Digital Storytelling -- Core

Course Description

This is a project based learning (PBL) inspired course that utilizes a PBL assessment guide in addition to thoughtful integrated learning. Throughout the course, experimentation and the practice of storytelling through the lenses of multiple mediums allows students to develop narrative reasoning skills, while simultaneously giving them a realm to be creative and challenged. The course was created in response to the demand from "entertainment" industries for individuals skilled in content creation and transfer of thinking. The purpose of this course is to get our students to become creators rather than just consumers. The course focuses on content creation, specifically in the realms of: Visual, Auditory, Videographic, and Interactive Storytelling. The course also focuses on Digital Literacy, and how to become a responsible denizen. At any point throughout the course, students use information and communication technologies to find, evaluate, create, and communicate information, requiring both cognitive and technical skills.

Course Objectives

- Develop reasoning skills, cognitive constructive capabilities, and develop character.
- Dissection and justification of narrative literature across multiple mediums (audio, visual, text).
- Use information and communication technologies to find, evaluate, create, and communicate information, requiring both cognitive and technical skills.
- Use skills that they learn and the appropriate technology to communicate and collaborate with peers, colleagues, family, and on occasion, the general public; and
- Use these skills to actively participate in civic society and contribute to a vibrant, informed, and engaged community.

Assessing Performance

Students are assessed by obtaining weekly grades on the following: Work Ethic, Projects, Presentations, and Reflections.

Course Essentials

Equipment	Cost/Unit
Consumable material	$0
Reusable material	$0(student cameras/microphones: phones, etc) -$2500(classroom cameras/microphones: phones, etc)
Classroom set of computers/Chromebooks	$0 if you already have some, $100-600 per computer if you need to purchase

First Semester

Unit 1: Imagery	Discovery and PBL through the lens of photography, disaggregating information in the research portions of the unit and aggregating information in order to solidify a narrative that is portrayal of the situation that is being photographed while wisely utilizing all aspects that are used to create the medium
Unit 2:Sonic	Discovery and PBL through the lens of sound, disaggregating information in the research portions of the unit and aggregating information in order to solidify a narrative that translates the information effectively while retaining continuity.
Unit 3: Videographic	Discovery and PBL through the lens of videography, disaggregating information in the research portions of the unit and aggregating information in order to solidify a narrative despite the restrictions that the procter enforces
Unit 4: Game	Mix and meld photography, video, and sound through conditional statements and computational thinking in order to develop interactive multi-lateral stories that users can navigate.

Second Semester

Unit 1: Digital Literacy	Discovery and PBL at all levels throughout the unit, students use information and communication technologies to find, evaluate, create, and communicate information digitally, requiring both cognitive and technical skills.
Unit 2: journalism	Discovery and PBL through the research of photography, video, and sound in order to determine their origins and disaggregating information in the research in order to define and classify the constitution of an article
Unit 3: Entertainment Research	Discovery and PBL through the research of photography, video, and sound in order to determine their origins and disaggregating information in the research in order to define the setting, plot, mood, culture, and a particular piece
Unit 4: Portfolio	Development and population of a digital media portfolio

DIGITAL STORYTELLING

1. Materials
   A desktop or laptop computer, access to 1-to-1 daily, and Internet. Chromebooks will not work.

Hardware/Reusable Material	Recommended Unit	Cost/Unit
DSLR cameras (Recommend: Canon EOS Rebel T5i DSLR Cameras with 18-55mm Lens*)	1 per 3-5 students	$550*
16 GB (minimum) SD Card	1/camera	$10

   * Pricing alternatives for DSLR cameras:
   https://docs.google.com/document/d/1Fands0Zo8qmDgdGkxRkgpxii4j6kJ4JCDSg2yIY0h1U/edit?usp=sharing

2. Required software, networking access, and access to LSU servers
   - Teachers will need to be able to share documents via Google drive with instructors.
   - Free software to install on each computer: Google Chrome, Twinery, Openshot, VLC Player and Audacity.
   - Principals will need to communicate with the district's information technology department to ensure that there are no technological restrictions that block access to servers in the lsu.edu or lsupathways.org domains. In addition, students must be able to access the following websites:

twinery.org	youtube.com	freesound.org	audacity.org
vimeo.org	https://convertio.co/audio-converte		openshot.org

3. Required teacher collaborations
   Teachers will communicate with LSU instructors via a Google group set up for this purpose.
4. Required administration of course content, pre/post test, and research instruments
   All required materials and instruments will be either posted in a Google drive or their location announced via the Google group for this course.
5. Other
   As this is a project-based learning class, we strongly suggest that each section of the course should be limited to a *maximum* of 30 students. If the course is overloaded with students, they will not receive adequate instruction.