



Digital Storytelling

Dig it, Higher Education!

**– Higher education pedagogy
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Heidi Blom
Senior lecturer
Health Care and Social Services
VAMK, University of Applied Sciences



VAASAN AMMATTIKORKEAKOULU
UNIVERSITY OF APPLIED SCIENCES

”Digital Storytelling is a short, individual multimedia output. You tell it with you heart. Anyone can make it and publish it wherever.”

Daniel Meadows

What are the teaching challenges
that we meet during the different
generations?

Generation 1930-1945

(after war)

Baby Boom generation 1945- 1964

X-generation 1965-1979

Y-generation 1980-1999

Z-generation 2000-



Digital Storytelling

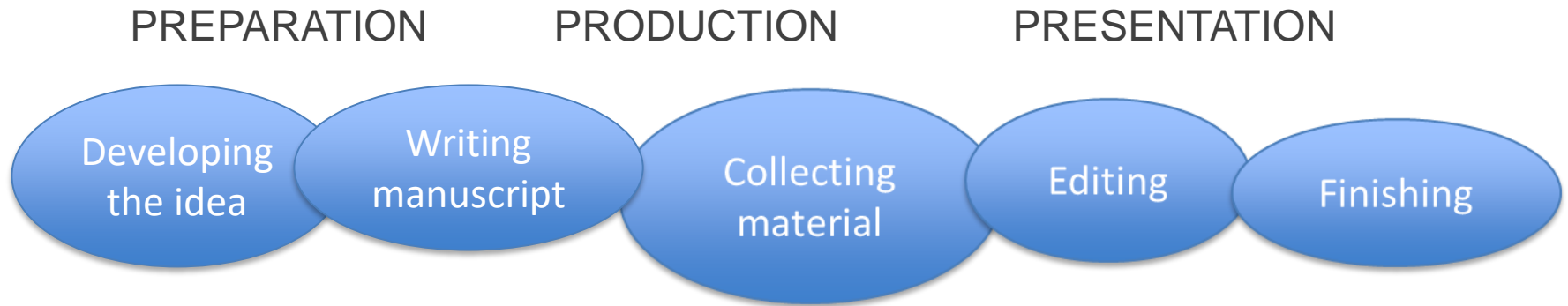
- Digital Storytelling as a concept and practice has spread in the 21st century
 - Audio-visual work which include
 - text (theory)
 - video, picture, photo (CC-license)
 - material (e.g. music, speech, special effects)
- You need technological instrument as a
 - camera
 - image processing
 - recording
 - sound processing
 - editing

continue...

- Digital Storytelling is a short and linear storyline
 - start, midpoint (highlight), end
 - tempo
- What would you want to tell with your story? The feelings and emotions of the story appeal to perceptions.

Continue...

- Digital Storytelling is a process



- Finally the Digital Storytelling is sharing, presenting and evaluating (evaluation, peer review)

Seven elements of
Storytelling:

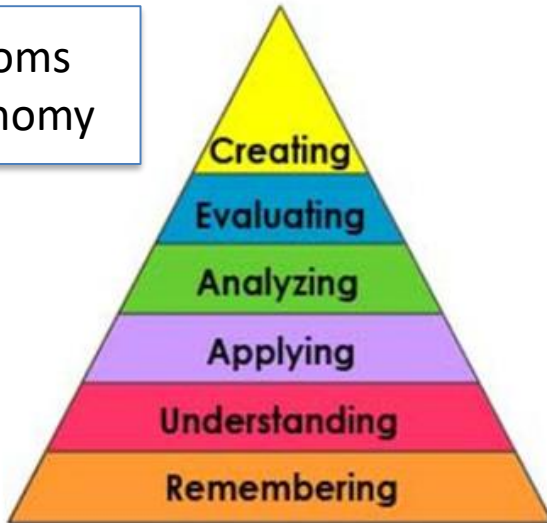
Perspective
Dramatic question
Emotional content
Own voice
Sound
Length
Rhythm



[illegible]

Active citizen skills

Blooms taxonomy



source: National Training Laboratories, Bethel, Maine

Notice!

**You encourage your students
step into their discomfort zone**

Time management

**Learning how to use
technology**

Processorientation

Presentation

Feedback

Thank you for
your attention.
I am looking
forward to seeing
you in the
workshop!

Videoklippi:

<https://www.youtube.com/watch?v=YUEt6EgcWr4&feature=youtu.be>

