Module 4: Optional Resources

“Stone Town VR”, by Mohammed Maisha, Open Skies Fellowship

https://www.youtube.com/watch?v=ewbTbZTeU2w

*This is the narrated screen recording video of Stone Town VR created by Mohammed Maisha.*

Stone Town VR is available to visit in the Neos Metaverse platform ([neos.com](http://neos.com)).

“The Use of Virtual Reality to Enhance the Image of Stone Town, Zanzibar”, by Mohammed Maisha, Open Skies Fellowship (a fellowship program led by OpenMap Development Tanzania in collaboration with Uhurulabs and the Humanitarian OpenStreetMap Team)

https://hackmd.io/@maisha-/H1XsberOt

*Mohammed Maisha explains some of the technical behind-the-scenes aspects of Stone Town VR in this blog post.*

“Can journalism get ahead of the Metaverse,” by Katie Taranto, Reynolds Journalism Institute


*In this article, Katie Taranto interviews innovative journalists about the need for ongoing and deliberate journalistic experimentation and exploration of the metaverse to both help the industry stay current with this new technological arena, and to better understand the opportunities for the journalism industry.*


The New York Times Research & Development team spent six months putting together a detailed guide for photogrammetry, and it includes this comprehensive sub-guide on publishing 3D models on websites.

“Capture the Story in 3D, Tell It in Augmented Reality”, by Travis Daub, STORIUS


Remember from earlier modules the two PBS NewsHour articles that used photogrammetry models? This Medium post, by Travis Daub, Director of Digital at PBS NewsHour, provides a technical behind-the-scenes look at how his team produced the photogrammetry models included in those two articles.