



Eternity AR

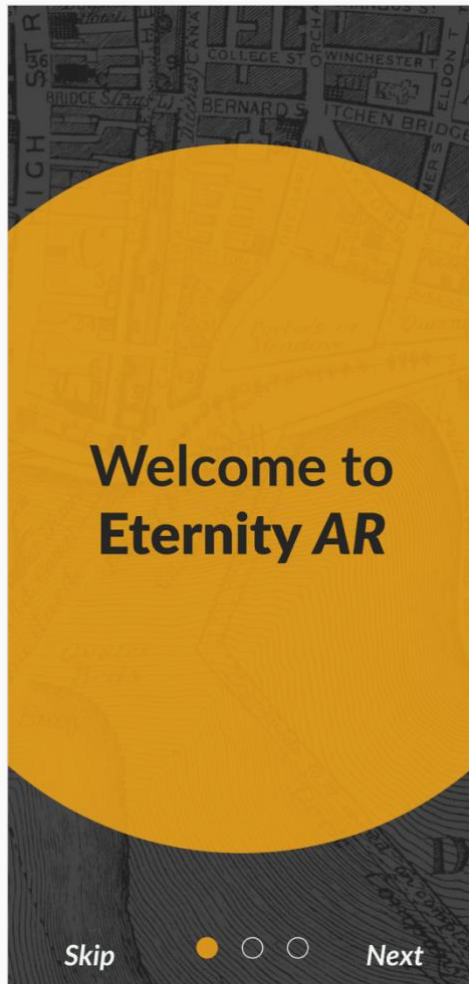


Google Play



Eternity AR

A Unique Audio Experience that places you at the centre of History.

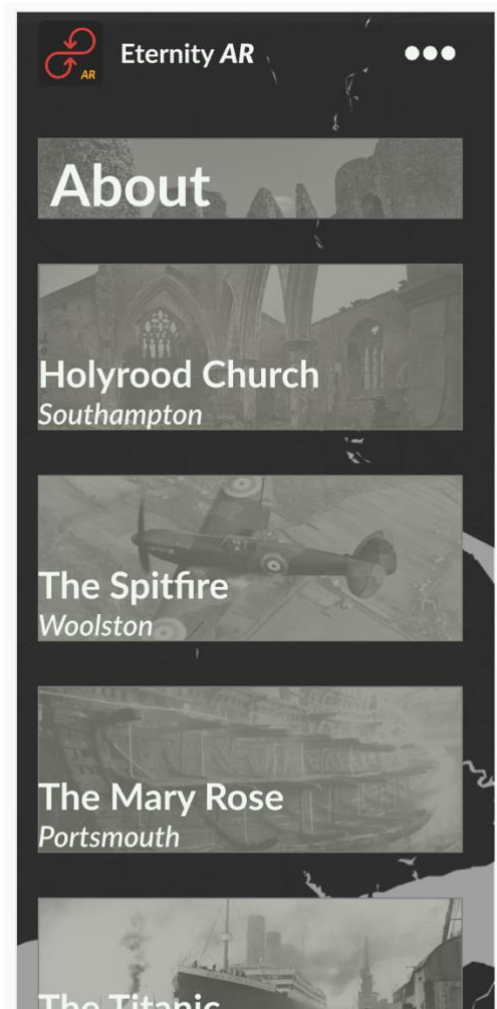


Eternity AR is a project that places you at the centre of historic events and locations, using simple everyday technology to achieve this. All that you need is a phone and a pair of headphones for Eternity AR to deliver a unique and immersive audio experience. Our stories draw from real historic accounts and recreations to give you an accurate, educational representation of history. These experiences will be GPS activated, meaning that you will be in the area where history happened, listening to how it could've happened

We are aiming this app at all ages as we believe that history is important to remember. There are many uses for this type of project, from entertainment to education. We think that as the lifecycle of the app continues, we could implement specialist modes, such as an education mode that would allow the app to be used in a primary education setting.

Each experience contains little to no dialogue as we opt to tell our stories through just the use of sound design alone, allowing the user to remain fully immersed in history as it unfolds around them.

All you need is a standard pair of headphones, a phone and an internet connection to get started and we will handle the rest (the better the headphones, the better the experience). Eternity AR uses a unique audio mixing process that allows standard stereo headphones to reproduce the effects of 360-degree audio, without the need for expensive equipment.





While GPS triggered experience is ideal, we are aware that some users may not be able to reach these locations for one reason or another. In order to make sure that the project is fully accessible to all users, the experiences will be available online as well as on the app

The app will initially be available for Android devices via the Google Play store however may become available on iOS if there is a demand. The app will always be free in line with our aim to provide educational and entertaining content.

View the indev prototype here:

<https://xd.adobe.com/view/757ce9a3-6d28-469d-aa31-68817e157eac-202f/>

The first experience is based in Southampton's Holyrood Church.

Many people walk past Holyrood Church every single day, but few know how deep the history behind the now scarred church goes. The current structure that sits on the site can be dated back to 1320, however, the site has had some form of religious significance since the 1100s.

The church has been used by many individuals and groups of people over the years for a variety of purposes. Holyrood primarily served the local community, however, it often served crusaders due to leave to the Holy Land, and Phillip II of Spain visited for worship before his marriage to Queen Mary at the Cathedral in Winchester. Later during its lifespan, it was often referred to as the "Church of the Sailors" by locals, due to its proximity to the port. It could facilitate services for 974 people at the peak of its use.

Sadly, on the 30th of November 1940, Southampton City Centre was targeted during a German bombing raid. Around 800 High Explosive bombs as well as approximately 900 Firebombs were dropped on the City and Surrounding areas in just one night. This catastrophic attack took the lives of 214 people and destroyed approximately 500 properties. Holyrood church had been gutted, becoming one of the 7 churches in the city to fall victim to the Blitz.

This short audio experience imagines what it would've been like on that night, placing you right at the centre of the blitz.

Listen to it here:

<https://soundcloud.com/user-959624829-343296321>