"STORIES FROM THE NORTH" PROJECT

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DIGITAL STORYTELLING IN A YOUTH AND SoMe PERSPECTIVE

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Facts

- Nordic project involving researchers, facilitators and participants
- Participants produce digital stories inspired by Digital Storytelling / www.storycenter.org.
- Cross Cultural Dialogue and Exchange of Nordic knowledge
- Nordic storytelling labs and an online platform
- Targetgroup - mainly young people
- Denmark
    - Digital Story Lab & Aalborg University
- Iceland
    - Reykjavíkur Akademían
- Norway
    - World Wide Narrative & Oslo Metropolitan University

Funding

Big thanks to

The Nordic Culture Fund
/ nordiskkulturfond.org

&

The Nordics
/ thenordics.com

The online platform version 01 / nordicstorytelling.com

The online platform version 02 / next goals

Create a version 2.0 of the online platform focusing on:

- support the interconnectedness in the online community through sharing options

  - volunteering graduate students who (who all initially themselves took part in a 2-day-DS-workshop) involved in the designing phase and they came up with a concept "message in the bottle" - sending stories and providing incentives for others to create their story

- further support the distributing opportunities

- create awareness within the Nordic countries and internationally

First project phase

First experiences from a "Stories from the North" project indicate how the involved youth and their experiences with social media (SoMe) potentially influences parts of the DS thinking in our project and raise interesting perspectives and questions

Resistant towards writing a manuscript

- sloppy and careless VS working "on the fly" mirroring young youtubers
- => possible ways to incorporate this 'on the fly' production mode ?

Started logging daily life through images

- not glorified versions (and no need for distribution)
- can DS support a movement towards authentic and "two-sided" images ?

First project phase

Drawing sessions focusing on a place where they were especially fond of being at

- all participants draw places where they were by-them-selves/without company and not online
  VS
 SoMe times where young people on a large-scale relates to other people online

Design suggestions from graduate students

- "message in a bottle" concept
    - encourage others to create their story not knowing the person receiving the message
    - possibly support authentic online interchanging and DS inspired 'dialogues' ?
    - possible to create a DS inspired story without familiarity with DS or knowing the person behind the message ?

Similar projects / processes

Inspired by DS and exploring various approaches and developments - including individual/collective, online sessions, artefacts, etc.

- online supervisions sessions with groups
- working several times with the same group
- "standscans"
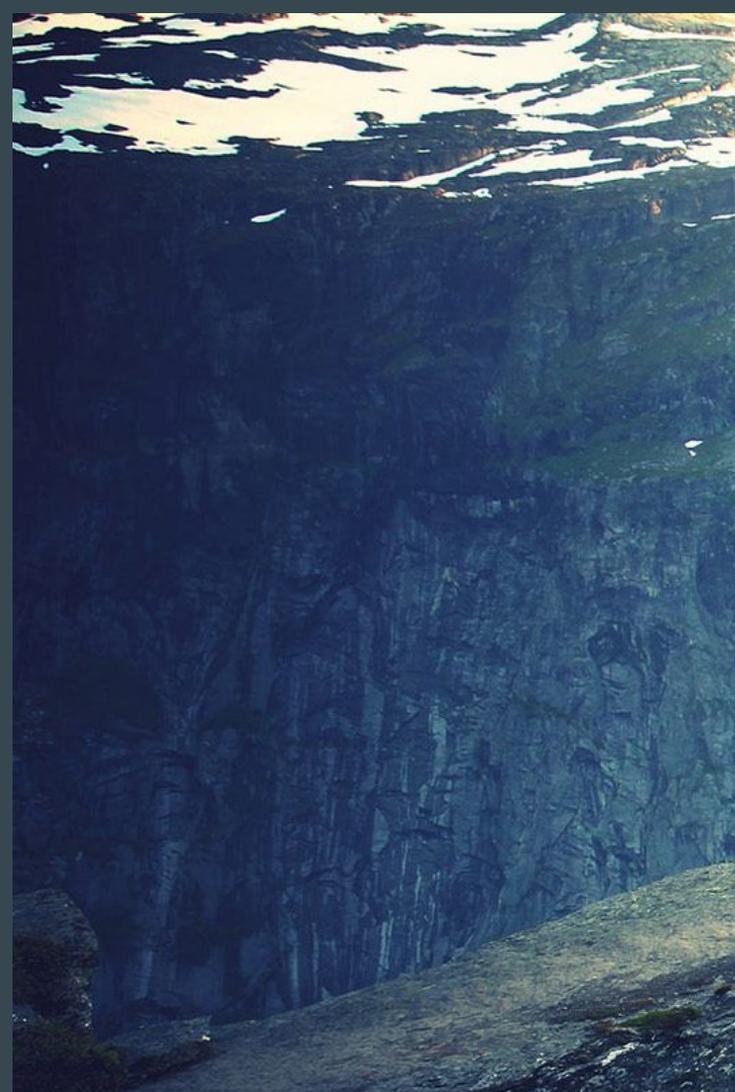
Thank you

Common reflections & comments