



DST_14_01

DIGITAL STORYTELLING AT SCHOOL

www.policulturaexpo.it/world/online-courses-moocs/

COURSE SUMMARY

Digital Storytelling at School is an **online course** that **helps teachers to develop an effective educational activity based on a “digital storytelling”** (interactive and multimedia) **approach**.

Digital Storytelling (DST) is spreading in schools (worldwide) as a tool to enhance the acquisition of modern communication skills. Combined with the use of multimedia technologies and the network, it fosters a variety of educational benefits: cognitive, communicational, relational and motivational ones, “media literacy”, etc.

Target audience: teachers from schools of all levels/kinds (and anyone interested in the matter)

Duration: 6 weeks

Attendance: asynchronous **Community:** YES

Estimated effort : 25 hours

Telling stories can be done in various ways: from comic books to videos, from “slideshow” to animations. This course deals with the general issues with DST and tackles in detail a specific approach: the creation of multimedia, interactive narratives with 1001stories (a tool developed by HOC-LAB, Politecnico di Milano).

Interactive and multimedia DST is used within the Policultura initiative (with more than 1,000 “stories” created by students aged between 4 and 18) as well as within **PoliculturaEXPO Milano 2015** (www.policulturaexpo.it/world), the international educational competition launched by the organizers of the **universal exposition Expo Milano 2015**, in cooperation with Politecnico di Milano. It must be noted that participation in these initiatives is NOT a pre-requisite for enrolling to this course.

Description

The course addresses two fundamental aspects of DST: education and communication. It adopts a “workshop” approach: participants will go through all the steps that lead from an initial idea to the final product’s design. Actual implementation is recommended but not compulsory.

During the course, examples of narratives done at school (at all levels) will be commented.

Objectives

At the end of the course, participants will have:

- gained the main competences needed to implement a DST educational activity with their classes
- learnt on the main affordances and pitfalls with running a collaborative activity based on DST
- learnt the basics on how to evaluate a multimedia product
- more in general: gained a critical attitude in relation to the assessment of an ICT-based educational activity (cost-benefits evaluation of communication quality vs. pedagogical quality)

Delivery

The course is delivered in self-learning mode. Each participant can access in full autonomy the resources (videos, manuals, tutorials, articles). A thematic discussion forum is also available, where participants can interact and collaborate with colleagues on the course’s content and activities.

Resources

- Introductory and thematic videos
- Scientific articles and technical documents
- Additional resources (papers, websites, videos, etc.)

Acknowledgment

A **certificate of participation** will be issued to all the participants who complete the planned activities. They will also receive **digital badges** (according to the international standard of the **Mozilla Foundation**) **for each completed phase of work**. The transformation of the attendance into academic credits is possible as specified on the website.

