



e content

DIGITAL_STORYTELLING

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<https://www.youtube.com/channel/UCdkxo7fhISE8kzyKolTL8IQ>

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DIGITAL STORYTELLING



*The craft
of using technology
to tell a story*

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DIGITAL STORYTELLING

- **What is it?** <http://digitalstorytelling.coe.uh.edu/index.html>
- **Use of media**
 - Text, TEXT, Text
 - Visuals
 - Music mukul@gmail.com, <http://mukulmedia.blogspot>
 - Video
 - Voice
- **Digital method shares with a wider audience**
- **The storytelling format makes the case**
 - more convincing
 - sway an audience
 - increase donations
 - create a connection to the audience



Why Should I Implement Digital Storytelling Into My Course?



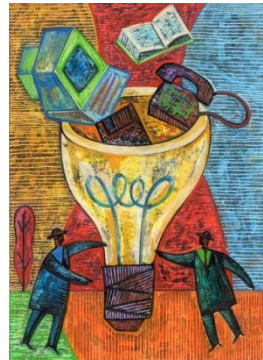
Educational Goals and Objectives

1. Enhance lessons, causing higher order thinking skills
2. Appeals to diverse learning styles
3. Assign research to require a point of view
4. Practice communication skills
5. Entice writing skills
6. Engage students to develop a meaningful voice
7. Encourage technology skills

Creating a Digital Assignment...

Encourage Students to Plan

1. Provide a rubric or criteria to follow
2. Scripting (200-300 word script)
3. Storyboarding – create a digital sequence
4. Recording Voice, Add music, Editing
5. Fine Tuning --- titles, transitions, credits
6. Saving
7. Sharing



- [Sample Rubric from University of Houston](#)
- [Rubistar-customize your own rubric](#)

Start a Digital Story



1. Look at the assignment
2. Ask “What do I want to tell?” use **text**
3. Ask “What emotion do I want to convey?”
4. Gather the **images** to bring the story to life
5. Gather the **sound** to bring the images to life
6. Use **voice**, background soundtrack
7. Spend time **assembling the story**

Types of Digital Stories

1. Personal Narratives

- Character stories
- Memorial stories
- Stories about events or places in our lives
- Stories about what we do
- Recovery & discovery stories
- Love Stories



Digital Personal Narrative – Reading

<http://www.youtube.com/watch?v=AjrNm5h7gzE>

2. Examination of Historical Themes and Events

- Explore and depict a historical theme or event.
- Require students to research a topic
- Use informational & media literacy skills

3. Stories that Inform or Instruct

- Curriculum content which delivers information
- Motivational/Inspirational
- Testimonial

Samples using PPT and Animoto

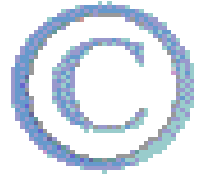
Digital Storytelling Videos made with PPT

- [Starfish an inspirational message for all teachers](#)
- [Digital Storytelling: Social Studies 7th Grade](#)
- [George Washington Carver Biography Project](#)
- [Angry Birds Movie Made with PowerPoint 2010](#)
- [Teacher Quotes](mailto:sri.mukul@gmail.com), <http://mukulmedia.blogspot.com/>
- [The Story of an Hour](#)
- [Tribute to Those Who Wear Blue](#)

Digital Storytelling Videos made with Animoto

- Historic Philadelphia - <http://animoto.com/play/94lBy69UEgb55O0kcAl5cA>
- How to Make Dessert! <http://animoto.com/play/tf93r1paJ1OmOSndUuNd1A>
- Caterpillar Into Butterfly - <http://animoto.com/play/jC9BuxwEbmGVBzlpLL0Rcw>
- Inspirational - <http://animoto.com/play/xmc7lLcQdSZhxpgnQRq5HA>
- Life Cycle of a Plant - <http://animoto.com/play/78J9UgJ82fG0PLdBvAhU1Q>
- Ellis Island - <http://animoto.com/play/mfjYuuFBBz6NyRvsbBW2ww>

Educational Fair Use



[Copyright Information](#) – Again, the University of Houston provides great information regarding this subject!

The law provides four non-exclusive factors to be used in determining whether a use is fair. These are commonly referred to as the four fair use factors. They are:

1. The purpose of the use, including whether the use is a commercial use or for non-profit educational purposes**
2. The nature of the work
3. The amount used
4. The effect on the marketing (or value) of the original work

Copy Right – Copy Wrong

The Educators' Lean and Mean No FAT Guide to Fair Use

<http://www.csus.edu/indiv/p/peachj/edte230/copyright/>

Code of Best Practices in Fair Use for Media Literacy Education

<http://www.ncte.org/positions/statements/fairusemedialiteracy>

Gathering Media: Images

Here are some sources of copyright-free images:

1. [Flickr](#) from Creative Commons is a free resource of non-copyrighted images.
2. [Creative Commons Search](#)
3. [Pics4learning.com](#)
4. [Public Domain, Copyright Free, Open Source, and Student Use Images and Media](#)
5. [Copyright Free and Public Domain Media Sources](#)
6. [Presentations ETC](#) (includes copyright-free audio)
7. [Public Domain Art, Books, Images, and Links](#)
8. [Copyright-Friendly Images](#)

Adding Audio – most easily used audio file type in projects is an .MP3



1. Tool to Record a Voice File

- Audacity <http://audacity.sourceforge.net/download/>
- Lame to export files as MP3
<http://audacity.sourceforge.net/help/faq?s=install&item=lame-mp3>
- PC Sound Recorder
- Vocaroo.com
- Record narrations or audio right in PowerPoint

2. Add Music

- Royalty and copyright free audio files found on the web
 - <http://freeplaymusic.com/>
 - <http://incompetech.com/m/c/royalty-free/>
 - [http://www.thefreesite.com/Free Sounds/Free WAVs/](http://www.thefreesite.com/Free_Sounds/Free_WAVs/)

PPT Enhancement Tutorials

- [Creative PowerPoint Animation](#)
- [PowerPoint2010 Adding Animations](#)

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Digital Storytelling Applications

Mac and PC

1. PC Programs

- Microsoft Photo Story 3 (still images)
- Windows Movie Maker (still images and/or video clips)
- **PowerPoint**
- **Web Tools - Animoto**

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2. Mac Programs

- iPhoto (still photos and music)
- Apple iMovie (still images and/or video clips)
- **PowerPoint**
- **Web Tools - Animoto**

Review – What Makes a Good Digital Story?

Seven Elements of Effective Digital Storytelling

1. A point of view
2. A dramatic question
3. Emotional content
4. Economy
5. Pacing
6. The gift of your voice
7. An accompanying soundtrack

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(The Connected Classroom, Learning & Leading with Technology Volume 32)



Digital Storytelling

COLLECT YOUR PHOTOS NOW!

1. Develop a sample digital story for your course.
2. OR design a digital assignment for your students.



References

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