

Workshop ID: P3

Title:

Serious digital storytelling: showcase and critique

1) **Short description**

What is the difference between digital storytelling (DST) and storytelling? The most important difference is that digital storytelling is virtual and thus transient. When the context is to provide information, it is referred to as serious digital storytelling. For example, the pandemic necessitated academics to engage in emergency remote teaching and to resort to different kinds of assignments and methods of assessment. One such evidence-based method for setting and assessing assignments was found to be digital storytelling. To accommodate the varying contexts and environments for serious digital storytelling, the traditional Story Circle methodology had to be amended (see Figure 1).

This workshop introduces participants to serious digital storytelling, especially in terms of the feedback and reflection phase of the DST process.

The workshop aims to provide an informal environment to collaboratively critique and reflect on examples of serious digital stories. Participants will be able to discuss with their peers how these stories were created, and the impression the stories left.

To structure the showcase and critique, the facilitator will show a digital story and discuss ways to critique it. Additional serious digital stories will be made available for download to view and to discuss and critique it with peers using a digital tool, Padlet. Padlet will allow the participants to provide individual constructive feedback. This feedback on Padlet can be viewed by the larger group.

After the group critique session, the facilitator will lead the larger group discussion where participants could share their overall impressions of the digital stories they saw and discuss common themes that emerged. The facilitator will also provide some additional guidance on best practices for digital storytelling and offer tips on software resources for further learning.

This format should provide participants with an opportunity to practice reviewing and critiquing stories with their peers in a supportive and constructive environment. The impact of this session can also be the building of networks, the immediate sharing of best practice, recognising the use of DST as a rich medium for data collection and information dissemination.

2) Detailed description

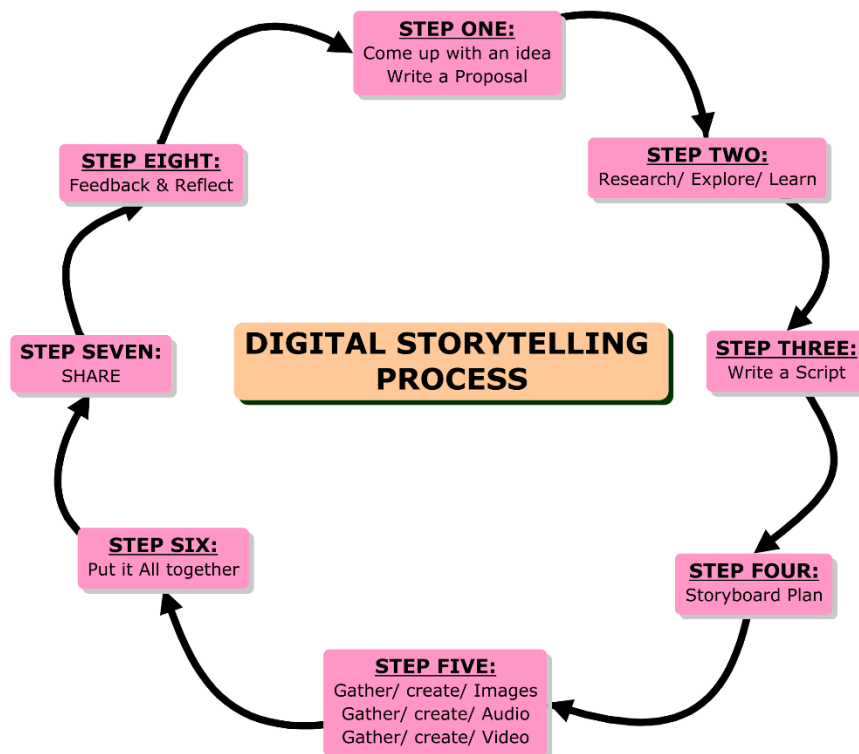


Figure 1: Traditional digital storytelling process

Structure of the interactive workshop (180 minutes):

1. Introductory talk (15 minutes) “Identifying the seven elements of storytelling”
 2. Critique of an example of a serious digital story with discussion about software use (30 minutes)
 3. Tea/coffee and refreshments will be offered to the participants take to the tables for the discussion session (15 minutes)
 4. Breakout rooms / or round table for groups of 10 for considering more digital stories and a discussion session about it. For this section 3 to 6 tables will be needed for the small group discussion, 6-10 participants per table, to view and discuss the viewed stories. (60 minutes).
 5. The small group discussion will be followed by a plenary session with feedback (30 minutes)
 6. Facilitator’s closing comments (15 minutes) with tips on DST software tools and methods.
 7. Complete a questionnaire (10 minutes)
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3) details on workshop chairs and contact emails

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4) submission link\site\email

Not applicable.