RISE Project
Guidelines for the implementation of Digital Storytelling activities (brief version)

What is the Digital Storytelling

The *Digital Storytelling* (DST from now on) consists in using the multimedia software and the web with the aim of building, telling and publish a story. The difference with the mere practice of collecting multimedia materials for making a video lies in the narrative dimension, which is to say personal tales with strong emotional connotations to be shared with other people. (Petrucco and De Rossi, 2009).

Aims of the DST workshop

- To favour process of inclusion in the field of education through the collective building of digital narration.
- To promote the social dimension of learning through structured activities and group works, in which the students can experience "different roles" that aim at the creation of a digital artefact.

The activities will be realized during 3 meetings of 2 hours each one (6 hours in total).

First meeting
PRESENTATION, DEFINITION OF THE WORKING GROUPS AND FIRST DRAFT OF THE STORY

The first meeting will be focused on the introduction of the Digital Storytelling concept and the presentation of exemplary video. A first draft of the story map will be proposed starting from narrative incipit and leading the class to activities such as the creation of the groups (4 students for each group), definition of the roles (Writers, Graphic artist, Audio producer, Coordinator) and the division of activities among the members.

Second meeting
COLLECTION OF MATERIALS AND FIRST MAKING OF GRAPHIC AND DRAWINGS

Starting from the story map written by each group, this meeting will be focused on leading the students in the process of research, selection and creation of images and brief texts that will be included in the multimedia narration following the story board.

Third meeting
EDITING AND PUBLICATION OF THE VIDEO
In the last meeting, the selected/created materials will be mixed following the stoty map elaborated by each group. The video making (through the mixing of images, texts and audio) will be realized through video editing software such as VideoPad Editor, OpenShot Video, MoviMaker and iMovie.