DIGITAL STORYTELLING: DIVERSE WAYS FOR DIVERSE LEARNERS

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WHO ARE KAY & PETER?

- Professors
- Active in NYSRA, Co-Chairs of Digital Literacy Committee
- Researchers and writers
- Teach graduate students in urban institutions
STORYTELLING = COMMUNICATION

- Learned culturally
- **A natural form of communication**
- Processed quickly
- **Connections**
- Powerful means of teaching language, mores, values and more within a narrative framework

Source: [http://tinyurl.com/qdbklvs](http://tinyurl.com/qdbklvs)
WHAT MAKES A GOOD STORY?

Much more than....

*Once upon a time*....
WHAT IS DIGITAL STORYTELLING?

- Storytelling that is multimodal.

- Application → Media
  1) Image
  2) Audio
  3) Text

- End → Visual (and Audio) Story

Image Source: http://tinyurl.com/n3rwpbt
Getting Started

- Topic
- Engaging
- Relevant
- Informative
- Provocative

Source: http://tinyurl.com/kzdn2y9
STORYBOARD: KEY CONSIDERATIONS

- Each Frame:
  - Media
  - Plan
  - Point of View
  - Content
  - Attribution
Story Development -- Process

1. Select Topic
2. Conduct Research
3. Design Storyboards
4. Collect Material
5. Develop Story
6. Export Video
7. Deliver Story

- Record Interviews
- Scan Images
- Take Photographs & Videos
- Collect Clipart
- Assemble Material
- Set Transitions
- Add Narrations
- Add sounds
- Test Prototype
- Post-production
- Internet – web pages, blogs,…
- PC, DVD, CD Rom
- Handheld Devices

Source: http://tinyurl.com/nf6tz7k
It’s not *just* about the story....

It’s *how* the story is told!

Voice and form matter!!
VOICE MATTERS

Making Conscious Choices

- Pacing
- Variety in Tone & Volume
- Pausing
- Repetition

Source: http://tinyurl.com/ob9rc2k
FORM MATTERS

Making Conscious Choices

- Clear Relationships
- Right Images
- Few Words
- Empty Spaces

Source: http://tinyurl.com/ogfqn6
BENEFITS OF DIGITAL STORYTELLING

1. Reading & Writing Skills -- CCSS (MacDonald, Whitman & Forrest, 2014; Morgan, 2014)
2. Critical Thinking (Shelby-Caffe, Ubeda & Jenkins, 2014)
3. Self Expression (Walrow, 2012)
4. Awareness of Media (Walrow, 2012)
6. Engagement (Hobbs & Moore, 2013)
POSSIBLE DIGITAL STORIES
(PORTER, 2012)

- *Imagine* → Future Goals

- *Beyond Words* → Personal Engagement with Content

- *IZZA Wrap* → Summaries of Projects

- *Living Memories* → Personal Experience with Message/Moral/Ah Ha

- *Personal Expression* → Poetry, Art

- *The Path of Me* → Defining Moment
Tools for Digital Storytelling

- PIXI Clip
- Adobe Voice
- StoreHouse
- Wevideo
- EMPRESSR
- ZEEGA
- ScreenChomp
- 30 Hands Learning
- Book Creator
- Explain Everything $
Goal → A Memorable Story
Source: [http://tinyurl.com/m96fa6z](http://tinyurl.com/m96fa6z)
Resources

Gura, M. (2014). *Teaching literacy in the digital age: Inspiration for all levels and literacies*. ISTE.


