

Despoina Mavrovounioti,

Educational Consultant for English Language Teaching

Definitions

- Story: A narrative with a defined structure, classified into specific genres, and characterized by commonly accepted structural elements.
- between the storyteller and the audience, as well as the spatiotemporal context in which the story "exists." The storyteller carefully prepares and presents the elements of the story, drawing upon available expressive resources to create a sense of enchantment. At the same time, the storyteller actively observes (also visually) the audience's responses and adapts their performance accordingly in order to maintain engagement.
- Telling: Refers to the interactive process between the storyteller and the audience within the time and space inhabited by the story. The storyteller organizes and conveys the narrative elements using various expressive tools to produce a captivating experience, while simultaneously attending to the audience's verbal and non-verbal feedback to sustain their interest.

Storytelling (a)

- The definition of storytelling refers to the art of narrating a sequence of events or experiences in a compelling and informative manner. Stories may incorporate various elements such as characters, settings, plot, and themes, which serve to engage the attention and emotions of the audience. Storytelling can take both oral and written forms and represents an ancient mode of communication shared across all cultures worldwide.
- The art of utilizing voice/sound, language, movement, and gestures/facial expressions to convey a real or imaginary event and to evoke thoughts, emotions, and mental imagery in the minds of the audience.
- Storytelling enables the meaningful motivation of individuals by shifting the focus from logical argumentation to enthusiastic action and genuine personal engagement.

Storytelling (b)

Storytelling facilitates meaningful individual motivation by redirecting attention from rational argumentation to action characterized by enthusiasm and deep personal involvement. It is grounded in a dynamic and reciprocal relationship among the narrative, the storyteller, and the audience. This process is inherently collaborative and creative, wherein the listener assumes an active, engaged role rather than that of a passive recipient.

Storytelling (c)

- **Storytelling:** The art of utilizing voice/sound, language, movement, and gestures/facial expressions to present an event—real or imaginary—and to evoke thoughts, emotions, and mental imagery in the mind of the audience.
- Storytelling facilitates meaningful individual motivation by redirecting attention from rational argumentation to action characterized by enthusiasm and deep personal involvement. It is grounded in a dynamic and reciprocal relationship among the narrative, the storyteller, and the audience. This process is inherently collaborative and creative, wherein the listener assumes an active, engaged role rather than that of a passive recipient.
- Storytelling enables the meaningful motivation of individuals by shifting the focus from logical argumentation to enthusiastic action and genuine personal engagement.

Storytelling (d)

- entertains
- transmits knowledge, attitudes, beliefs
- helps deeper understanding of deeper meanings
- transforms recipients' feelings

Digital Storytelling

- Digital storytelling is defined as the combination of traditional storytelling with modern technology tools (e.g. Web 2.0 applications) and it should include at least two of the following: "text, audio, music, videos, photos or other digital media" (Reinders, 2011, p. 2). As a genre, it is not just limited to the narration of events that are the result of fiction, but it extends to other topics such as the recounting of historical events, biographies and the exploration of life in a local community or even in the universe.
- Digital storytelling draws upon the ancient art of oral narration and intertwines it with a range of technological tools to craft narratives that integrate images, graphics, music, and sound, blended with the author's voice.

Digital Storytelling in the Classroom (a)

- Digital storytelling can serve as a powerful expressive medium within the classroom environment. It can be tailored to students' interests and readiness levels, enabling them to articulate their ideas, opinions, and both their personal and collective narratives—whether small or significant.
- ■This approach fosters imagination, creativity, critical thinking, communication, digital literacy, information processing, and oral presentation skills.
- Through digital storytelling, students are transformed from passive consumers of content into active creators.

Digital Storytelling in the classroom (b)

■The creation of digital narratives contributes to the development of multiliteracies in students. The integration of digital storytelling in the foreign language classroom provides multiple benefits for the teachers themselves as a powerful teaching tool that attracts their students' attention and promotes their active participation as well as for the learners in the development of 21st century skills of the so called Transliteracy. Students as transliterate storytellers, who organize their actions, create digital stories using a variety of multimedia tools while they present, cultivate and develop multiple skills (Tsigani & Nikolakopoulou, 20218).

Reasons for creating a digital story

- To present information-data
- To present of an idea
- To narrate a story
- To narrate the characters of a story and the problematic situation
- To clarify abstract notions

Digital storytelling applications

- 1.A biography, the story of a family
- 2.A representation of an existing story
- -3. A study of a historical event from different viewpoints
- 4. Solution of math problems
- 5. Explanation of a scientific phenomenon
- ■6.Presentation of a current affair

The steps

- 1. Writing the scenario
- ■2. **Illustrated scenario/storyboard:** This step includes the decision making about the way of visualization by the narrators.
- ■3.Adding multimedia: Adding multimedia (images, sound) to the story. The material can be found on the web, be the user's personal files or be created.
- ■4. Creating the digital storytelling: The narrator can compose the digital story by means of the appropriate tool.
- 5.**Sharing:** The digital story is shared with the group.

The 7 elements of digital storytelling

- A viewpoint: the central point of the story and the writer's point of view
- A dramatic question: a key-question which attracts the viewer's interest to be answered at the end of the story
- Emotional content: serious issues that get life in a strong manner and relate the story with the audience
- The gift of your voice: a way to incarnate the story helping the audience to understand the story
- The power of sound: music or other sounds that support the scenario
- **Economy:** only the necessary content
- **Rhythm:** the rhythm of the story

Conclusion Benefits of Digital Storytelling language classroom

- Enhances Language Skills: Develops speaking, listening, reading, and writing through meaningful tasks.
- Encourages Student Engagement: Combines language learning with multimedia and personal expression.
- Promotes Cultural Awareness: Explores and shares diverse cultural perspectives.
- Develops 21st-Century Skills: Builds digital, visual, and information literacy, plus communication abilities.
- Supports Differentiated Learning: Accommodates various learning styles through multimodal expression.
- Fosters Critical Thinking and Creativity: Encourages idea organization, reflection, and problem-solving.

References

- Barrett, H. (2006). Researching and evaluating digital storytelling as a deep learning tool. In C. Crawford, R. Carlsen, K. McFerrin, J. Price, R. Weber & D. Willis (Eds), Proceedings of SITE 2006--Society for Information Technology & Teacher Education International Conference (pp. 647-654). Orlando, Florida, USA: Association for the Advancement of Computing in Education (AACE). Retrieved from http://electronicportfolios.org/portfolios/SITEStorytelling2006.pdf.
- Gregori-Signes, C. (2008). Practical uses of digital storytelling. INTED2007 Proceedings. Retrieved from http://www.academia.edu/360869/2008._
 Practical_uses_of_Digital_Storytelling.
- Reinders, H. (2011). Digital storytelling in the foreign language classroom. ELTWorldOnline.com, 3, 5-6. Retrieved from http://blog.nus.edu.sg/eltwo/2011/04/12/digital-storytellina-in-the-foreign-language-classroom-2/.
- Robin, B. (2006). The educational uses of digital storytelling. Technology and teacher education annual, 1. Retrieved from http://digitalstorytelling.coe.uh.edu/articles/Educ-Uses-DS.pdf.
- TSIGANI, C., & NIKOLAKOPOULOU, A. (2018). ligital storytelling: a creative writing study in the sign language classroom. Educational Journal of University of Patras UNESCO Chair, 5(2).

