

UAL Online Student Partner Project: Digital Storytelling

Document author

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Summary

This short research project investigates how digital storytelling supports connectedness amongst creative students.

Storytelling may already be present in different aspects of your creative practice. Storytelling approaches could include your use of visual storytelling, symbolism, and other narrative devices. It might feature directly in some of your art as a theme, or you may use different aspects of storytelling to communicate ideas about the world. For example, you might use storytelling to pitch your ideas to someone who isn't familiar with your work.

Storytelling is an essential tool in talking to others about you as an individual or about your community. It also can help you form connections and establish relationships. Storytelling can also be used as a reflective and analytical tool when reviewing your positionality and it can help you develop your creative practice.

By taking part in this research activity as a creative practitioner you will be able to experience and practice storytelling and learn how you may be able to apply this to your own creative practice.

By participating in this project you will also make an important contribution to academic research that may shape the design of future learning activities.

As part of the activity, you will be asked to:

1. Review a participant information sheet that provides a summary of the project.
2. Provide your participant consent.
3. Review instructions and supporting technical information.
4. Take part in an online learning activity on digital storytelling.
5. Evaluate your participation by providing your feedback via an online survey.

Aims

The aim of this research project is to investigate how digital storytelling supports connectedness among creative students. The study will look at the power of community and belonging in supporting academic activities, and the idea of play as a driver for engagement. This idea is based on the underlying idea that connectedness of individuals supports their learning. The results of this study will inform the design of future learning activities online. This study is part of my research on the PgCert Academic Practice in Art, Design and Communication at UAL.

Goals

1	Collect a range of digital stories and storytelling elements.
2	Develop a map of interconnected stories and storytelling elements.
3	Gather views, opinions and thoughts from a range of creative students on a specific learning activity that involves digital storytelling.
4	Review creative learning activity processes.
5	Analyse findings and draw up conclusions on how digital storytelling may support connectedness.

Schedule and time commitment

The project will start at the beginning of November. Final submissions will need to be made by Thursday, 30 November. Early submissions are encouraged.

Project activities should take between 2.5 – 3 hours to complete per person. Submissions need to be made on an individual basis, however you will be able to collaborate with other student partners if you wish to do so.

The project will take place online and you will be able to participate whenever is most suitable to you. The UAL Online team will be available to respond to any project queries during standard UK working hours, Monday – Friday, 9am – 5pm.

Staff	Responsibilities
Sebastian May	<ul style="list-style-type: none"> Project coordination
	<ul style="list-style-type: none"> Supporting you throughout the project, including helping to resolve queries and technical issues
	<ul style="list-style-type: none"> Project administration, data management, analysis and reporting
Emily Lazerwitz	<ul style="list-style-type: none"> Administrative student partners support

Student Partners	Responsibilities
<p>The project is open to all student partners</p>	<ul style="list-style-type: none"> • Review and consent to project information
	<ul style="list-style-type: none"> • Review learning activity instructions
	<ul style="list-style-type: none"> • Explore a range of narrative styles and storytelling elements
	<ul style="list-style-type: none"> • Produce and publish a short story
	<ul style="list-style-type: none"> • Complete an activity evaluation and provide feedback
	<p>Skills</p>
	<ul style="list-style-type: none"> • Experience using Padlet and Miro might be useful but is not required
<p>Platforms</p>	<p>Miro</p>
<p>Padlet</p>	<p>Jisc, to complete a browser-based evaluation (and possibly consent) form</p>
<p>Materials/resources</p>	<p>Project specific Miro and Padlet boards will be made available once the project begins and participants have completed the consent form.</p>
<p>Evaluation</p>	<p>Participants will be asked to complete an online questionnaire at the end of the activity.</p>