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## **An AR App Wants to Correct the Scarcity of Monuments to Historical Leaders of Color**

This article is extremely interesting for me in artists expressing their mission to find equity in their work. This Kinfolk App project was not an easy endeavor for the media and technology artists to create a 3D augmented reality world displaying several Black and Brown Icons as a means of educating the young through technology. It is a strong mission to undertake education through technology and at times quite expensive to do so too.

While I completely support this endeavor for its stories in educating the youth on black and brown history, I am wondering how did this project come to fruition financially? How was it produced? What equitable organizations are supporting this Kinfolk App's development and execution and what do they gain in its educational pursuits? While I think the opportunity to engage a younger audience on authentic black and brown histories is more than viable in current age, what is the return on the investment for those who are supporting the applications development and execution? Was this application created just to make a statement in education of history without the permission of an institution to be free of charge to the public for educational engagement and how are the creators of this application financially benefiting from this work?