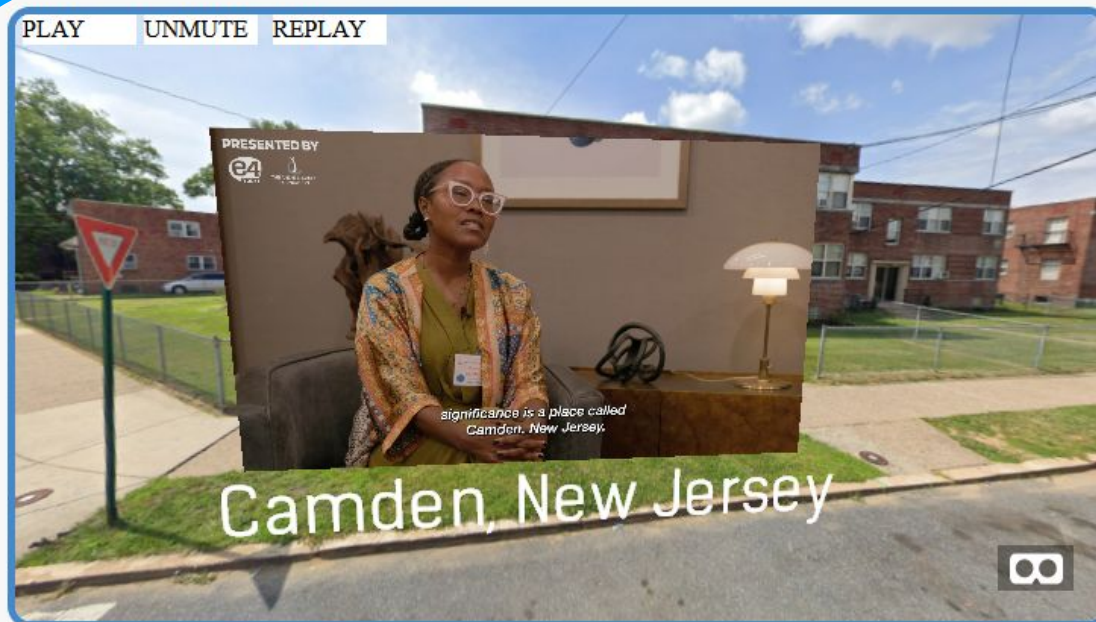




**WHAT ONCE WAS (WOW)
BLACK EMPLOYEE STORIES**

WOW: Black History Workshop

BLACK EMPLOYEE STORIES



Dawn Henderson – Camden, New Jersey

Director of Research – Village of Wisdom

Dawn's hometown, Camden, New Jersey, holds a special place in her life, as it is where she was born and raised. Despite Camden's reputation as one of the most impoverished and dangerous cities in the United States, Dawn vividly recalls her formative years spent there. These experiences have become a valuable resource for her in her current position as the Director of Research at the Village of Wisdom, where she uses her insights to empower others for success.



[Click above to view example](#)

- Celebrate your Black employees' successes.
- We work with them to identify places of significance and capture those memories through photos and video interviews.
- We publish their stories on the WOW platform and social media to be shared with the world.
- Gain insights into what motivates your team members and showcase your workplace culture.
- Explore historic East Austin using XR tools.



WOW: Black History Workshop

HOW IT WORKS

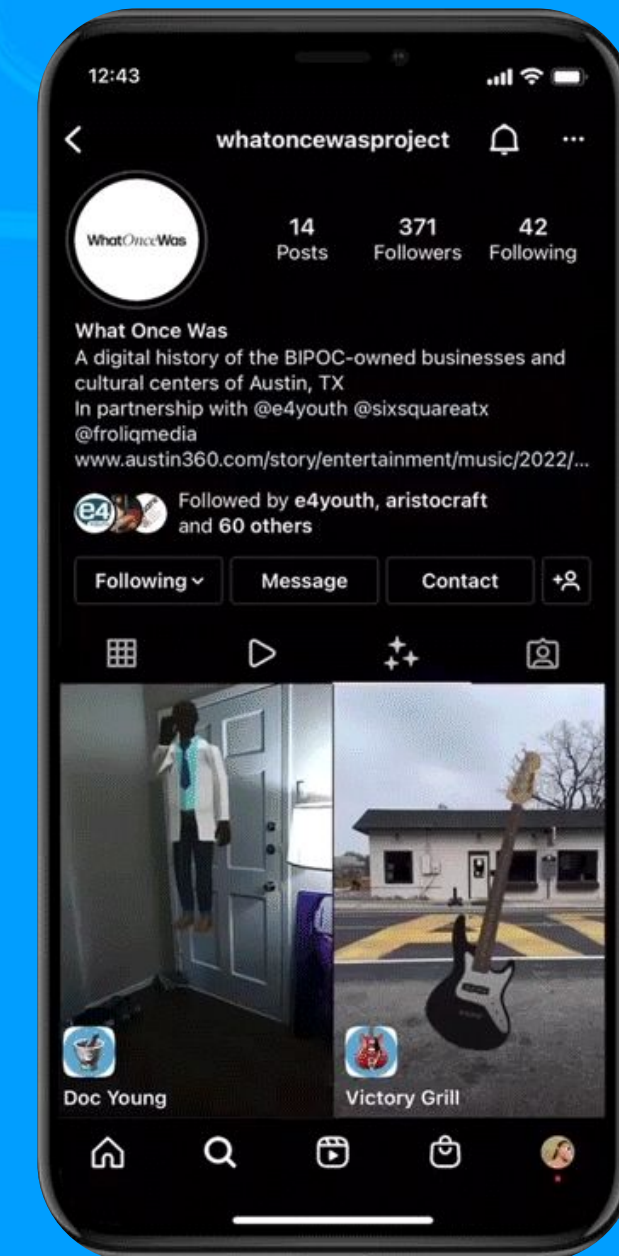
- Choose up to **5 employees** to be showcased.
- Have them fill out this [brief questionnaire](#) about their **Places of Significance**.
- Our crew conducts **10 minute video interviews** with each employee.
- **Stories are unveiled on WOW platform at an in person event** with an employee panel discussion and demos of the WOW platform.
- Content is shared as part of a social media campaign.



What is WOW?

WHAT ONCE WAS (WOW)

- A location-based Mixed Reality (VR/AR) storytelling engine featuring content created by our students.
- Builds community through storytelling and Web 3.0 technologies.
- In Person and remote tours of historic locations.
- Users earn NFT badges and receive perks/discounts from local merchants.



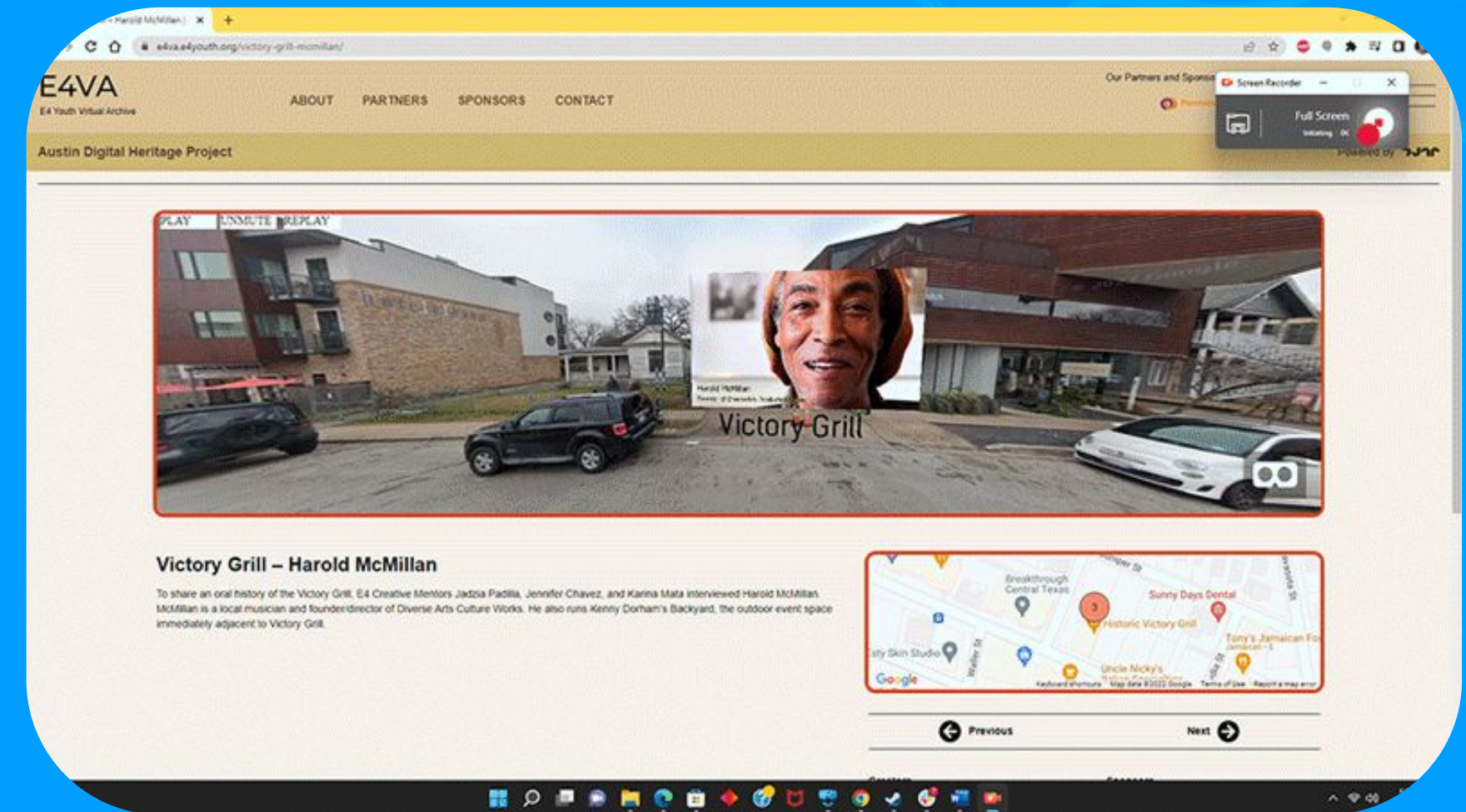
AR Example



Why WOW?

WHAT ONCE WAS (WOW)

- BIPOC communities tell their stories.
- College-aged BIPOC youth are employed and upskilling into high growth careers.
- K - 12 BIPOC youth gain cultural awareness and develop digital skills.
- Newcomers gain historical context and engage with neighborhoods in more equitable ways.



VR Example

About E4 Youth

E4 Youth is 501(c)(3) nonprofit organization and technology startup that builds pipelines of creative and tech related talent. We **Engage, Empower, Educate** and **Employ** the youth of color an equitable future demands by ensuring that they are **Seen, Heard** and **HIRED**.

Key Programs

Creative Leadership Academy - College-aged youth build community as they receive ongoing training and employment opportunities working directly with E4 Youth and our partners.

Get Creative Enrichment Clubs - Weekly in- or after-school program where our CLA Creative Mentors work with high school students to develop portfolios showcasing their creative and employability skills.

What Once Was (WOW) - a location-based Mixed Reality storytelling platform that facilitates in person and remote tours of cities along with digital skill building curriculum and support services for K - 8 schools and service providers.