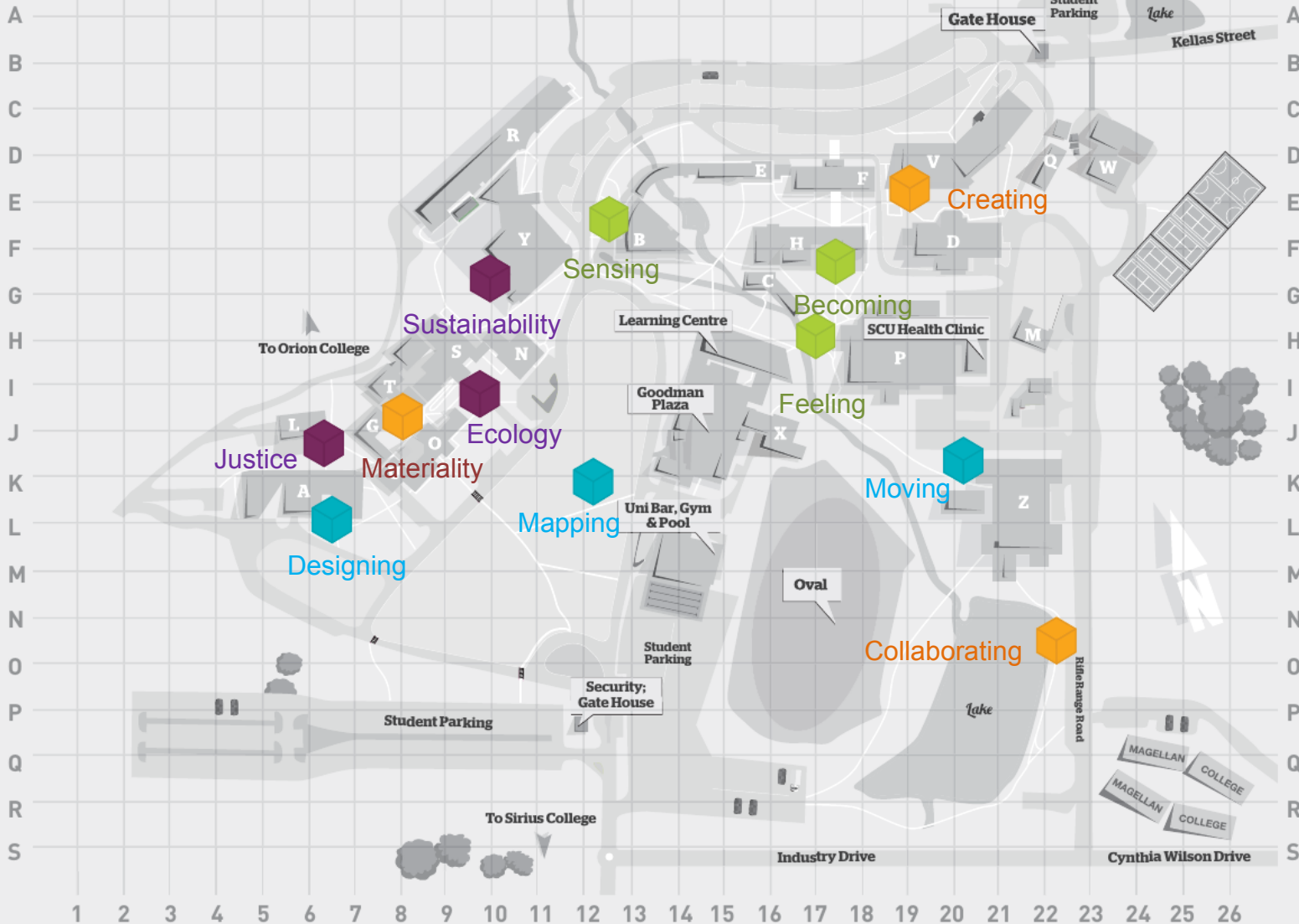
To experience the CubeWalk Soundtrail *each* student and tutor will need:

1. a smart device (mobile phone or tablet with location services turned on – the app is GPS activated)
2. access to data (SCU wireless access is ideal) to download the app and the Soundtrail
3. a set of headphones or earphones

Each student and tutor can then download and activate the CubeWalk Soundtrail:

1. First, download the *Soundtrails* app from iTunes or Google Play.
2. Then, open the app and download the SCU CubeWalk Soundtrail from the Northern Rivers collection.
3. Now, put on your headphones and follow the CubeWalk map to make your way around the Lismore campus CubeWalk. The Soundtrails app will use GPS to automatically play the audio stories as you navigate from one cube to the next.
4. Please complete the survey <https://www.surveymonkey.com/r/cubewalk> at the end of your walk.

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26



cubewalk

BEING

Becoming	→	Knowing	F17
Affect	→	Feeling	H17
Engagement	→	Sensing	E13

DWELLING

Embodiment	→	Moving	K20
Emplacement	→	Mapping	K12
Mediation	→	Designing	L7

THINKING

Network	→	Ecological Thinking	I10
Justice	→	Critical Thinking	J6
Sustainability	→	Futures Thinking	G10

MAKING

Materiality	→	Expressing	J8
Collective	→	Collaborating	O22
Imagination	→	Creating	E19

CubeWalk is an installation based on David Rousell's 'States and Territories' Doctoral research

Stories from the CubeWalk Soundtrail

Affect | Feeling

Science student Shana Miller's experience of a Colombo Plan excursion to Sumatra helped reveal to herself just what she was capable of. *Story produced by Cloe Jager.*

Becoming | Knowing

Widjabul/Wyabul elder Aunty Irene Harrington is committed to building knowledge of the Bundjalung language. She welcomes you to country. *Story produced by Jeanti St Clair.*

Engagement | Sensing

Law student Ronny Susanto says being involved in university life and mentoring others enriches your university experience. *Story produced by Kristian Keogh.*

Embodiment | Movement

Moesha Johnson studies biomedical science, is a competitive swimmer and is part of SCU's Elite Athlete program. *Story produced by Nada van Kempen.*

Emplacement | Mapping

Associate Professor Ross Goldingay has spent years mapping Lismore's koala population, including those living on the SCU campus. *Story produced by Daniel Richards.*

Mediation | Design

Dr Alyssa Simone is a media artist and lecturer in the Bachelor of Media. *Story produced by Kayleigh-Rea Smith.*

Network | Ecology

Stevi-Lee Alver, a Creative Writing student, found her first publication gave her the courage and confidence to experiment with poetry forms and style. *Story produced by Jessica Neal.*

Justice | Critical Thinking

Bachelor of Law (Honours) student Johanna Byrne faced an incredible loss in the first year of her degree. *Story produced by Karlyn Major*

Sustain | Futures Thinking

Shelli Van Santen is a Marine Science and Management Masters student and is passionate about finding solutions to global plastic pollution. *Story produced by Jacqueline Munro.*

Materiality | Express

SCU's dive officer Simon Hartley is also a keen aquaponics researcher. *Story produced by Matthew Murphy*

Collective | Collaborating

Dr Kristin den Exter's father worked at SCU as an environmental science lecturer when she was a child. It is no surprise that she followed in his footsteps. *Story produced by Dean Aaron.*

Imagination | Creating

Two visual arts students discuss their art practice and its philosophical underpinnings. Jodi Woodward is concerned with the complexities of the human condition, identity and memory. Michele Bevis uses recycled materials to draw attention to the human impact upon the planet. *Story produced by Emily Page and Simon Whicker.*

Creative Arts and Media

Suggested Activities, Prompts and Walking Paths

- **Activities could include** analysing the sensory composition of the audio stories; exploring the relationships between story, concept, object and place; responding creatively through different media; exploring ways to integrate location-based media in their own practices.
- **Prompts could include** reflecting on the relationship between belonging, personal narrative and environment; selecting one specific site as a case study; *how else could you tell this story?*
- **Walking Paths could include** Becoming -> Feeling-> Creating (30 minutes); Ecology-> Designing-> Mapping-> Collaborating-> Moving-> Creating (1 hour)

Humanities and Social Sciences

Suggested Activities, Prompts and Walking Paths

- **Activities could include** analysing the ways that different social and cultural perspectives are explored through the SoundTrail; exploring sensory modes of engaging with personal narratives; creating written reflections and responses to the narratives; exploring themes of belonging, inclusion and resilience.
- **Prompts could include** reflecting on the relationship between social inclusion, personal narrative, and environment; selecting one specific site as a case study; *what other questions would you like to ask this person?*
- **Walking paths could include** Becoming-> Feeling -> Sensing (30 minutes); Justice-> Sustainability -> Ecology -> Materiality -> Design -> Mapping (1 hour)

Natural Sciences and Engineering

Suggested Activities, Prompts and Walking Paths

- **Activities could include** mapping the campus as a social ecology; exploring different ways of communicating science/engineering concepts and results; considering the importance of community engagement with science; exploring research pathways.
- **Prompts could include** reflecting on the relationship between scientific practice, personal narrative and communication; exploring the nexus between science and art practices; selecting one specific site as a case study; *how could you use this locative media technology to communicate scientific findings?*
- **Walking paths could include** Sustainability -> Materiality -> Designing (30 minutes); Collaboration-> Feeling -> Mapping-> Materiality-> Ecology-> Sustainability (1 hour)

Feedback on the CubeWalk Soundtrail

The CubeWalk Soundtrail aims to foster environmental awareness, a sense of belonging and social inclusion amongst people from diverse cultural backgrounds. Mobile educational technologies offer unique opportunities to connect people and their environments in new ways, thus supporting the sustainable development of research, teaching, learning and community engagement at Southern Cross University.

Your feedback on the CubeWalk Soundtrail is important to us and easy to give - please follow this link: <https://www.surveymonkey.com/r/Soundtrail>

The CubeWalk Soundtrail was made possible by a grant from the Higher Education Participation and Partnerships Programme (HEPPP). The project is a collaboration between David Rousell (School of Education), Jeanti St Clair (School of Arts and Social Sciences) and the Story Project non-profit organisation. Please contact Jeanti St Clair (jeanti.stclair@scu.edu.au) or David Rousell (david.rousell@scu.edu.au) with any questions about the CubeWalk Soundtrail, including tutorial activities, orientation walks or visitor tours.