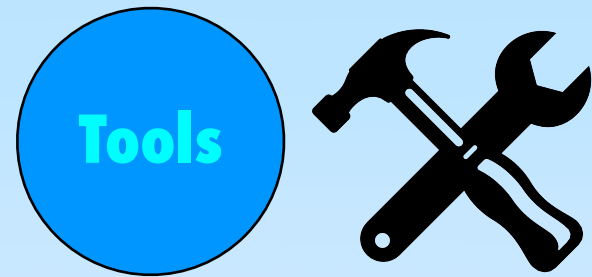
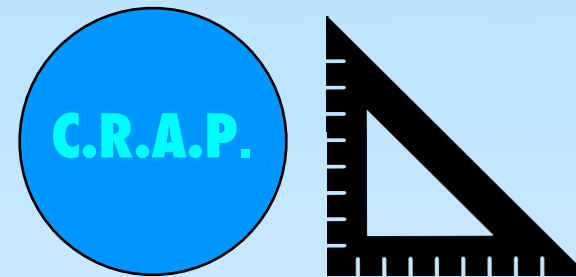


Digital Storytelling with Power Point



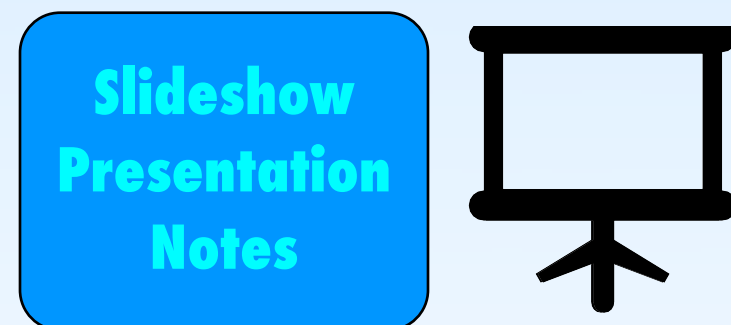
- Digital camera
- Video camera
- Power Point
- Movie Maker
- Microphone headset
- Stories from English



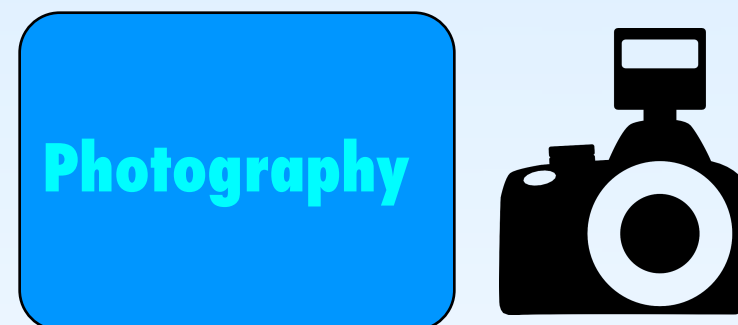
- Contrast
- Repetition
- Alignment
- Proximity



- All sounds should be chosen for how they impact the emotional state of the audience
- Use good quality recordings only
- Always record in a quiet room
- Use your voice to convey feeling and set the scene



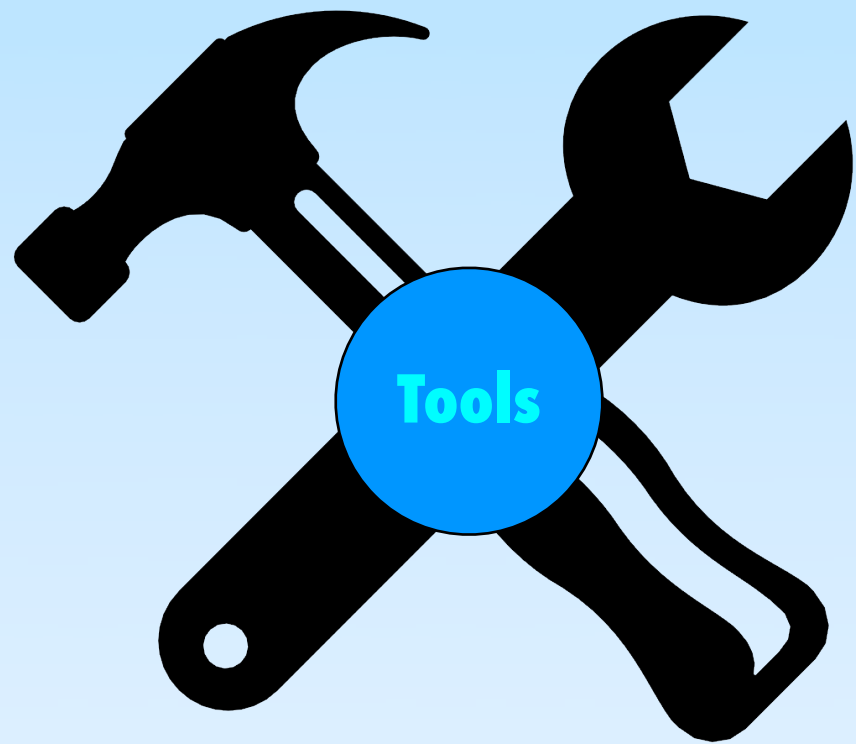
- Few printed words / page
- Few transitions
- Animation used only when it improves the story



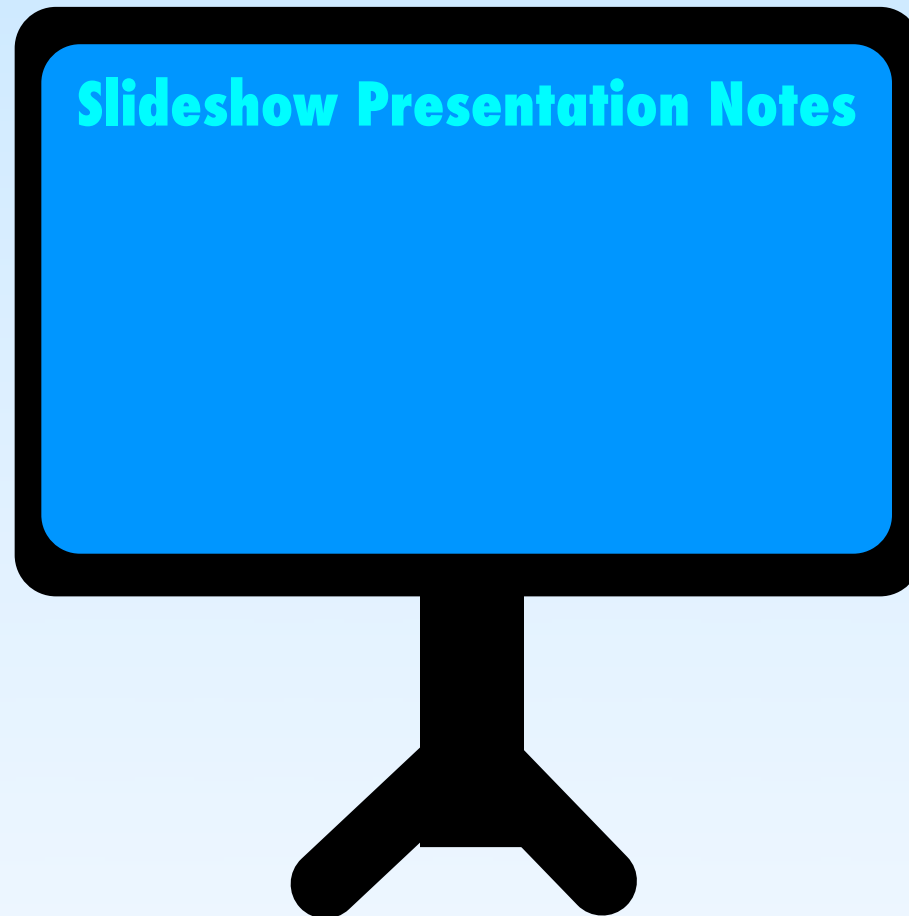
- Perspective
- Rule of thirds
- Get closer
- Don't centre everything



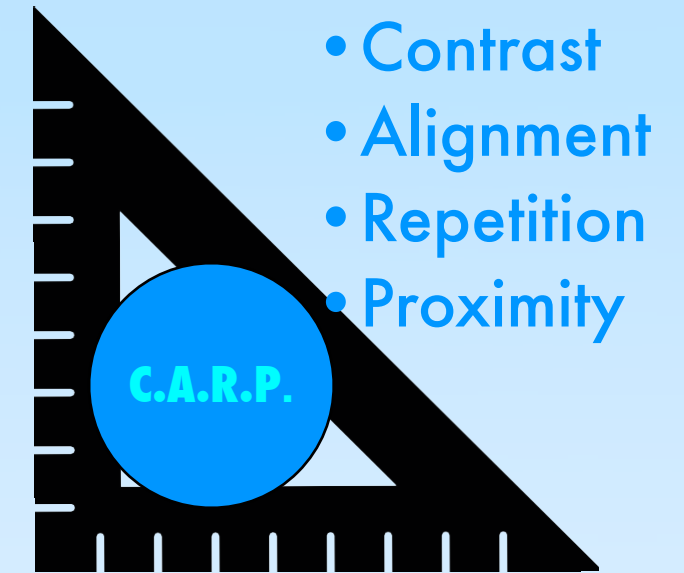
Digital Storytelling



Tools



Slideshow Presentation Notes

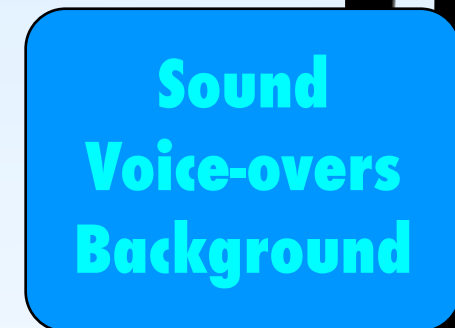
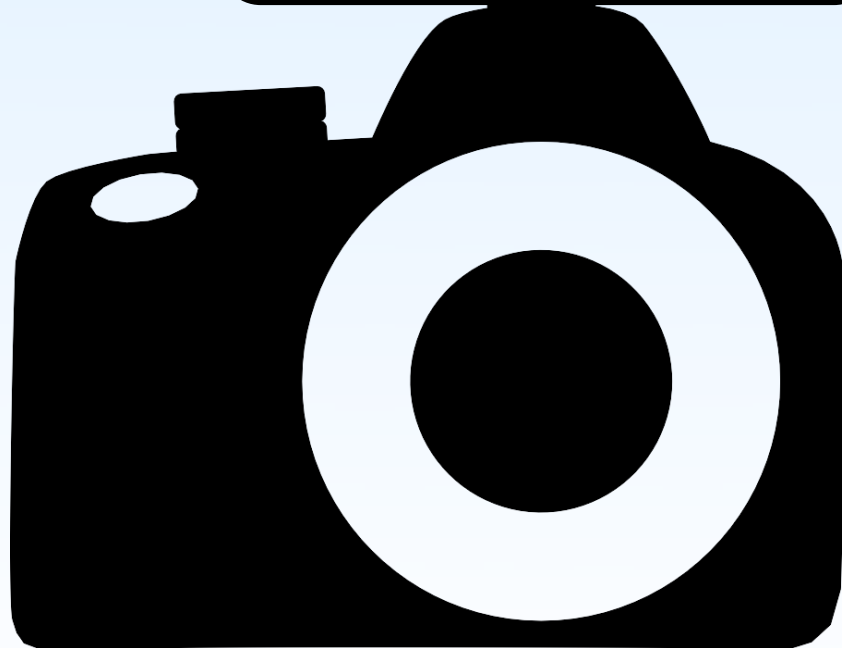


C.A.R.P.

- Contrast
- Alignment
- Repetition
- Proximity



Photography

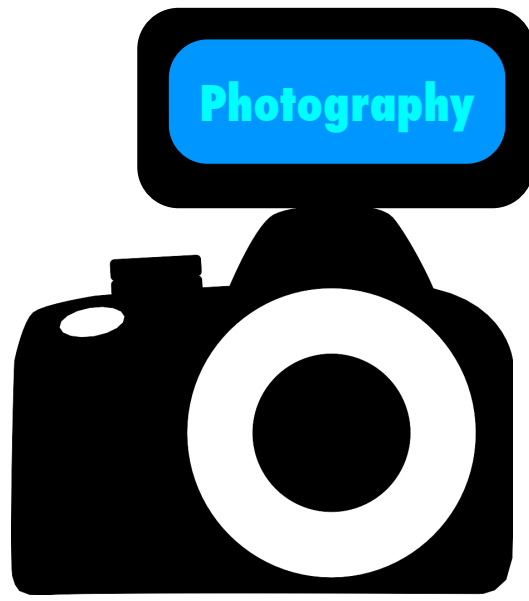


Sound
Voice-overs
Background



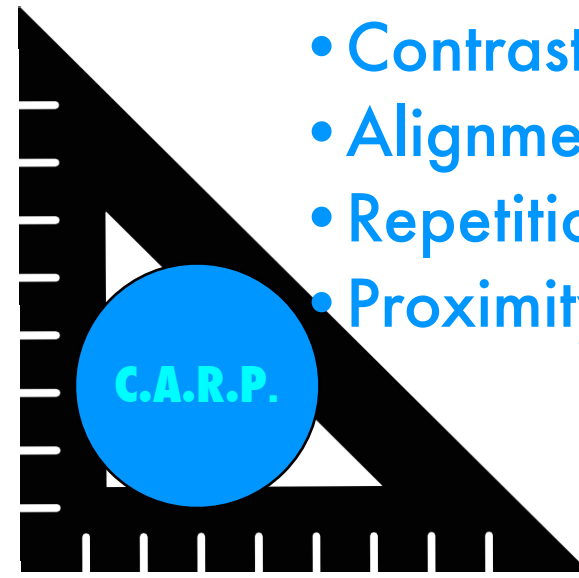
Digital Storytelling

Photography



C.A.R.P.

- Contrast
- Alignment
- Repetition
- Proximity



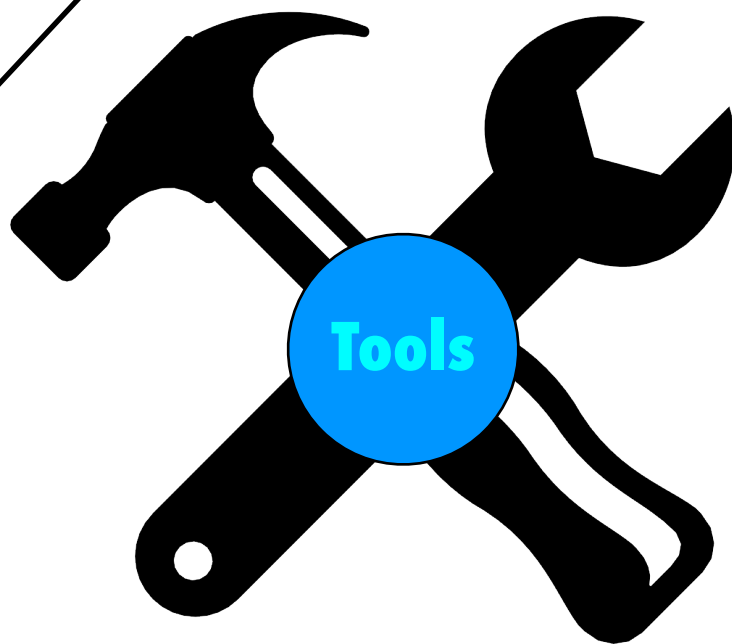
Slideshow Presentation
Notes



Sound
Voice-overs
Background



Tools



Digital camera

Headsets

Video camera

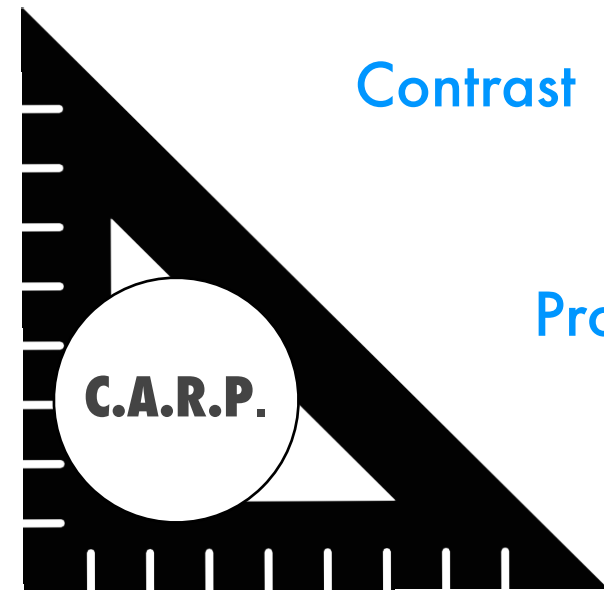
Power Point



Movie Maker

Stories from English

Alignment



Contrast

Proximity

Repetition

Few printed words / page

Slideshow Presentation Notes

Few transitions

Digital Storytelling is...

record in a quiet room

Emotional Impact



Sound

good quality only

record in a quiet room

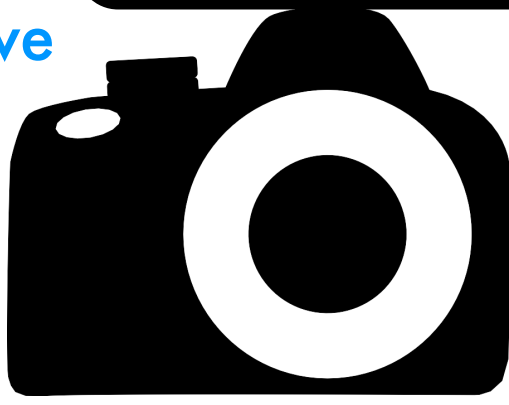
Animation only to improve the story

Perspective

Photography

Don't centre everything

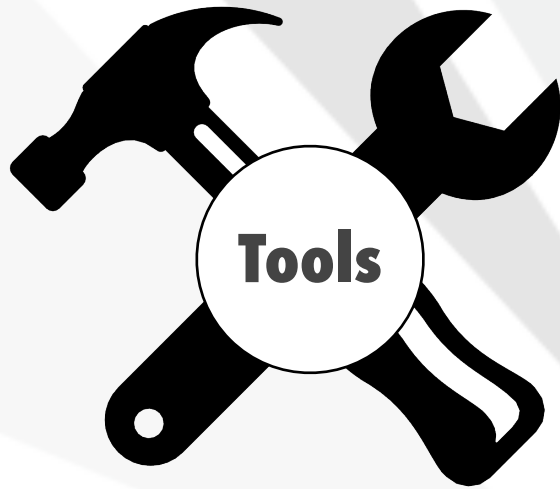
Rule of thirds



Get closer

Digital Storytelling Rules

Tools



Digital camera

Headsets

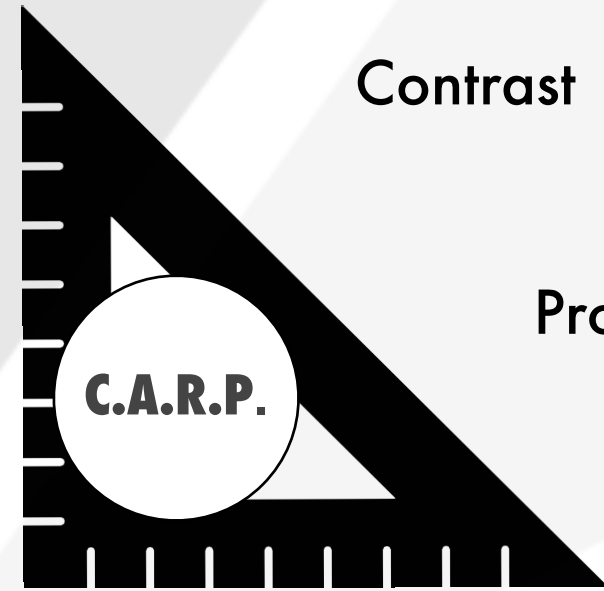
Video camera

Power Point

Movie Maker

Stories

Alignment



Contrast

Proximity

Repetition

Few printed words / page

Emotional Impact

Slideshow Presentation Notes

Few transitions

record in a quiet room

Sound

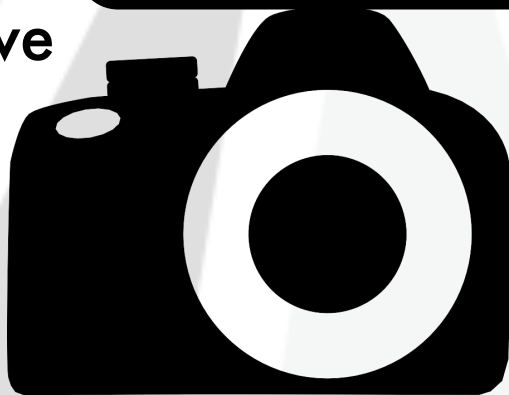


good quality only

record in a quiet room

Animation only to improve the story

Photography



Perspective

Don't centre everything

Rule of thirds

Get closer