

# Digital Storytelling Prompts

*Adapted, and published with permission, from Digital Storytelling Rubric: Glossary of Criteria Terms Template, by Susie Pratt, 2010, University of Wollongong.*

## **Purpose**

What is the key message of the Digital Story? Or what is the most important idea to be shared with the audience? Or what is the main question the story seeks to answer? Or what is the argument? Or what is the reason for sharing this story?

## **Consideration of Audience**

Who is the story for? What does the intended audience already know/think about the content in the story? Does the content, story genre, vocabulary, images and sound (voice, music and background effects) suit the intended audience?

## **Content**

Are the thoughts and ideas creative and original? Has the story demonstrated a deep understanding of the subject? Does the story tell the audience something new?

## **Structure (Timing, Flow and Synchronisation)**

Do the visuals clearly match and emphasise different parts of the narrative, in other words do the visuals and audio synchronise? Does the pace of the voice over (spoken narrative) suit the story – does it need to be read slower in parts or be spoken with more emphasis at different points to create a dramatic effect? Is the story the correct length? Does everything flow together?

## **Language**

Are there any 'use of English' errors in the story? Is the choice of vocabulary, genre, sentence structure and paragraph structure appropriate for the purpose of the story and for the audience?

## **Sound (Voice, Music, Background Effects)**

Is the recording of the spoken narrative clear and audible? Is it spoken in an engaging way that suits the narrative of the story?

It is not necessary to use music or any other sound effects, but if there is additional sound, do these extra audio elements add to the narrative of the story?

## **Images**

Do the images add further meaning to the narrative? Are images used innovatively to convey metaphors and/or symbolism within the story? Do images create an atmosphere that matches the purpose and audience of the story? Are the images a high quality or do they look like low resolution images causing unwanted pixilation and distortion?

## **Copyright / References**

Does the storyteller (author) have permission to use all the visual and audio elements in their Digital Story? Is everything referenced correctly to meet copyright obligations?



# DIGITAL STORYTELLING GUIDE

This guide was compiled for the 2010 National Celebration of Literacy, a key event of National Literacy and Numeracy Week



# What is Digital Storytelling?

"A short, first-person video-narrative created by combining recorded voice, still and moving images, and music or other sounds."

Center for Digital Story Telling, [www.storycenter.org/index1.html](http://www.storycenter.org/index1.html) -

"...digital storytelling combines the best of two worlds: the "new world" of digitized video, photography and art, and the "old world" of telling stories. This means the "old world" of Power Point slides filled with bullet point statements will be replaced by a "new world" of examples via stories, accompanied by evocative images and sounds."

William Dauphinais, PricewaterhouseCoopers, [www.nextexit.com/dap/pwc](http://www.nextexit.com/dap/pwc)

"Digital Stories -- when properly done -- can be tight as sonnets: multimedia sonnets from the people. "

Daniel Meadows, [www.photobus.co.uk](http://www.photobus.co.uk)

250 words

10-15 images

2-3 minutes long

Copyright of images + audio

# The Process

- Step One: Brainstorm story ideas + write script
- Step Two: Storyboard + edit script
- Step Three: Create digital folders to organise files
- Step Four: Decide on tools: Equipment + software
- Step Five: Record voice-over (script)
- Step Six: Produce images: Take, find + prepare
- Step Seven: Copyright + credits
- Step Eight: Produce story using a video editing program
- Step Nine: Export video + archive project
- Step Ten: Share finished story: for example on YouTube or at a school screening with friends, community + family

# Links

## Examples of Digital Stories:

- Australian Centre for the Moving Image <[www.acmi.net.au/digitalstorytelling](http://www.acmi.net.au/digitalstorytelling)>
- Center for Digital Story Telling <[www.storycenter.org/stories](http://www.storycenter.org/stories)>
- Country Areas Program <[www.cap.nsw.edu.au/digital\\_storytelling](http://www.cap.nsw.edu.au/digital_storytelling)>
- Queensland University of Technology <[www.digitalstorytelling.ci.qut.edu.au](http://www.digitalstorytelling.ci.qut.edu.au)>

## Guides

- NSW Department of Education & Training: Teachers' digital toolkit <[www.curriculumsupport.education.nsw.gov.au/digital\\_rev/libraries/toolkit](http://www.curriculumsupport.education.nsw.gov.au/digital_rev/libraries/toolkit)>
- Photobus by Daniel Meadows <[www.photobus.co.uk](http://www.photobus.co.uk)>
- State Library of Queensland <[www.qldstories.slq.qld.gov.au](http://www.qldstories.slq.qld.gov.au)>
- University of Wollongong <[uow.libguides.com/digitalstorytelling](http://uow.libguides.com/digitalstorytelling)>

## Software

- PC Users: Windows Movie Maker or Microsoft Photo Story 3 (free) <[www.microsoft.com](http://www.microsoft.com)>
- Mac Users: iMovie (comes with iLife) <[www.apple.com/ilife/imovie/](http://www.apple.com/ilife/imovie/)>
- Audio: Audacity (free for Mac + PC) <[www.audacity.sourceforge.net/](http://www.audacity.sourceforge.net/)>