Start: Vogel Street

Stop 5: 141 Princes Street

9

Stop 9: Cr Princes and King Sts

Stop 1: 249 Cumberland Street

Stop 6: 152 Princes Street

10

Stop 10: Finish.
Can you find the mystery aura?

1

Stop 2: 101 Stuart Street

2

Stop 3: 145 Stuart Street

Stop 7: 18 Dowling Street

3

7

Welcome to *Walks of Absent Memory*, a project designed for ADA Mesh Cities. This project is by Tracey Benson and explores past and present Dunedin.

Technical specifications

Walks of Absent Memory uses augmented reality, and to view it you must have an internet enabled mobile device running iOS or Android (tablet or smartphone). You must also have the "Aurasma" app installed.

To install Aurasma:

Search for and download the "Aurasma" app in Google Play or the Apple App Store.

Launch the app, click on the "A" symbol at the bottom of the screen, then click on the magnifying glass icon.

In the search box, type in "bytetime" and click "Search".
Select the channel titled "bytetime" then click "Follow" to follow the channel.

Now you are ready to view the work. When you are in front of one of the building landmarks on this map, click the target icon (bottom centre of the screen) and hold your device in front of the building to watch it animate.

Any time you want to view the work in future, simply launch Aurasma, and it will be ready to go.

Note: make sure you are connected to the Internet before holding your device up to the building 'clue' marked on this map.

Stop 4: 67 Princes Street

Stop 8: 16 Dowling Street

8

4

WALKS OF ABSENT MEMORY

WALKS OF ABSENT MEMORY