

MERJ Conversation Session – Preparation for Participants

Understanding the Media Literacy of Digital Storytelling.

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Context

Digital Storytelling is a facilitated workshop-based process where participants gain the skills and knowledge needed to tell a personal audio-visual story using their own words and imagery. This proposal adopts a variant on the World Café method to deconstruct Digital Storytelling as means to understand the methodology and the stories. After a contextualizing presentation and screening, delegates will move around three café tables in groups of 3 – 6, at which they will explore three specific themes:

Theme A: Process of production - finding the articulate and personal voice

- What are the pedagogic benefits of the workshop?
- How do workshops balance democratic and therapeutic components?

Theme B: Crafting the stories – creating meaning in a short form

- Does the short form enhance or restrict meaning?
- How does the storyteller fit their voice to the form?
- What is the role of the facilitator?

Theme C: Impact – understanding stories as individual texts and as collections

- How do the individual stories themselves create meaning?
- Can stories be put together to create a wider narrative?
- How can the stories themselves have an impact on wider issues?

At each table, groups will contribute to a mind map of key ideas and each café-table conversation will be recorded and transcribed. Each conversation will be presented and conclude with one key finding from each theme.

1. Preparatory Reading

Overview/Definitions of Digital Storytelling

Hartley, J and McWilliam, K. (2009) *Story Circle*, Wiley-Blackwell, 2009 – [Chapter 1, pp 3 – 9]

Lambert, J. (2013). *Digital Storytelling: Capturing Lives, Creating Community*. 4th Edition. Routledge [Chapter 5, Seven Steps of Digital Storytelling, pp54 - 69]

Theme A

Couldry, N. (2008). *Mediatization or mediation? Alternative understandings of the emergent space of digital storytelling*. New Media Society 2008 10:373

Thumim, N (2012) *Self-Representation and Digital Culture*, [70-103]

Theme B

Poletti, A. (2011). Coaxing an intimate public: Life narrative in digital storytelling. *Continuum*, 25 (1), 73-83

Riessman, C.(1993) *Narrative Analysis*: SAGE Publications [Chapter 1 – Theoretical Contexts, pp8 – 23]

Theme C

Hartley, J. (2013) [*A Trojan Horse in the Citadel of Stories?*](#) Journal of Cultural Science, Vol.6, No 1

Gubrium, A. (2009). [*Digital Storytelling: An Emergent Method for Health Promotion Research and Practice*](#), in *Health Promotion Practice*, 10 (2): pp 186-191.

Nicole Matthews & Naomi Sunderland (2013) Digital Life-Story Narratives as Data for Policy Makers and Practitioners: Thinking Through Methodologies for Large-Scale Multimedia Qualitative Datasets, Journal of Broadcasting & Electronic Media, 57:1, 97-114, DOI: [10.1080/08838151.2012.761703](#)

#Digital Storytelling, #Process, #Voice, #Impact

2. Preparatory Viewing of Digital Stories

View the following digital stories with the three themes in mind:

1. [*Casatorie printre ruine*](#) (Marriage Amongst the Ruins), Romania 2010
2. [*John Cooke, Local Historian \(Salford, 2010\)*](#) (Scroll down to fifth story on page)
3. [*Sauna Sisters \(Helsinki, 2011\)*](#)
4. [*Hello Fish Mate*](#) (London, 2014)
5. [*agora vou para o lar \(now I'm going to the nursing home\) – no subtitles, but text in English below \(Leiria, Portugal, 2014\)*](#)

3. Additional Optional Reading/Viewing

Brushwood Rose, C. and Low, B., (2013) *Exploring the 'craftedness' of multimedia narratives: from creation to interpretation*. Visual Studies Dec. 2013.

Couldry, N. (2010). *Why Voice Matters*. London: Sage . Chapter One: Voice as Value

Dreyer, T. (2012) "A Partial Promise of Voice", *Media International Australia Incorporating Culture and Policy Quarterly Journal of Media Research and Resources*, vol.142, pp157-166

Hartley, J, *Problems of Expertise and Scaleability in Self-Made Media*, in Lundby, K (2008), *Digital Storytelling, Mediatized Stories – Self-Representations in New Media*.

Gearty, M. and Williams, M. (2013). [Piloting Digital Storytelling and Action Research as an Approach to Stimulate Pro-Environmental Advocacy and Behaviour Change](#).

Meadows, D. (2003) [Digital Storytelling: Research based practice in New Media](#). Visual Studies, SAGE. Visual Communication 2003; 2; 189

[BBC Capture Wales](#)

[Center for Digital Storytelling](#)

[Australian Centre for the Moving Image \(ACMI\)](#) – Search Digital Storytelling under 'Research'