DIGITAL STORYTELLING

You can create a digital story (3-5 minute digital video clip) about your study abroad experience by using a video recorder and screencasting software to create short "movies." Digital stories are told in first person using your own voice, illustrated by still images & videos from your study abroad program and a music track in the background to set the tone. Here is an example of a digital story reflecting on the experiences of the "Wine Tourism in Italy" study abroad program: https://www.youtube.com/watch?v=IYf_DJdXJWw

OVERVIEW: THE PROCESS OF CREATING A DIGITAL STORY

1. Script development: write your story
2. Capture and process images to illustrate the story (image editing)
3. Audio recording of the script (story)
4. Combine images onto a timeline (iMovie) or slideshow.
5. Add background music, titles, transitions, and effects
6. Practice syncing audio and video.
7. Present or publish finished version of the story via URL (e.g., YouTube, Screencast.com)

Video recorders can be any digital camera that shoots pictures or video, including (but not limited to) smart phones, digital video cameras, and web cameras (no tape recorders).

PROJECT INSTRUCTIONS: CREATING YOUR DIGITAL STORY

This project is designed to help you find and tell your "study abroad story", but more importantly to discover a deeper meaning of the time you spent abroad. The story should focus on the events you experienced and/or observed, a reflection or insight that led you to a greater understanding of the world and yourself, or a theme or metaphor that developed throughout your time abroad. This should not be a collection of pictures randomly thrown together about the fun you had while studying abroad. You should take notes or keep a journal as well as take pictures and videos during your study abroad program to help build or develop your story.

We encourage you to submit your digital story to your studyabroad@ttu.edu for possible use on our website.

ASSESSMENT CRITERIA

Digital Stories will be evaluated based on the quality of (1) the narrative and (2) the digital product

PART I: THE NARRATIVE

1. ***The purpose of the story.*** The story has to have a clear purpose established early on in the narrative and a clear focus is maintained throughout the story
2. ***Point of view.*** The narrative needs to be well developed and the point of view needs to contribute to the overall meaning of the story
3. ***Choice of content.*** The narrative needs to create a distinct atmosphere or tone that matches different parts of the story. The images may also communicate symbolism and/or metaphors.
4. ***Economy of story detail.*** The story needs to be neither too long nor too short. Three to five minutes seems to convey just about the right amount of detail
5. ***Grammar and language usage.*** The narrative should have no grammar issues, and the language needs to be professional and to contribute to the clarity and style of the story.

PART II: DIGITAL PRODUCT

6. ***Clarity of narration.*** The voice quality needs to be clear and consistent throughout the story.
7. ***Pacing of narrative.*** The pace (rhythm and voice punctuation) should fit the story line and helps "draw" the audience into the story.
8. ***Organization and transitions.*** The digital story needs to have the title, title page, a clear beginning, middle, and end (title incorporated in a cleaver way).
9. ***Meaningful audio track used.*** The digital story needs to utilize music which stirs an emotional response, matches the story line well, and coordinated with the images.
10. ***Quality of images.*** Images need to create a distinct atmosphere or tone that matches different parts of the story. Images may also communicate symbolism and/or metaphors.

The evaluation rubric (below) outlines the possible points for this project
Please refer to this rubric when creating your digital story

DIGITAL STORY EVALUATION RUBRIC

CATEGORY	VERY GOOD	GOOD	FAIR	POOR	POINTS EARNED
PART I: NARRATIVE					
The purpose of the study	Establishes purpose early on and maintains a clear focus throughout.	Establishes purpose early on and maintains focus for most of the story.	There are a few lapses in focus, but, the purpose is fairly clear	It is difficult to figure out the purpose of the story.	(10 Max)
Point of view	Point of view is well developed and contributes to the overall meaning of the story.	Point of view is stated but does not connect with each part of the story although attempts to connect to the overall meaning of the story.	Point of view is stated but no attempt is made to connect it to the overall meaning of the story.	The point of view is only hinted at or is difficult to discern.	(10 Max)
Choice of content	Contents create a distinct atmosphere or tone that matches different parts of the story. The images may communicate symbolism and/or metaphors.	Contents create an atmosphere or tone that matches some parts of the story. The images may communicate symbolism and/or metaphors.	An attempt was made to use contents to create an atmosphere/tone but needed more work. Image choice is logical.	Little or no attempt to use content to create an appropriate atmosphere/tone.	(10 Max)
Economy of story detail	The story is told with exactly the right amount of detail throughout. It does not seem too short or too long.	The story composition is typically good, though it seems to drag somewhat or needs or needs slightly more detail in one or two sections.	The story seems to need more editing. It is noticeably too long or two short in more than one section.	The story needs extensive editing. It is too long or two short to be interesting.	(10 Max)
Grammar and language usage	Grammar and language usage were correct and contributed to clarity, style and character development.	Grammar and language usage were typically correct and errors did not detract from the story.	Grammar and language usage were typically correct but errors detracted from the story.	Repeated errors in grammar and language usage distracted greatly from the story.	(10 Max)

PART II: DIGITAL PRODUCT				
Clarity of narration	Voice quality is clear and consistently audible throughout the story.	Voice quality is clear and consistently audible throughout the majority (85-95%) of the story.	Voice quality is clear and consistently audile through some (70-84%) of the story.	Voice quality needs more attention.	(10 Max)
Pacing of narrative	The pace (rhythm and voice punctuation) fits the story line and helps the audiences really "get into" the story.	Occasionally speaks too fast or too slowly for the story line. The pacing (rhythm and voice punctuation) is relatively engaging for the audience.	Tries to use pacing (rhythm and voice punctuation) but it is often noticeable that the pacing does not fit the story line. Audience is not consistently engaged.	No attempt made to match the pace of the storytelling to the story line or the audience.	(10 Max)
Organization and transitions	Story has: title, title page, a clear beginning, middle, end in which the title is incorporated in a clever way, and closing credits.	Story is missing one of the components. Transitions between beginning, middle, and end are mostly clear.	More than one component is missing and/or lack of appropriate transitions between beginning, middle, and end detracted from the story.	Multiple components are missing and/or lack of appropriate transitions between beginning, middle, and end detracted greatly from the story.	(10 Max)
Meaningful audio track used	Music stirs a rich emotional response that matches the story line well. Images are coordinated with the music.	Music stirs a rich emotional response that somewhat matches the story line. Images mostly coordinated with the music.	Music is okay and not distracting, but it does not add much to the story. Not coordinated with images.	Music is distracting, inappropriate, or not used at all.	(10 Max)
Quality of images	Images create a distinct atmosphere/tone that matches the entire story. Images may communicate symbolism and/or metaphors.	Images create an atmosphere/ tone that matches some parts of the story. The images may communicate symbolism and/or metaphors.	At attempt was made to use images to create atmosphere/tone but it needed more work. Image choice is logical.	Little or no attempt to create an appropriate atmosphere/tone.	(10 Max)
				TOTAL	(100 Max)