TRAIN THE TRAINER COURSE DIGITAL STORYTELLING

Programme 2015/2016

COPENHAGEN

Contact Details:

Nikoline Lohmann nikoline@digitalstorylab.com www.digitalstorylab.com +45 61262694

Skype: nikolinelohmann

Copenhagen Center for Digital Storytelling





""To be a person is to have a story to tell." - Karen Blixen

Course Programme:

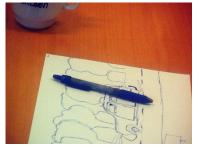
What is Digital Storytelling?

Digital Storytelling is the modern extension of the ancient art of storytelling, now interwoven with digitized still and moving images and sound. We bring people together in a programme where they share their stories with others in a "story circle". They learn to find the story and convey it with the new media. They use their own photos, new as well as old ones, video clips, shot with mobile phone or digital camera, and ends off with a 2-3 minute self-produced films narrated with their own voices. It is a creative process by which diverse peoples share their life story and creative imaginings with others.

Read more about the method on www.storycenter.org or www.digtalstorylab.com/english

The 5 days programme - Training of the Trainer (TOT)

This course gives the participants a certification in the Digital Storytelling method. The 5 days course is an education for trainers, volunteers, community workers, leaders, project managers, students, researchers or everyone else who wish to facilitate workshops and project in Digital Storytelling. At the course you will first produce your own digital story in order to use hands-on excercises and go through the process of creating your own 2-3 minutes digital story. The second part of the course is about being a trainer/facilitator and how to run a succesfull workshop with different target groups.





Content:

The participants will be guided through a safe, fun and creative process, where the facilitator will support each participants in the following areas:

- Creative excercises
- Script writing and finding the story
- Sound, Image, Music and Filmediting
- Using online copyfree (CC) ressources
- Group collaboration and Individual learning
- A good way to share the stories Publicity Strategy
- Idea development and personal reflection
- Visual Storytelling
- How to facilitate and run a good storycircle
- Training of different target groups
- International network and inspiration
- Project mangement
- Development of ideas & strategies for new digital storytelling projects. (See page 6-8 for a more detailed description of the skill set areas)



"Storytelling is the most powerful way to put ideas into the world today." - Robert McKee

Contact

EMAIL info@digitalstorylab.com Phone +45 61262694 Skype: nikolinelohmann Frederikskaj 10a,

2450 CPH SV

www.digitalstorylab.com CVR Number: 31644852

Timetable

Day 1 - Introduction to Digital Storytelling & Finding the story

Time	Activities
9:00-10:30	Lecture: Introduction to Digital Storytelling, Self assessment and the workshop. 'Check In' participants
10:30-11:30	Group/Individual Writing exercises: Creative and visual methods for personal storytelling
11:30-11:45	Break
11:45-12:00	7 steps of Digital Storytelling
12:00-12:30	Individual script writing and storyboard
12:30-1:00	Lunch
1:00-2:00	Script writing and storyboard - Finding the story
2:00-2:15	Break
2:15-3:15	StoryCircle in 2-3 Groups: Review and Development of Story Ideas
3:15-3:45	Lecture: Introduction to Story Circle Facilitation and Pedagogical tools in D.S
3:45-4:00	Status and thanks for today
Homework	Finish Script and read: The 7 steps of Digital Storytelling and Facilitator Guide

Day 2 - The power of the voice, film editing & visual storytelling

8:45-9:30	Good morning exercise and workshop preparation as a Facilitator
9:30-10:00	Lecture: Voice Recording - Power of the voice (Audacity)
10:00-11:00	Continue with Story Production: Voice Recording with audacity. Pairs Practicum: Sound editing.
11:00-12:15	Individual scriptwriting and voice recording
12:15-12:30	Status: Is everyone on the track?: (Sharing Tips and tricks)
12:30-1:00	Lunch
1:00-3:15	All scripts are finished and ready to record. Tips and tricks for good narrative and film editing. Individual work with story and visuals
3:15-3:30	Break
3:30- 4:00	Lecture: Visual Storytelling and Media collection: Using images: Flickr, Creative Commons (copyright and formats) - Social media in data collection
4:00	Thanks for today
Homework	Tutorials in audacity, collect images, read visual storytelling



"If you don't know the trees you may be lost in the forest, but if you don't know the stories you may be lost in life."

Day 3 - Film production & The Facilitator Role

8:45-9:30	International projects and inspiration for good digital stories
9:30-10:00	Tech Tutorial - Fresh up: Introduction to Movie Maker and iMovie or apps.
10:00-10:15	Break
10:15-10:45	Pairs Practicum: Story Editing Exchange
10:45-12:30	Import and rough editing in video editing programme- Individual story production
12:30-1:00	Lunch
1:00-2:15	Finding images, video, music and effects - introduction to online social tools
2:15-2:30	Break
2:30-3:45	The facilitator role in the process and individual story-production
3:45-4:00	Status and thanks for today - All stories are developed in the film editing programme.
Homework	Tutorials in film editing and read cinematic effects

Day 4 - Screening & Celebration

8:45-9:00	Goodmorning and workshop prep. Inspiration
9:00-9:05	Review Agenda for the day
9:05-12:15	Story Production: Visual Effects, Music, Titles
12:15-12:30	Status: Is everyone on the track?: (Sharing Tips and tricks) - File formats for story production
12:30-1:00	Lunch
1:00-3:15	Story Production: Final Edit and export
3:15-3:30	Break
3:30-3:45	Preparing cinema (snacks and invite audience)
3:45-4:00	Story Screening - Celebration
Homework	Interviews and Evaluation - Preparing questions for final day







⁻ Russisk ordsprog





"Those times of depression tell you that it's either time to get out of the story you're in and move into a new story, or that you're in the right story but there's some piece of it you are not living out."

- Carol S. Pearson, Ph.D og forfat-

ter til bogen "The Hero Within".

Day 5 - Future Project Development & Certificate

8:45-9:00	Introduction to reflection test
9:00-10:00	Reflection test/exam in Digital Storytelling
10:00-10:10	Break
10:10-10:30	The future of digital storytelling - Project Examples
10:30-12:00	Idea development and implementation strategy for facilitators and their organizations. How to use it with different target groups? (group work)
12:00-12:10	Break
12:10-12:30	How to create a successfull workshop? - Project mangement
12:30-1:00	Lunch
1:00-2:00	Knowledge sharing & presenting project ideas from previous group work.
2:00-3:00	Q&A - Evaluation of the training
3:00-3:30	Certificate & Check Out

Practical Information:

Hosting organization: Digital Storylab -Copenhagen Center For Digital

Storytelling

Duration: 5 days

Place: The Lab at Frederikskaj 10a, 2450 Copenhagen SV

Type: TOT - Training of The Trainer Course

Working language: English / Danish

What to bring: A computer or iPad (Tablet) with Movie Maker, iMovie, or apps such as iMovie, WeVideo. (you can also get help to download the editing programme the first day at the course)

- A script/story of 250-300 words (of our choice)

- Some images/videoclips

- A set of headphones

Everyone can participate - no matter IT, writing or creative skills.





Background

Introduction to the course

Digital Storylab offers facilitator courses for people who wish to learn about digital storytelling and produce their own digital story. The facilitator workshop will give people the skills to teach other participants in the method or use it in their own projects and work.

In an effort to examine the process of facilitating a digital storytelling workshop, we have listed distinct areas of skills required. This is a demanding set of skills to develop and keep current, in the everchanging world of digital media. We recommend people to participate in the facilitator course (TOT), if they wish to use it for education, training of other target groups or use it in their daily work. In order to take this course, we will address that the participants can expect a lot of reading and homework during the course. Digital StoryLab will work within the frame of CDS's models of teaching. Center for Digital Storytellin in Berkeley has identified four large areas of skill sets:

- 1. Content Skills, which address the message.
- 2. Form, which address the medium.
- 3. Facilitation/Classroom Management Skills, which address the hu4. man dynamic in the process.
- 4. Technical Skills, which address the tool set.

The intention is to give a guide to help participants identify the roles that best suit them in the collaborative process of facilitating a digital storytelling workshop while they continue to seek further practice in the areas that they want to develop.

We believe people who effectively integrate their strengths with others who have complementary strengths, and therefore can provide the best overall support to storytellers throughout the process lead the most successful workshops.



See more stories and information on www.digitalstorylab.com



Skill Set Areas

"Opinions build walls, stories build bridge." - Christina Baldwin

Skill Set Areas:

- A. Content: helping the workshop participant define the story they are to tell.
- B. Form: helping the participant design their story in the form of a Digital Story.
- C. Facilitation/Group Management: helping guide individual and group creative process.
- D. Technical: helping support the production of creative process in digital media.

A. Content: Story Work

This involves lecture, group and individual story process that help participants identify a story from their life that is important to tell, helping them get to the heart of their story, and helping them structure it in a way that provides insight to the listener. In our Digital Storytelling Cookbook, we reduce these ideas to the first three elements of our Seven Steps of Digital Storytelling: Point of View, Dramatic Question, and Emotional Content.

Your learn how to:

Explaining/Elaborating upon the formal/theoretical issues of narratives

- Interviewing and Listening to others work out story ideas in group and one-on-one processes
- Editing and Writing stories
- Coaching others through their own editing process.

B. Form: Digital Story Work

- Script Editing

This involves more precise script work - looking at grammar, tone, style, and metaphor. Unlike expository writing, writing for digital storytelling employs the use of dialog, scene, direct language and other dramatic literary techniques related to playwriting, screenwriting, spoken word, live storytelling and comic books, etc.





We believe that all people have a unique story to tell. The computer makes lots of resources available for storytelling. We teach you how to use computer resources to communicate your story.

- Digital StoryLab

In addition, digital storytelling integrates the intimacy of reflective prose associated with letters, memoir, journaling, personal writing, and life stories. The participants are expected to come with a 350 words script to the first day.

- Audio Editing/Voice Over

This involves issues of mixing and enhancing audio, considerations of mood, tempo, tone, and contrast in use of music and sound effects as both background to spoken text and as foreground. This skill set relates to techniques in radio production, and audio editing for film. We will have a short lecture on this but the participants have to practice the editing of audio beside or go on a special workshop if they want to learn this.

- Visual Editing

This involves constructing the visual narrative for the story. This relates to both individual images, as in the composition, focal point, cropping, enhancement, collaging, etc. What images are the most compelling and why? What part of the image do you want to focus attention on? What order are the images telling the story? Which image is on screen for which part of the story?

Photoshop lecture will be on their own. We can assist with answering question but there will not any tutorial.

- Integration

Working with both images, sound, voice over, video and integrating them together. Product: a 2-3 minutes story/film.

C. Facilitation/Classroom Management Skills

Facilitating Personal Creative work in Group Process. This involves knowing how to direct creative process in a group setting. In particular, this involves how to run an effective Story Circle by managing and modeling the listening and sharing, in a way that ensures safety and learning.

Facilitating Personal Creative work in Individual Process. This involves knowing how to work with workshop participants one on one, and requires the ability to maintain a supportive bedsidemanner process outside the group dynamic, including assessment on individual learning styles/processes and stated personal goals/outcomes. The practiciners in this workshop will make their own stories, but there will not be any gunieapigs to test their skills on. They will be divided into pairs and each of them will have a 'body' to evaluate with.



D. Technical Skills

Audacity & iMovie or Moviemaker or other editing Apps etc.: This involves one lecture in iMovie or Moviemaker. It is up to the participants how deep into the program they will go. We will teach them the basic elements:

- Import (data collection)
- Titles, timelinie, transisitions, effects, soundtrack, tempo and voiceover, export.

Multimedia Software

This involves knowing how to use iMovie, Movie Maker or other filmeditingprograms. Collect data from the internet and import then to folders. - Online tools such as: media converter. flickr etc will be short introduced. The important part of using creative commons materials (CC) from the Internet, will be presented and we will talk about copyright.



Step One: Come up with an idea

Gather/Create Video









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About Digital Storylab

Who are we?

Digital Storylab is the only specialized digital storytelling company in Denmark with leading expertise in the development, planning, implementation & production of digital stories. We work with authentic voices and stories in every aspect of companies, organizations, institutions and communities through insight, participatory methods, media creation & production.

Expertise and Work:

Digital Storylab work with national and international projects in the following areas:

- Teaching and facilitation in new media & storytelling
- Documentation & research
- Culture and history of preservation
- Video production & methods
- Participation and observation
- Self Development
- · Local memory & civic planning
- Social Innovation
- User research
- Human Rights
- Community building projects
- Creativity & Innovation



Ditte Evald Litteraturvidenskab & moderne kultur Mobil: +(45)27282457 ditte@digitalstorvlab.com



Nikoline Lohmann Webformidler og Journalist Mobil: +(45) 61262694 nikoline@digitalstorylab.com



Mia Meldgaard Cand.IT Mobil: +(45) 28144191 mia@digitalstorylab.com

Clients & Partners:

Our clients are schools, NGO's, museums, organizations, institutions, governments who work for a sustainable, innovative, inclusive, social & economic society. We have worked with LEGO, The Danish Media for Youth, University of Brighton, EU projects, International Youth projects, Danish Storyteller Organzation, Red Cros and many others.



Mira Kellerman Radiodokumentarist Freelancer mira@digitalstorylab.com



Anne Herholdt Cand. Mag. i Kulturstudier & Internationale udviklingsstudier anne@digitalstorylab.com



Kasper M. Jensen Cand. Mag. Filosofi, Film & Tv kasper@digitalstorylab.com



Mia Elise Wied Lærer Freelancer



Louise Jørgensen Filminstruktør Mobil: +(45) 29704639 Iouisel@digitalstorylab.com



Natasha Dottin Specialestuderende, RUC codolle@hotmail.com

About our facilitators:

We are a group of facilitators with years of experience in planning, teaching and evaluating digital storytelling projects and workshops.

We offer both train the trainer courses and production workshop.

Our expertise is working with youth and international projects.

See our cases at: www.digitalstorylab.com/cases