

Online Lifeline Conference

Digital Storytelling: Using Computer-Based Tools to Educate

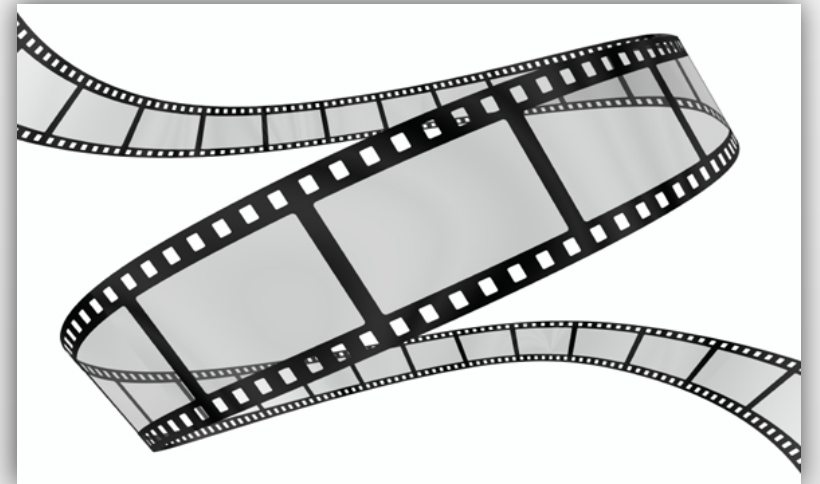
Dr. Danielle J. Alsandor & Colleen Fitzpatrick

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Valdosta State University

Session Agenda

- Introduce Digital Storytelling
- Explain Digital Story Elements & Creative Process
- Detail Student Experience
- Showcase a Digital Story
- Share Student Responses
- Provide Educational & Fun Outcomes
- Additional Q&A



Course Description

This course is focused on the use of technology in higher education/student affairs. It includes technology-based projects and strategies to support teaching and working with diverse collegiate learners. Class activities are designed to promote inclusion and learning in our ever-changing society. Use of the Internet and print resources will enable students to participate in the analysis and critique of different management and planning strategies (3 credit hours).



Digital Story Presentation Description

- You will create a digital story to showcase your understanding, reflections, and synthesis of technology in student affairs and higher education (outside and inside the classroom, office, campus, etc.). It can be an issue.
- Your digital story should utilize a mixture of media including images, text, recorded audio narration, video clips, and/or music to tell the story of how technology is impacting higher education/student affairs.
- Within this digital story you can also incorporate maps, timelines, artifacts, etc.
- Your digital story should be between 5-10 minutes long and there will be 2 minutes allotted for Q & A. You will turn in a copy of your digital story on a CD on the last day of class.

Digital Storytelling Assignment Directions

- Post examples on BlazeVIEW
- Show sample during class
- Remind them the expectation is at the amateur level
- Encourage them to be creative in topic selection and imagery
- Allow “lab” time
- Inform of campus resources
 - Media Center in Odum Library
 - <http://ww2.valdosta.edu/library/media/services.shtml>



Technology, Tools, Gadgets, etc.

- Digital camera, flip cameras, cell phone camera
- Flip camcorders, digital video recorders, microphones
- Music, narration, voiceovers
- Pictures, clips, interviews
- Transitions, effects, text boxes
- Hardware: Desktop or laptop computer
- Software: Movie Maker 2, iMovie, Photo Story 3, iLife, Adobe Premiere Elements



Digital Story Elements

- Overall Purpose of the Story
- Narrator's Point of View
- A Dramatic Question (or Questions)
- Choice of Content
- Clarity of Voice
- Pacing of the Narrative
- Meaningful Soundtrack
- Quality of the Images
- Economy of the Story Detail
- Good Grammar and Language Usage



Digital Story Presentation: Freshman Learning Communities & FYE

Freshman Learning Communities

- FLCs provide an opportunity for students to begin their college experience with other students who share similar interests and career objectives.
- FLCs consist of small groups of 22-25 first-semester college students taking two or more linked courses as a group.
- Each learning community is designed to ease the transition from high school to college by allowing freshmen to acquire educational and social skills crucial to their long-term academic success, through an integrated learning environment.



My Digital Story Process

- Initial Thoughts
- My Technological Abilities
- How did I choose my topic?
- Data and program information
- Final Thoughts



VALDOSTA STATE UNIVERSITY
FRESHMAN LEARNING COMMUNITIES

What Students Say...

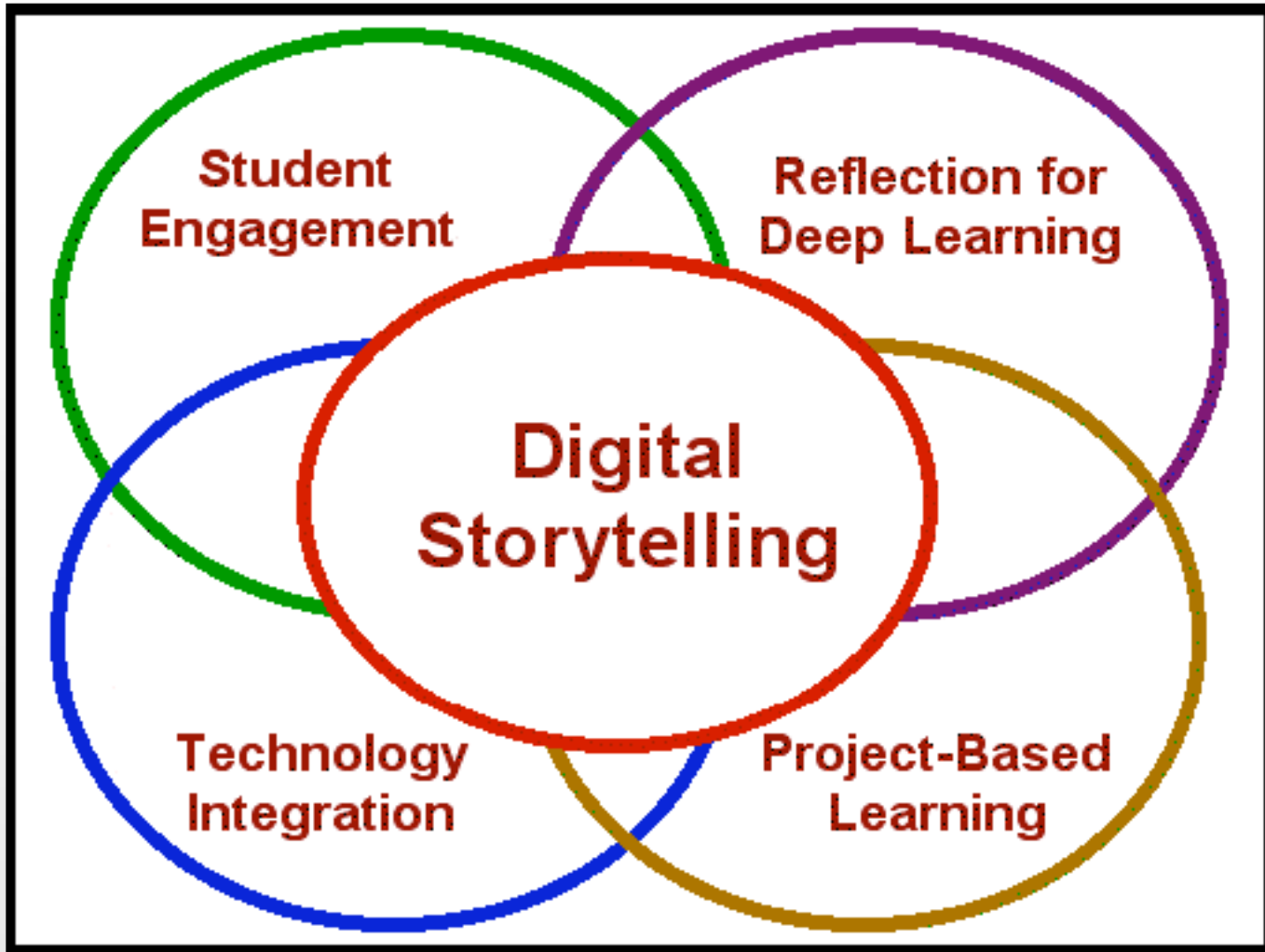
- “I loved the digital story project. If I ever teach a class I’m going to utilize that project.”
– SOI Comment
- “The digital stories rock.”
– Supplemental SOI Comment
- “I really enjoyed doing the digital stories we did and would like use in the future.”
– Supplemental SOI Comment
- “I loved the digital storytelling project.”
– Supplemental SOI Comment

Loved!

Enjoyed!

Rocked!





“Tell me and I forget, teach me and I may remember,
involve me and I learn.”
— [Benjamin Franklin](#)

Learning Outcomes

Objective: Demonstrate knowledge of the types and functions of technologies used by college administrators.

- **Outcome:** Students will be able to list software programs and systems that aid professionals in documenting a topic, highlighting an issue, and communicating with various stakeholders.

Objective: Demonstrate an increased knowledge base of technology.

- **Outcome:** Students will be able to show improved knowledge by earning at least 80% on a course post-test.

Objective: Show increased knowledge of technology through course readings, assignments, and projects.

- **Outcome:** Students will be able to identify multiple technologies and ways in which they can be employed.

Fun Outcome: 1st Annual Digital Story Awards (DSAs)

Best Overall Story

Best Comedic Effect

Best Do-It-Yourself

Best Creativity

Best Documentary

Best A/V

Best Attempt



Questions, Comments, or Concerns

What's Your Digital Story?!

For further guidance on creating a digital story,
please refer to:

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

[http://courseweb.lis.illinois.edu/~jevogel2/lis506/
howto.html](http://courseweb.lis.illinois.edu/~jevogel2/lis506/howto.html)



Danielle J. Alsandor, Ph.D.
djalsandor@valdsota.edu

Colleen Fitzpatrick
cfitzpatrick@valdosta.edu

Valdosta State University
Dewar College of Education
Curriculum Leadership & Technology
Higher Education Leadership Program