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5. Digital storytelling as a pedagogical method

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The goal of the workshop

The goal of the workshop was to present the use of digital storytelling as a pedagogical method with learners of many different age groups. In the workshop, the main theoretical background and research behind digital storytelling were presented and in the end participants created a digital story of their own.

Theoretical background

Simply put, digital storytelling is creating multimodal stories by using digital tools. The length of a digital story is usually short, 3–5 minutes, and the story often includes the voice of a storyteller (Robin 2016). Digital storytelling can be divided into three different categories: personal narratives, historical documents, and learning or informative stories (Robin, 2006). By creating different types of stories, digital storytelling can be utilized in learning in many different ways, from supporting one's own reflection to presenting learned content.

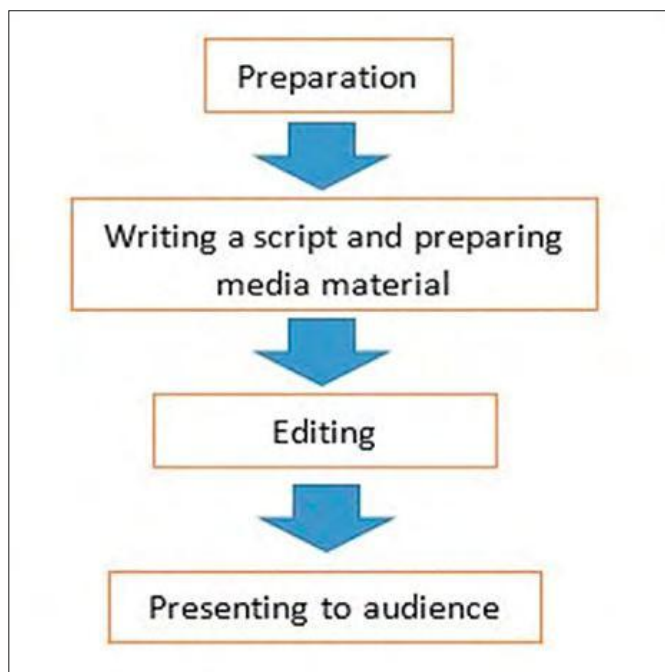
creating multimodal stories
by using digital tools

Digital stories can be created with a wide variety of different digital tools, but the recent technological development in mobile devices has made producing digital stories easier than ever before. As new technologies have become less expensive and more widely available to bigger audiences, digital storytelling has become an even more powerful tool of communication. Digital storytelling has many benefits as a pedagogical method and it has been utilized in teaching and learning in many different contexts from primary school education to higher education. It has been studied in the context of language education (Razmi, Pourali & Nozad 2014) and enhancing writing skills (Sarica & Usluel 2016).

Digital storytelling has been found to have a positive influence on learners' motivation

Digital storytelling has been found to have a positive influence on learners' motivation and it has also been found to foster different 21st-century skills such as creativity, communication skills, and innovative and critical thinking (e.g. Dogan 2011). In the digital storytelling process, the planning is as important as producing the final product. The digital storytelling process can be divided into four stages: (1) preparation, (2) writing a script and preparing media material, (3) editing, and (4) presenting to an audience.

The process of digital storytelling



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The workshop activity

In the workshop participants were given a task to create a digital story that shows the highlights of their ongoing visit to Finland. A web-based application called Book Creator was used (<https://bookcreator.com/>). The main features of the application were explained to the participants before they started experimenting with the application and creating their own stories. Many participants commented after the storytelling process that they already saw opportunities to utilize digital storytelling in their work.

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