

Digital Storytelling in Times of Crisis International Conference (DST 2014)

May 8-10, 2014, Athens, Greece

<http://dst.ntlab.gr>

information about workshops

workshop 1

<i>facilitators</i>	<i>Veronique DE LEENER, Ann PEETERS</i>
<i>date & venue</i>	<i>Thursday May 8, 15.00-16.30 (1st part) & 17.00-18.30 (2nd part), Foyer room</i>
<i>title</i>	<i>Digital stories on domestic violence, moving victims from crisis to confidence</i>
<i>description</i>	<i>In this workshop we start by presenting our project on Women's stories to give you some context. To get some insight in our methodology, we propose you to participate in some exercises. First, we will explore the theme of sex and gender by sharing some thoughts in a storycircle. Selecting some stories, we will then continue to work in small groups to record, illustrate and edit a digital story in Windows Movie Maker.</i>
<i>number of participants</i>	<i>15-20</i>
<i>participants are requested to bring</i>	<i>laptop or tablet with moviemaker, imovie or similar</i>

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workshop 2

<i>facilitators</i>	<i>Matt LEWIS, Mustafa SAKARYA, Emily SEIBERT, Sabrina TIMPERMAN, Lisa SCHENKEL</i>
<i>date & venue</i>	<i>Thursday May 8, 15.00-16.30 (1st part) & 17.00-18.30 (2nd part), 4th Floor room</i>
<i>title</i>	<i>A Model for Digital Storytelling as Empowerment and Change</i>
<i>description</i>	<i>In the last four years, Mercy College has developed a digital storytelling movement that empowers young adults, advocates for the neglected and misunderstood, promotes expression of civic responsibility, and teaches students to be active and engaged global citizens. This workshop is divided into six parts. In part one participants learn the avenues to building a digital storytelling movement. In parts two through five participants learn about specific implementations at Mercy College. In part six participants have a chance to raise questions and join a discussion on the information presented.</i>
<i>number of participants</i>	<i>15-20</i>
<i>participants are requested to bring</i>	

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workshop 3

<i>facilitators</i>	<i>Veronique DE LEENER, Ann PEETERS</i>
<i>date & venue</i>	<i>Friday May 9, 15.00-16.30 (1st part) & 17.00-18.30 (2nd part), Foyer room</i>
<i>title</i>	<i>Creating a "digital me" story helping unemployed youngsters to find a job</i>
<i>description</i>	<i>We present some of the "Digital Me" stories that were made in our organization and provide some context. Then you discover first hand some methods we use to let participants explore personal traits and skills. This information provides the basis for your own mini animated professional "digital me" resume which you then make with the free online tool Powtoon.</i>
<i>number of participants</i>	<i>15-20</i>
<i>participants are requested to bring</i>	<i>laptop</i>

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workshop 4

<i>facilitators</i>	<i>Amy HILL, Joe LAMBERT</i>
<i>date & venue</i>	<i>Friday May 9, 15.00-16.30 (1st part) & 17.00-18.30 (2nd part), 4th Floor room</i>
<i>title</i>	<i>The Ethics and Process of Using Digital Storytelling to Develop and Share Women's Human Rights Narratives</i>
<i>description</i>	<i>Center for Digital Storytelling Executive Director Joe Lambert will use a combination of didactic and interactive presentation methods to build an understanding among attendees of the core theoretical underpinnings of Silence Speaks, enable attendees to describe key ethical considerations involved in digital storytelling with vulnerable / marginalized communities, and share with attendees specific examples of digital stories, discussion questions, and activities from Silence Speaks' new The Right to Her Story compilation DVD for human rights education and advocacy.</i>
<i>number of participants</i>	<i>15-20</i>
<i>participants are requested to bring</i>	

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workshop 5

<i>facilitators</i>	<i>Ilias KARASAVVIDIS</i>
<i>date & venue</i>	<i>Friday May 9, 15.00-16.30 (1st part) & 17.00-18.30 (2nd part), 6th Floor room</i>
<i>title</i>	<i>An Introduction to Color Grading for Digital Storytelling</i>
<i>description</i>	<p><i>The present workshop aims to introduce participants to a general color grading workflow for storytelling purposes. The specific objectives include: the representation of digital signal in luminance and chrominance components; main tools for examining luminance and chrominance: histogram, waveform, and vectorscope; changing hue, saturation, and value; making color changes to the whole image (primary color correction); making color changes to specific parts of the image (secondary color correction); and masking (static and animated masks).</i></p> <p><i>A generic video editing pipeline will be introduced and color grading will be approached within this pipeline. Generally speaking, color grading commences after montage is complete and the image lock stage is reached. Coloring can serve many different purposes and these will be briefly introduced. Examples include but are not limited to the following: emphasizing a specific object/place in the frame (saturation, de-saturation, contrast); matching sequential shots (images or movie clips); applying specific color tints to shots or sequences; using color to evoke certain moods; introduce a certain look and feel; manipulate color and light.</i></p> <p><i>Each topic outlined above will be shortly explained, followed by quick demonstration, and then hands-on practice to achieve the effect.</i></p>
<i>number of participants</i>	<i>up to 20 participants maximum</i>
<i>participants are requested to bring</i>	<i>other than basic computer literacy skills, no previous experience in video editing, masking, compositing, or color grading required</i>

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workshop 6

<i>facilitators</i>	<i>Maria SARIDAKI, Eleni KOLOVOU</i>
<i>date & venue</i>	<i>Saturday, May10, 09.45-11.15 (1st part) & 11.45-13.15 (2nd part), 6th Floor room</i>
<i>title</i>	<i>Urban Game Design Workshop: creating a playful storytelling experience for city dwellers</i>
<i>description</i>	<p><i>Digital and non-digital ludic practices in urban spaces offer different unexploited potentials for promotion of urban and personal storytelling, "active forms of citizenship and awareness-raising on key sociocultural and political issues" as well as different educational content and further serious games based learning applications.</i></p> <p><i>This 2 hours workshop creates opportunities to discuss common narratives of places through a street game experience. In order to make sure that all users have an experience in Street Games and Urban Games the workshop will be based in different examples of urban games and playful experiences in the public space.</i></p> <p><i>The workshop will have a hands-on approach and will be divided in two parts, the playful experience and the game-design workshop. During the first phase, users will be introduced to urban games using their smartphones and discuss the social and personal narrative components of urban games. Following, they will be introduced to storytelling game design and asked to co-design different playful storytelling experiences in the urban space in a short collaborative game jam.</i></p>
<i>number of participants</i>	<i>20</i>
<i>participants are requested to bring</i>	<i>Participants should bring their smartphone with 3G internet connection. Participants can share a smartphone. Participants do not need to have any prior game design knowledge</i>