

Learning outcomes

By the end of this assignment, students will learn how to plan, outline, and create a digital story. The medium of digital storytelling refers to the process of illustrating personal experiences by using multimedia in the form of videos, photographs, drawings, artwork, text, audio, music, or some combination of these products.

More importantly, students will also be able to demonstrate an appreciation that personal experiences and feelings are legitimate sources of knowledge by engaging in a process of self-reflection. In this context, this assignment seeks to help students critically explore the concept of “situated knowledges.”

Assignment

This assignment includes four steps. It is written as if a student were reading it. The submission requirements include a journal, digital story, and a 1000-word personal reflection.

1-SELECT AN IDEA (about 30 minutes)

The first step is to find an idea for the story you’d like to tell. The goal is to select an issue, event, or matter that you are passionate about related to life and living in London, Ont. (either in the city, the surrounding area, or the Western campus). Once you have an idea, try to determine your personal connection to it, how long it would take to tell the story, and the digital medium in which you’d like to use.

In your journal, consider the following questions:

1. What is your connection to the topic? Why is it important to you?
2. What audiences are involved in the story?
3. Can the story be told in a few minutes?
4. What digital mediums could you use?

2-PLAN (about 30 minutes)

Now that you have a topic, the next step is to create a plan to help organize your ideas and resources.

In your journal, answer these following questions:

1. Why are you telling this story?
2. How do you fit in the story?
3. How does this story align with your values and perspectives?
4. What “situated knowledges” are you drawing from?
5. What audiences would benefit learning from your story?
6. What resources do you need to complete this project?
7. List a timeline for completing the story.

3-OUTLINE (about 30 minutes)

Create an outline in your journal, which will help detail what the story will look like, assist in aligning the story with your perspectives, and determine what details to include and exclude. This is also a chance to collect any videos, images, text, or audio that you may need. Further, you may also want to organize all the resources that will be used in the story. This is a stage where you may have inspiration for more ideas and directions.

4-CREATE, WRITE YOUR REFLECTION, AND SUBMIT (about 5 hours)

Creating your story includes gaining access and/or recording any multimedia materials, editing, and completing the final product.

a. Multimedia elements

Visual: This includes taking pictures, or using previous photos in your possession, either of yourself or of others to use in your digital story.

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Audio: This includes recording your voiceover to piece your story together or using audio to create an entirely audio-based story such as a podcast or song.

b. Editing

This is where the planning and multimedia come together to create the final product. There are many tools to do this. You might already be comfortable with certain tools, software, or apps. There are various software programs available for use at the FIMS computer labs such as iMovie, Avid, Windows movie maker, Photoshop, Adobe Creative Cloud, Audacity, and Burli.

c. Final reflections and submission

Write a 1000-word reflection about: your experiences in creating the story and explaining why these experiences and feelings should be seen as legitimate sources of knowledge. To do so, answer at least five of the questions below. Finally, submit your completed digital story, journal, and personal reflection once they are complete.

Reflective questions:

What context, practices, experiences, and situated knowledges were significant in your story?

How do your story and reflections make meaningful interventions into the idea of “situated knowledges”?

What audiences could benefit from your story? How so?

What was it like to tell your story? How did it feel?

What did you hope to achieve in telling your story? What does the story accomplish?

How does your choice of medium enhance your story? Does the technology you chose to use detract from your story at all?

What power does your story hold?

What good did your work do? What does “good” mean and who is it for?

Where were your actions located spatially and temporally? Why is this important?

How was embodiment and positionality enacted in your interactions?

What role does representation play in the expression of your story?

What preconceptions and assumptions did you bring?

What scholarly conversations, however implicit, did you participate in?

Assessment

This project gives greater weight to showing evidence of self-reflection throughout the storytelling process over the production and aesthetics of your digital story. The evaluation of this assignment is as follows:

- **Journal (30%):** This includes documenting your plans, thoughts, and answering the prompts under Selecting and Idea (10 pts), Plan (10 pts), and Outline (10 pts) sections.
- **Digital story (30%):** This includes the organization (10 pts), aesthetics (10 pts), and appropriateness of the format (10 pts).
- **Personal reflection (40%):** This includes illustrating your experiences in creating the story (10 pts), critically engaging with at least five of the provided questions (10 pts), explaining why your experiences and feelings should be seen as legitimate sources of knowledge (10 pts), and mechanics (10 pts).