

## Digital Storytelling

### Resources and Links

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Although, obviously, most of the links related to Digital Storytelling are online, several books have proven to be invaluable resources, both in offering the big picture for DS in an educational setting and collections of resources and links. These links may become less useful as time passes and new sources become available but the books are a great place to start.

Midge Frazel's *Digital Storytelling: Guide for Educators* comes from ISTE and reflects those high standards and really does provide an educationally sound overview of the process.

Christopher Shamburg's *Student-Powered Podcasting* is another ISTE publication and of particular interest in its ready-to-go units both because they could be used immediately and because they provide some interesting springboards for ideas for original units.

Of course Will Richardson's basic and essential *Blogs, Wikis, Podcasts and Other Powerful Web Tools for Classroom*, Corwin Press, 2010, is probably already on the shelf of everyone who's interested in this topic.

Jason Ohler's *Digital Storytelling in the Classroom*, Corwin Press, 2008, is another foundational book and his original thinking and real life application make this an essential reference.

The main point of my presentation concerns what up until now has been a problem with using media in education. As a librarian deeply involved in the Research Process and an ITS comfortable using technology and excited about its motivational and diverse presentation aspects, I've too often seen that when classroom teachers plan for digital presentations, a major sacrifice in content has been an unplanned consequence. The report on volcanoes, formerly a 5 page paper with footnotes turns into a PPT with 10 lines of text and some great special effects. The carefully planned and edited written interview becomes a free-flowing and whimsical sound file. The images are fun but unrelated or irrelevant

to the content but the rubric simply specified “uses three images” and there are three images. The various sounds or font changes are indicative of ease of use with the software but actually distract from the viewer’s attention to the point being made. Over and over, it seems that digital media are shallower than textual ones. Yet this is not necessarily true and through changes in structure and assessment, Digital Storytelling in schools can include depth as well as flash.

Digital Storytelling offers teachers the opportunity to require the kinds of research and writing we want to foster in students while pulling in the media, providing students with experience with technology, especially the use of sound and images, that can deepen and enhance their presentations. But the parameters and structure necessary to bring this about are important.

Some Essential websites:

<http://www.jasonohler.com/storytelling/index.cfm>

<http://digitalstorytelling.coe.uh.edu/>

<http://www.educause.edu/ELI/7ThingsYouShouldKnowAboutDigit/156824>

<http://www.storycenter.org/>

<http://cogdogroo.wikispaces.com/50+Ways>

<http://voicethread.com/#home>

<http://electronicportfolios.com/portfolios/SITESTorytelling2006.pdf>

<http://larryferlazzo.edublogs.org/2009/04/15/the-best-digital-storytelling-resources/>

<http://www.slideshare.net/irwyn12/whats-my-story-using-drama-technology-for-storytelling-ihci-2008-presentation>

Ideas and Projects

[Digital video rubric- complete project](#)

[Standards-proofing Digital Stories](#)

[Digital Stories in E-Portfolios](#)

[Getting an idea...](#)

<http://www.storycenter.org/memvoice/pages/tutorialstory.html>

Some samples of DS on the web.

[http://digitalstorytelling.coe.uh.edu/social\\_studies.html](http://digitalstorytelling.coe.uh.edu/social_studies.html)

<http://www.umbc.edu/oit/newmedia/studio/digitalstories/projects.php>

<http://www.streetside.org/stories/digital-stories.htm>

Podcasting specific

<http://www.podcasting-tools.com/how-to-podcast.htm>

<http://mashable.com/2007/07/04/podcasting-toolbox/>

<http://creativecommons.org/podcasting>

Assessment

<http://www.jasonohler.com/storytelling/assessment.cfm>

<http://digitalstorytellingsynthesis.pbworks.com/Assessment-criteria-for-digital-storytelling>

<http://cndls.georgetown.edu/crossroads/vkp/newsletter/0902/resources.htm#gr>

Movies: This software comes installed on your computer

Mac Users: iMovie

PC Users: MovieMaker

Sound Files:

Mac Users: <http://www.apple.com/ilife/garageband/>

PC Users: [Audacity](#)

What Media? The internet provides a constantly changing and exciting shopping center for free or low cost forms for Digital Storytelling. Listed below are a few.

Powerpoint: Installed on your computer

<http://prezi.com/>

<http://www.microsoft.com/windowsxp/using/digitalphotography/photostory/default.mspx>

<http://voicethread.com/>

Green Screen technology....not free yet but worth considering. Chromakey seems to be the best rated.

<http://www.greenscreenwizard.com/>

<http://www.mixbook.com/digital-storytelling>

Nice compendium -- <http://electronicportfolios.com/digistory/tools.html>

And a list of 100-- that ought to get you started! <http://www.shambles.net/pages/staff/dstorytell/>