

# Digital Storytelling: Project Information for Participants

<b>Research project</b>	
Digital storytelling	
<b>Document author and contact for information</b>	
Sebastian May Student Experience Lead UAL Online <a href="mailto:sebastian.may@arts.ac.uk">sebastian.may@arts.ac.uk</a>	
<b>Version and date</b>	
V1, 31 October 2023	
<b>Project summary</b>	<p>The aim of this research project is to investigate the potential that digital storytelling may have in supporting connectedness among creative students. The study will make use of a collective storytelling activity to explore students' engagement in online learning. The activity will ask you to respond to a short story by continuing it 'in your own words', although this may be in any medium of your choice.</p> <p>The research methodology of this study will be qualitative and consist of the evaluation of creative contributions from all participants and an analysis of participants' responses captured through an online questionnaire at the end of the activity.</p> <p>The results of this study will contribute to the university's knowledge of digital storytelling and may inform the design of future digital learning activities for students engaged in online learning.</p> <p>This project will be conducted by Sebastian May, Student Experience Lead Online, with the support of the UAL Online team.</p>
<b>Taking part in this study</b>	<p>If you take part in his project, you will be asked to complete the activity tasks mentioned below. In total, these tasks should take you no more than 3 hours to complete in total and can be completed at a time of your choice. You will be asked to submit your project contributions, including your evaluation, by 30 November 2023 (midnight) at the latest. Early completion of these tasks are encouraged.</p> <ul style="list-style-type: none"> <li>• Review relevant project information and provide your consent</li> <li>• Review research activity instructions</li> </ul>

- Explore and add to a Padlet containing storytelling elements
- Explore a map of stories on Miro
- Plan and outline a short story
- Create a short story
- Finalise and publish a short story
- Complete an activity evaluation

Your participation in this project is entirely voluntary and you will be asked to complete a consent form to confirm that you have read this document and agree to proceed. If you have any questions about any of this information, please contact [sebastian.may@arts.ac.uk](mailto:sebastian.may@arts.ac.uk).

If you wish to withdraw your data from any parts of the research activity, you can do so up to 10 working days after the completion of the project. You may also choose to take part in this research activity without submitting any of your data. You can withdraw from the research by contacting [sebastian.may@arts.ac.uk](mailto:sebastian.may@arts.ac.uk). You will not be asked to explain your reasons for withdrawing.

### Data and confidentiality

Your anonymity is very important. Any information collected about you, including any personal data submitted as part of consent and evaluation forms, will be confidential to me, as the researcher. This data will be stored securely on UAL approved platforms for up to 12 months.

Any data captured during the learning activity, will be compiled, analysed and included in research outputs. This may include excerpts of some of the writing or other creative contributions you wish to make. You will not be identified individually anywhere in the research. When citing specific contributions, personal information will be redacted.

Some parts of the learning activity have a collaborative nature and use collaborative digital tools, including Miro. If you would like to stay anonymous while using Miro, please feel free to switch on 'private mode' - for further information please see under 'etiquette' below. Padlet has been set up to be anonymous by default.

As the research takes place within a closed group of student partners, you may choose to collaborate or exchange ideas. Please keep in mind that it may also be possible for you to identify other student partners from their contributions, simply because you may be familiar with their creative practice, because they have decided to explicitly name themselves in any contributions, and vice versa.

### Project output

Analyses of your project contributions, including data from the learning activity and questionnaire – will contribute to the final research findings. Quotations and creative work may be used in any research outputs, however any such content will be anonymised.

This project will result in a formal presentation of research results. Research findings may be shared with the university more widely as well as with relevant partners outside the university. These may appear online.

<p><b>Risks or disadvantages of participating</b></p>	<p><b>Physical wellbeing</b> As the project takes place entirely online, you may spend a considerable time using and looking at screens. Please make sure you take sufficient breaks as and when needed. Some advice for studying online has also been included for you in the 'support' section below.</p> <p><b>Psychological wellbeing</b> Other research participants may contribute content to the project that you find upsetting or that evokes strong feelings and emotions. For example, contributions could include creative work or personal stories. The project aims to minimise triggering content by asking all participants to follow the project etiquette below. The UAL Online project team will respond to any worries or questions you have as soon as possible during our usual working hours. You can contact us on Teams, or at <a href="mailto:ualonline@arts.ac.uk">ualonline@arts.ac.uk</a>. You can also contact me directly at <a href="mailto:sebastian.may@arts.ac.uk">sebastian.may@arts.ac.uk</a>. Where needed, relevant information on UAL support services can also be found below.</p> <p><b>Data protection and privacy</b> Risks associated with data protection and privacy are small and will be minimised through the aforementioned data handling processes and project etiquette below.</p>
<p><b>Advantages of participating</b></p>	<ul style="list-style-type: none"> <li>• By taking part in this research activity as a creative practitioner you will be able to experience and practice storytelling and learn how to apply this to your own creative practice.</li> <li>• The project includes a number of specific learning objectives that may benefit your personal and creative development, see under 'learning objectives' below.</li> <li>• You make an important contribution to academic research that may shape the design of future learning activities.</li> <li>• You will contribute to UAL's current knowledge around digital storytelling, connectedness and student engagement.</li> </ul>
<p><b>Learning objectives</b></p>	<p><b>Enquiry</b> Develop an understanding of different narrative tools by investigating a range of storytelling elements.</p> <p><b>Knowledge</b> Explore how storytelling connects and shapes individuals within a community of creative students by investigating storytelling structures.</p> <p><b>Process</b> Experiment with different storytelling methods to develop your own voice and practice.</p> <p><b>Communication</b> Develop your skills in communicating a clear narrative.</p> <p><b>Realisation</b> Produce your own story by realising one or more digital publishing techniques.</p>

### Etiquette for research activities

- Research participants are asked not to share or disclose any information shared as part of any of the research activities. This includes any creative work, written materials, or audio-visual contributions made by other participants.
- With respect to psychological wellbeing, we ask research participants not to contribute any information with the intend of upsetting or harming any of the other participants. This may include sharing of creative work that could be seen as particularly upsetting to others.
- All research participants are asked to consider and respect other participants and stakeholders involved in the project.
- You may choose to contribute anonymously and remain unknown when using Miro. Find out how to [use Miro in private mode](#).

### Support

- Student support: [arts.ac.uk/students/bigwelcome/your-journey-to-UAL/get-support](https://arts.ac.uk/students/bigwelcome/your-journey-to-UAL/get-support)
- Student Services: [arts.ac.uk/students/student-services](https://arts.ac.uk/students/student-services)
- Wellbeing support: [arts.ac.uk/students/wellbeing](https://arts.ac.uk/students/wellbeing)
- Counselling, Health Advice and Chaplaincy: [arts.ac.uk/students/student-services/counselling-health-advice-and-chaplaincy](https://arts.ac.uk/students/student-services/counselling-health-advice-and-chaplaincy)
- Staff mental health: [canvas.arts.ac.uk/sites/explore/SitePage/41298/staff-mental-health](https://canvas.arts.ac.uk/sites/explore/SitePage/41298/staff-mental-health)
- If you need first aid/mental health first aid: [arts.ac.uk/students/health-and-safety-for-students/information-and-resources/first-aid-and-incident-reporting](https://arts.ac.uk/students/health-and-safety-for-students/information-and-resources/first-aid-and-incident-reporting)
- Disability and Dyslexia: [arts.ac.uk/students/student-services/disability-and-dyslexia](https://arts.ac.uk/students/student-services/disability-and-dyslexia)
- Studying online: [arts.ac.uk/about-ual/teaching-and-learning-exchange/digital-learning/studying-online](https://arts.ac.uk/about-ual/teaching-and-learning-exchange/digital-learning/studying-online)

Thank you for your contribution to and participation in this study.