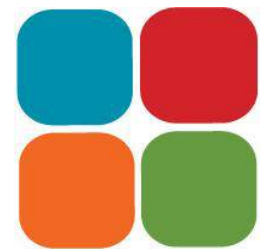


# Digital Storytelling

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A program of TACS





# What is Digital Storytelling?

- Digital Storytelling is the practice of using computer-based tools to tell stories.
- Most digital stories focus on a specific topic and contain a particular point of view.
- Digital stories usually contain some mixture of computer-based images, text, recorded audio narration, video clips and/or music.
- Digital stories can vary in length, but most of the stories used in education typically last between two and ten minutes.
- Topics that are used in Digital Storytelling range from personal tales to the recounting of historical events, from exploring life in one's own community to the search for life in other corners of the universe, and literally, everything in between.



# Where do I start?

- Find your story
  - What is the purpose?
  - Story Types
    - Someone important – Family, heroes
    - Events in your life – Accomplishments, tragedies
    - What you do – Job, cause
  - Have someone interview you
  - Develop your narrative voice – this is your “character” as much as your appearance in video content



# Create Your Story

- Point of View
  - Define the specific realization you, as an author, are trying to communicate within your story
  - Examples: In *King Lear*, the point or central premise is "blind trust leads to destruction." In *Macbeth*, it is "unbridled greed leads to destruction."

# Create Your Story (cont)

- Dramatic Question
  - A story establishes a central desire in the beginning in such a way that the satisfaction or denial of that desire must be resolved in order for the story to end.
  - Conflicts create dramatic tension – our desires vs. forces trying to stop us
  - Examples: In a romance, will the girl get the guy? In an adventure, will the hero reach the goal? In a crime or murder mystery, who did it?

# Create Your Story (cont)

- Emotional Content
  - A character must know a negation of their desire in order to finally achieve their desire.
  - Why is this important?
    - Stories encourage us to take one more breath, to swim up to the surface, above our despair, and live.

# Create Your Story (cont)

- Examples:
  - In the tragic form, the protagonist is usually destroyed in order that other characters, and we the audience, can understand the consequence of the fatal flaw of the character and/or the poignant power of circumstance/fate.
  - In the comic form, love must certainly be lost at some point for us to feel great satisfaction of the final hope for embrace.

# Create Your Story



- Gift of Voice –
  - Those of us fortunate enough to be able to talk out loud should love our voices, because they tell everyone so much about who we are.
  - When listening to a story we move between following the story and allowing the associative memories the story conjures up to wash over us.
  - The voice can be a vehicle for emotion.



# Create Your Story

- The Power of Music
  - Mental soundtracks set the mood of our day, change the way we perceive the visual information streaming into our eyes, and establish a rhythm for our step.
  - Music choices:
    - Popular Lyrical may have conflict of message
    - Instrumental are generally safest and don't distract
    - Music videos – Double check message/tone/affect of the style, lyrics and actors



# Create Your Story

- Economy (Think Attention Span)
  - Include just what is necessary to keep the story visually rich while moving forward
  - Use the minimum of dialogue and number of scenes necessary to allow us to envision the larger story.

# Create Your Story

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

# Techniques and Tools

- Scripting
  - Think of a blank piece of paper – now think of a 4x6 index card
  - Which would be less intimidating?
  - Start with an outline and fill in the components that best illustrate and communicate the message

# Techniques and Tools

- Storyboarding
  - Sequence
    - What happens first, next, and last?
  - Choice of media and flow
    - How does the audio information – the voiceover narrative of your story and music - interact with the images or video?
    - Where and how visual effects, transitions, animations, compositional organization of the screen are used.

# Techniques and Tools

- Technology Tools
  - Audio/Video Capture – video cameras, still shot cameras, scanners, microphones
  - Software – to edit and manipulate the “story” output
    - Most capture devices are packaged with a free version of software that manages capturing and saving, but may not handle editing.
    - Windows PC packages – Adobe Creative Suite, Microsoft Powerpoint, Audacity (a demo version is available for free download at <http://audacity.soundforge.net>).
    - Mac - Sound Studio (a demo version is available for free download at [www.feltip.com](http://www.feltip.com)), iMovie, or Final Cut Express or Pro to capture voiceovers.



# Beautiful Stories

- Stories for Change -
  - <http://storiesforchange.net/node/1499> - environmental safety
  - <http://storiesforchange.net/node/1161> - social justice
  - <http://storiesforchange.net/node/1469> - chemo survival

# Helpful Links and Resources

- **Wikipedia –**
  - [http://en.wikipedia.org/wiki/Digital\\_storytelling](http://en.wikipedia.org/wiki/Digital_storytelling)
- **Story Center –**
  - **Cookbook**
  - <http://www.storycenter.org/cookbook.pdf>
  - <http://www.storycenter.org/resources.html>