



Digital Storytelling

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What is Digital Storytelling?

- Digital Storytelling is the intersection between the age- old art of storytelling and access to powerful technology that is easy to learn and use.



"Digital Storytelling is the modern expression of the ancient art of storytelling. Digital stories derive their power by weaving images, music, narrative and voice together, thereby giving deep dimension and vivid color to characters, situations, experiences, and insights."

~ Leslie Rule [Center for Digital Storytelling](#)

Digital Storytelling...

- Encourages students to discover, develop, intensify, apply, and extend their creativity.
- Gives students the opportunity to find and use a new and compelling voice.
- Empowers students to create in a medium that is meaningful to them.
- Provides a visual context for learning new information.
- Addresses the different learning styles associated with a diverse student population.

Digital Storytelling...

- Integrates reading, writing, speaking, listening, and viewing skills
- Allows students to use their own voices to convey their thoughts.
- Capitalizes on students' natural attraction to multimedia.
- Utilizes 21st Century Skills

Building 21st-Century Skills

- Creativity and inventive thinking
- Critical Thinking and Problem Solving
- Multiple intelligences
- Higher-order thinking (lessons learned)
- Information literacy
- Visual literacy
- Sound literacy
- Technical literacy
- Effective communication (oral, written, and digital)
- Teamwork and collaboration
- Project management
- Enduring understandings

Incorporates New Learning Environments

Traditional Learning Environments	→	New Learning Environments
Teacher-centered instruction		Student-centered learning
Single sense stimulation		Multisensory stimulation
Single path progression		Multipath progression
Single media		Multimedia
Isolated work		Collaborative work
Information delivery		Information Exchange
Passive learning		Active/exploratory/inquiry-based learning
Factual, knowledge-based learning		Critical thinking and informed decision-making
Reactive response		Proactive/planned action
Isolated, artificial context		Authentic, real-world context

New Blooms Taxonomy

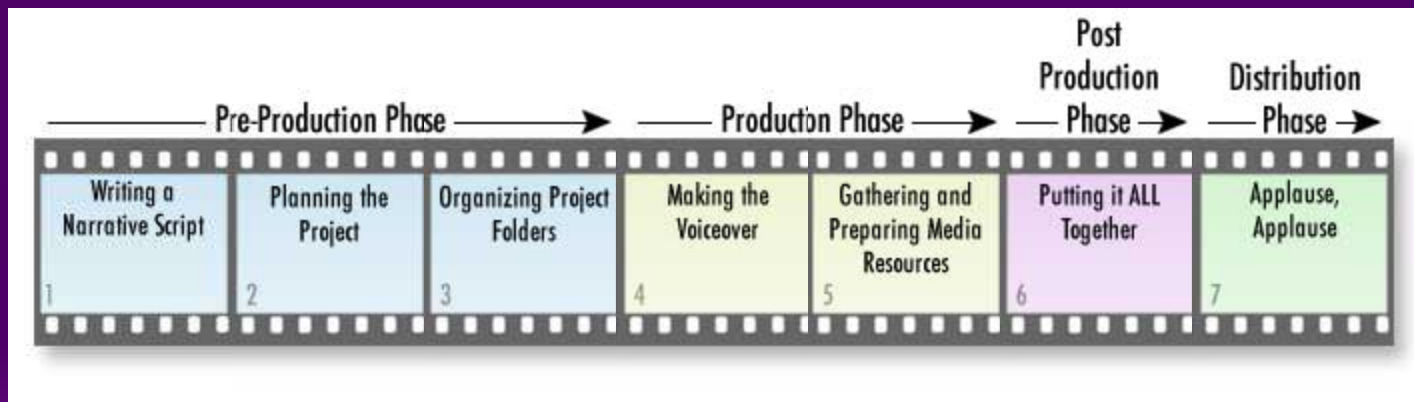


7 Elements of Digital Stories

- **Audience** - Stories have a particular audience in mind.
- **Purpose** - Stories are trying to accomplish a task (inform, educate, entertain, scare, persuade, educate, entertain, evoke emotion etc.)
- **Content** - Content must be meaningful. Digital content adds to the story.
- **Voice** - Stories are told from a specific perspective(s) and use the teller's voice to enrich the story.
- **Technology** - Technology is used to extend the story.
- **Connections** - Good stories connect with the participants.
- **Economy** - Stories tell enough to get the point across and no more.

Adapted from the Center for Digital Storytelling

Phases of Digital Storytelling



Step #1-Brainstorm an Idea for Your Story

- ▣ Consider audience and purpose.
- ▣ Writing Prompts
 - Search the Internet for interesting writing prompts
- ▣ Picture Prompts
 - Provide one picture to spark an idea for a digital story
 - Provide a set of pictures (characters, setting, etc.) for students to use for their stories
 - ▣ This works particularly well for younger students so they are able to spend more time on the story and less time focusing on finding pictures.
 - ▣ They may add more pictures if needed.

Step #2-Develop a Script

▣ Develop a Narrative Script

- No more than one double spaced page
- Go through the normal stages of writing- prewriting, rough draft, revising, editing, and final draft.

Step #3-Create a Simple Storyboard

▣ What is a Storyboard?

- It is a place to plan out a visual story in two dimensions.
 - ▣ The first dimension is time:
 - What happens first, next, and last.
 - ▣ The second is interaction:
 - How does the voiceover (your story) interact with the images?
 - How do visual transitions and effects help tie together the images?
 - How does the voiceover interact with the musical soundtrack?
- In addition, a storyboard can be a notation of where and how visual effects, transitions, animations, compositional organization of the screen - will be used.

[Storyboard Example #1](#)

[Storyboard Example #2](#)

Create a simple storyboard to determine the sequence of the story.

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Images

Transitions

Effects

Voiceover

Soundtrack

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Images

Transitions

Effects

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Soundtrack

Content and Storyboards

First—Technology Second

- Effective communication starts with an author having content that is worth sharing.
 - Novelties such as flying words or spinning images sprinkled with a multitude of transitions, special effects, boinks, and bonks divert the attention of the viewer from the original message.

After a digital storytelling is shared, it should be remembered for its soul, not the bells and whistles of technology.

—Bernajean Porter

Step #4-Digitize Story Elements

- Create organized files to store the story elements.
- Collect images- Internet, scanned, SD cards, picture CDs, etc.



Step 5 – Put your Story Elements Together in Photo Story 3

- [Photo Story 3 – free download](#)
- [Photo Story Tutorial](#)

Pacing Your Narration

- Pacing is the true secret of successful storytelling.
- The rhythm of a story determines much of what sustains an audience's interest.
 - A fast-paced movie with many quick edits and upbeat music can suggest urgency, action, nervousness, exasperation, and excitement.
 - Conversely, a slow pace will suggest contemplation, romanticism, relaxation, or simple pleasures.

Pacing Narration (cont.)

- Changing pace, even in a short digital story, is very effective. Our narrative can have starts and stops, pauses, and quickly spurted phrases.
- You can always change music tempo to build a sense of action or release.
- Moving from a panning effect on a still image that slowly stretches out our concentration, followed by a burst of images in staccato succession, catches and holds our interest.

Pacing Narration (cont.)

- “Good stories breathe. They move along generally at an even pace, but once in a while they stop. They take a deep breath and proceed. Or if the story calls for it they walk a little faster, and faster until they are running, but sooner or later they have to run out of breath and stop and wheeze at the side of the road. Anything that feels like a mechanical rhythm, anything that does not allow for that pause, to let us consider what the story has revealed, soon loses our interest. Again, trust your own sense of what works. Everyone moves at his or her own pace.”

~Center for Digital Storytelling

THE POWER OF SOUND

- The sudden opening of the door becomes the prelude to disaster, when the swelling treble of orchestrated strings calls out suspense to our ears.
- A sweetly flowing melody over two people looking at each other for the first time signals that these are the romantic characters we will be following in the plot.

Music

■ We know:

- upbeat music means happy endings
- slow and tremulous music means sadness is forecast
- fast music means action
- heroic music means battles and victorious heroes are likely

■ Instrumental music, whether it's classical, folk, jazz, or ambient, is often better suited than lyrical music to the style and meaning of the story's text and visual narratives.

Copyright

- Using one's own voice and existing personal material has the advantage of being copyrighted by you as the author.
- By using other's music, you are also likely crossing into the territory of deciding what should be the appropriate fair use of the copyrighted material.
 - Put simply, if you are going to make money directly or indirectly by the presentation or distribution of the piece you have created, then you should have the composer's permission to use the music.
- Fortunately, numerous companies have developed copyright-free music collections and software to assist you in designing a soundtrack that is wholly yours.

Read Education World's five-part series on copyright, fair use, and new technologies:

- Copyrights and Copying Wrongs
- Is Fair Use a License to Steal?
- Copyright Law and New Technologies
- Applying Fair Use to New Technologies
- District Liability and Teaching Responsibility

Free, Royalty Free, and Creative Commons

■ Free

- No Cost

■ Royalty Free

- **Unlimited use.** When you license an RF image, you can use it in any application, for as long as you like, in as many different projects as you like.
- **Creative freedom.** You can crop, manipulate and combine royalty-free images to suit your project needs.

■ Creative Commons

- Watch "Wanna Work Together" which provides an excellent overview of Creative Commons licensing.

Credit Your Sources

- Take time to cite your sources with “rolling credits” at the story’s end as well as adding any acknowledgements you want to make.

Publishing

- Applause! Applause!
- What joy to finish a digital story! There is much to celebrate. We are finally officially **StoryKeepers!**
- There are many ways to publish.
 - Exporting to email
 - Web publishing
 - Exporting stories to DVD format
 - Porting your movie to Bluetooth enabled cell
- And now the digital story lives happily ever after . . . literally a living artifact that each storyteller now leaves as a personal legacy to others.

Tools for Digital Storytelling

■ Photo Story 3 for Windows

You can use Photo Story 3 for Windows to create visually compelling and fun stories using your pictures and music. This article walks you through the basics of creating a photo story and shows you how easy and fun it can be!

[Download Photo Story 3](#)

■ Windows Movie Maker

Online directions for making movies effortlessly

■ Comparison Chart for MovieMake, Photo Story, and PowerPoint

Examples:

- 1984 Multimedia Project Lesson Plan
- Ordinary Heroes Everywhere Digital Story
- A Trip to the Moon Digital Story
- Indian Prairie School Digital Stories Digital Stories
- Center for Digital Storytelling Examples and Resources
- Recipe Digital Story
- Winnepeg Schools Digital Stories Digital Stories
- Maricopa Center for Learning and Instruction
Digital Story Examples
- The American Dream
 - Great example of Use of Music and voice expression to add to the mood of the story!
- How the Challenger Explosion Encouraged Me to Draw
Digital Story
- Hollywood and the "Old South Myth"- Digital Story on Slavery

Sites Devoted to Movie Making in the Classroom

■ Digital Video in Education

Digital Video Project Ideas listed here focus on educational styles.

■ Digital Storytelling in Scott County Schools

Apple Learning Interchange

▣ Math Movie Minute

▣ Poetry in Motion

- Students find pictures to illustrate a poem and narrate the poem while the pictures play in the background.

▣ Open Ended Questions

- Can a cockroach survive on Mars? Who would survive better in Egypt, Greeks or Aztecs? Working in teams, students develop an open-ended question. They then use the Internet and other resources to research the topic and come to a conclusion based on the data they find.

▣ Properties of Matter

▣ A Day With Fractions

Resources

■ Images

- [Pics4Learning](#)
- [FreeFoto](#)
- [Free Images](#)
- <http://www.altavista.com/image/default>
- <http://www.google.com/imghp?hl=en&tab=wi&q>
- [An Adventure of the American Mind \(from the Library of Congress\)](#)
- <http://www.flickr.com/>
- <http://calphotos.berkeley.edu//about.shtml>
- [25 Free Stock Photo Sites](#)
- [Microsoft Office Online](#)

Resources

■ Sound

- Soundzabound (cost)
- Sounddogs
- SmartSound
- Super Duper Music Looper
- <http://www.freeplaymusic.com/>
- <http://www.partnersinrhyme.com/>
- http://www.artsandmusicpa.com/music_pages/soundfiles.htm
- <http://creativecommons.org/audio>
- <http://www.a1freesoundeffects.com>

Additional Resources:

- Digital Storytelling Cookbook and Traveling Companion
- Digital Storytelling Network (Australia)
- Digital Storytelling Project (England)
- Digital Storytelling Resources
- More Digital Storytelling Resources
- Digital Storytelling Resources for Educators
- Integrating Digital Storytelling into the Classroom
- <http://www.callofstory.org/>
- <http://www.teachingteachers.com/index.htm>
- <http://www.coe.uh.edu/digital-storytelling/tools.htm>

Resources (cont.)

- Digital Storytelling Web Sites
- Digital Storytelling Finds Its Place in the Classroom
- <http://www.microsoft.com/windowsxp/using/digitalphotography/PhotoStory/default.mspx>
- <http://www.dtc.scott.k12.ky.us/technology/digitalstorytelling/ds.html>
- <http://www.digitales.us/index.php>

Multimedia Projects

- http://maps.google.com/maps/ms?hl=en&ie=UTF8&lr=lang_en&oe=UTF8&msa=o&msid=105419746244613302539.000457bcf641a671d1fc7
Website that combines Google Maps with movies made by St. Thomas School's 5th grade exploration of the Native American' lifestyle before Columbus ***Excellent
- <http://conference2009.tie2.wikispaces.net/Visual+Poetry>
- <http://www.dtc.scott.k12.ky.us/technology/digitalstorytelling/studentstories.html>

Musical Multimedia Projects

Don't Laugh at Me

This is the song "Don't Laugh at Me" telling a story with pictures.

"We Didn't Start the Fire"

Billy Joel (reportedly) wrote this song after overhearing a child say that he felt sorry for "older people" like Billy Joel because no "history" happened in their lifetime, that NOW (or the time the song was written) was going to be the world's most historical time period. The comment got to Billy Joel so much that he sat down and wrote this to prove that his lifetime has been FULL of history.

Historical Events in the song

An Amazing Multimedia Prayer

The song "Prayer to Saint Francis" in pictures

More Multimedia Projects

Public Service Announcement

Father Involvement - PSA

Movie Describing Characters, Setting, etc. of the novel

All Quiet on the Western Front

Digital Book Reports

Danny's Tornado book report

Lightning Book Report

Permission/release forms for students and teachers

- Student Release/Permission
- Teacher Release/Permission
- Digital Storytelling Rubric
- Sample Classroom Progress Chart for Digital Storytelling Progress

Cool Free Technology Resources

■ <http://bighugelabs.com/flickr/>

- Use your photos to make motivational posters, pop art, magazine covers, mosaics, puzzles, collages, framed photos, calendars, bead art, trading cards, CD covers, cubes, etc

■ <http://www.wordle.net/>

- Wordle is a toy for generating “word clouds” from text that you provide. The clouds give greater prominence to words that appear more frequently in the source text. You can tweak your clouds with different fonts, layouts, and color schemes. The images you create with Wordle are yours to use however you like. You can print them out, or save them to the Wordle gallery to share with your friends.

■ <http://www.picnik.com/>

- Picnik makes your photos fabulous with easy to use yet powerful editing tools. Tweak to your heart's content, then get creative with oodles of effects, fonts, shapes, and frames. It's fast, easy, and fun.

■ <http://fotoflexer.com/>

- Fofoflexer is a free online image editor. Add effects, shapes, text, doodles, distortions, layers, retouches, as well as more advanced editing.

Thanks for Coming!

- I hope you learned something from this session that you can take back and use in your classroom.
- Don't be discouraged! It takes more time at the beginning, but the more you work at it, the easier and less time consuming it becomes.
- Remember.....

Behind every picture lives a digital story.

