Exploiting Digital Storytelling in class

Despoina Mavrovounioti
PhD Candidate at the University of Alicante

INTRODUCTION

This presentation explores how digital traditional storytelling merges techniques narrative with modern technology enhance learning to experiences. By integrating voice, images, music, and multimedia tools, it transforms students into active creators The approach of content. thinking, creativity, digital emotional engagement, literacy, and making powerful tool meaningful and motivating classroom practice.

What is Storytelling?

Storytelling is the art of using voice, language, movement, and facial expressions to convey a real or imaginary event. It aims to spark thoughts, emotions, and mental imagery in the minds of the audience. The process is interactive and dynamic storytellers not only narrate but also observe and adapt to the audience's responses in real time. This interaction transforms storytelling creative shared experience.. Storytelling shifts focus from logical persuasion to enthusiastic, meaningful Listeners engaged action. become participants, not passive recipients. The strong emotional and imaginative elements motivation and foster deep personal involvement.

What is Digital Storytelling?

Digital storytelling blends traditional oral narrative techniques with digital media tools. It combines text, visuals, music, narration, and sound effects to create immersive narratives. This format is especially effective in educational settings, allowing students to express ideas, emotions, and reflections through modern technology.

Classroom Applications

Digital storytelling enhances student learning by encouraging:

- · Imagination and creativity
- · Critical and analytical thinking
- · Oral and written communication skills
- · Digital and media literacy
- Collaborative teamwork and personal expression

Through this process, students shift from passive consumers to active content creators, contributing their voices and perspectives.

Steps in Creating a Digital Story

- 1. Scriptwriting Develop a clear and engaging narrative.
- 2.Storyboard Creation Plan the visual representation of each scene.
- 3. Media Collection Gather or create images, music, and sound effects.
- 4. Digital Composition Use digital tools to assemble the story.
- 5.Sharing Present the final product to peers or the wider community.

Digital Tools to Use

- Photopea Free online graphic editor
- Adobe Photoshop CS2 Advanced photo editing
- Audacity Audio recording and editing
- · Photo Story Simple video creation tool

7 Elements of Digital Storytelling

- 1. Point of View The story's core message and the author's stance
- 2.Dramatic Question A compelling question that drives the narrative
- 3.Emotional Content Meaningful themes that resonate with the audience
- 4. Voice Personal narration brings the story to life
- 5.Soundtrack Music and sounds enhance the mood and impact
- 6.Economy Only essential elements are included
- 7. Pacing The rhythm and flow of the story

Story vs. Plot

- The **story** outlines what happens: characters, setting, conflicts, and resolution.
- The **plot** is how these elements are presented on screen, often enriched with digital effects, narration, and music.

. Conclusion

· Incorporating digital storytelling into education enriches teaching practices and empowers students to express themselves creatively and authentically.

BIBLIOGRAPHY

- Frazel, M. (2010). Digital storytelling: Guide for educators . Washington, DC:
- International society for Technology in Education.
- Jakes, D. S. & Brennan, J. (2005). *Capturing stories, capturing lives: An introduction to digital storytelling*. Retrieved on 10.12.2019 from
- http://www.jakesonline.org/dstory_ice.pdf
- Kearney, M. (2011). "A learning design for student generated digital storytelling",
- Learning, Media and Technology, 36 (2), 169 188.
- Kulla Abbot, T. (2006). Developing literacy practices through digital storytelling.
- Doctoral Dissertation, Saint Louis: University of Missouri.
- Lambert, J. (2013). Seven Stages: Story and the Human Experience. Berkeley, CA:
- Digital Diner Press.
- Lightbown, P. & Spada, N. (1999). *How*languages are learned. Oxford University

 Press.
- Midge, F. (2010). Digital Storytelling: Guide for Educators. Washington DC: ISTE.
- Ohler, J. (2008). Digital Storytelling in the Classroom: New Media Pathways to Literacy,
- Learning and Creativity. Thousand Oaks, CA: Corwin Press.
- Richards, J., & Rodgers, T. (2001). *Approaches* and Methods in Language Teaching. New
- York: Cambridge University Press.
- Robin, B. R. (2008). Digital storytelling: A powerful technology tool for the 21st century classroom. *Theory into practice*, *47*(3), 220-228.
- Robin, B. R. (2012). *The Educational Uses of Digital Storytelling*. Retrieved from http://digitalliteracyintheclassroom.pbworks.c om/f/Educ-Uses-DS.pdf