



THOUGHT

OUTCOME

STORYTELLING

A VOICE from WITHIN

WENDY BURTON

THE STORY OF INSTITUTIONAL LEARNING OUTCOMES

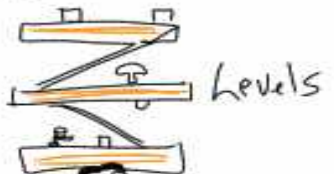


Teleological



social cognition

METAPHORS
Feathers in a cap



kibbitzer



Rough Draft

- measurable
- observable
- action verb

Digital Story Telling

**KNOW
THE
RULES!!!**



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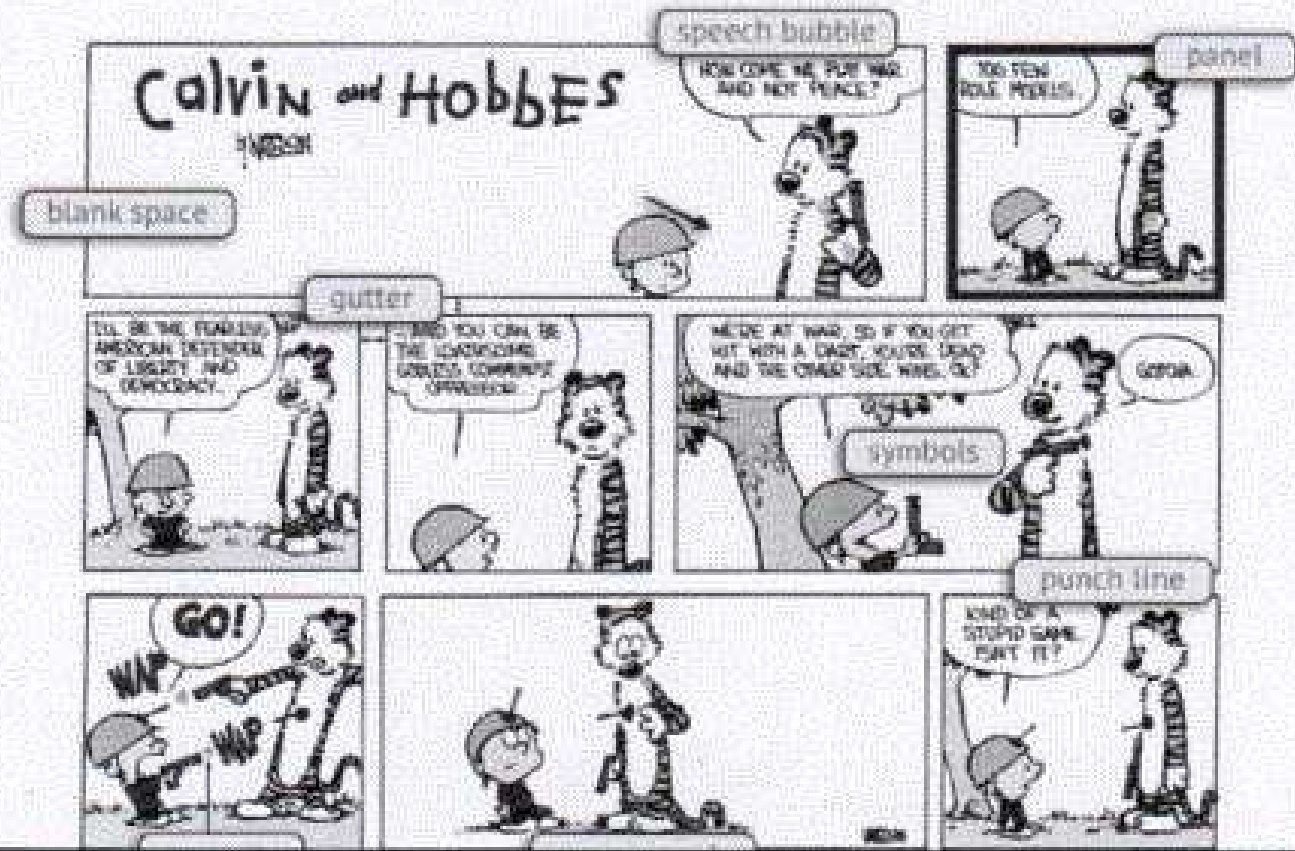
ENTRY RULES

- **Eligibility.** All enrolled students both in the undergraduate or graduate levels are eligible to join this contest.
- For each call of interest to join this contest, the top three winners shall be announced.
- **Number of submissions.** Only one (1) submission per student is allowed.
- **No entry from a pair or group/team shall be entertained.**
- **Where to submit.** Entries can be submitted in person through a flash drive at the FAHL office of the University or can be emailed to the same office. A release letter must be filled out upon submission of the entry. This release letter provides consent for the University or the FRIENDS project to use the story.

Mechanics of creating a story

- **Content and Duration.** The length of the production should two to three (2 to 3) minutes.
- The topic content of digital Storytelling can be but not limited to intercultural experience, global experience, cross-cultural experience; intercultural journey; the importance of cross-cultural experience; cross-cultural communication; cultural diversity.
- All submissions must be original work by the eligible student and have full copyright to the submitted material, including sound effects and music if used.

Plan your story



Content Rules

- Submissions must be appropriate for viewing by the general public and by the multi-cultural international community with the content restrictions as below:
 - • Nudity, profanity or vulgar behaviour
 - • Promote illegal behavior
 - • Support racial, religious, sexual or other invidious prejudice
 - • Advocate sexual or violent exploitation
 - • Graphic violence or inappropriate materials of the scene/s in their sole discretion, dangerous stunts, real weapons of any kind, drug use, content that use hate, torture or slander
 - • Material that promotes prejudice, hatred or harm against any group or individual or promotes discrimination or exploitation based on race, sex, religion, disability, age or any other basis protected by law
 - • Materials that are likely to cause offense to any person or to injure the name, reputation or standing of any person

Copyright

- If you are using someone else's images, music, video, research, and ideas, permission has to be secured from the author/owner to use their work.
- In other words, any material that is not the digital storyteller's original work needs to have references/citations or prior permission for usage of work.
- A digital story that contains another's work without reference and consent shall be disqualified.
- For more information on how to get permission and copyright-related law in Europe, please check here:
[https://www.europarl.europa.eu/RegData/etudes/STUD/2018/625126/EPR_S_STU\(2018\)6251_26_EN.pdf](https://www.europarl.europa.eu/RegData/etudes/STUD/2018/625126/EPR_S_STU(2018)6251_26_EN.pdf) For more information on how to get approval for copyright

Don't Copy



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Creating a Digital Story

- . To create a captivating digital story, you should be passionate about what you want to tell. It is easier to work on a project that has meaning to you than to feign interest in something you think will impress others.
- For guidance on how to's, you may refer to a link that is created by another Erasmus+ project on how to develop a digital story - <https://commongoodfirst.com/how-to-tell-your-story> Language of the Story.
- Submission of digital Storytelling can be in English or any local language with English subtitles. English subtitles are encouraged even if the medium of the video is in English. Digital Storytelling Format. The digital storytelling format can be in the form of: horizontal stories; short and vertical videos; full motion videos with sound; and or animation or still images.
- While in particular for the video format, it must be in the form of: visual video; story with swipeable slides; AMP stories; listicles; and or virtual reality
- Video resolution needs to be HDTV resolution, 1080p (1920x1080 pixels, 16:9 aspect ratio). The video must be in one of the following formats AVI, WMB,MOV or MP4 (MP4 and MOV are preferred)