

Exploring Digital Storytelling

on small and large multi-touch displays in the context of
Technology-Enhanced Learning (TEL)

Invited lecture
1ME118 - IKT och lärande -
digital kompetens och pedagogiska verktyg

What is this all about?

I. Introduction

II. mobile Digital Storytelling: an overview

III. Interactive Tabletop Application

IV. Closing words

Personal information:

- Nico Reski { nico.reski@lnu.se }
- B.Sc., International Media and Computing, HTW Berlin, Germany
- Internship at Media Technology, LNU, winter 2011/2012
- Bachelor thesis at Media Technology, LNU, spring/summer 2013
 - "Exploring new interaction mechanisms to support information sharing and collaboration using large multi-touch displays"
- currently: Master student and Teaching Assistant at Media Technology, LNU

mobile Digital Storytelling:

- research conducted by Susanna Nordmark
- overall aim: present a complete workflow for mobile Digital Storytelling (mDS) supporting the concept of mobile seamless learning (MSL) in educational settings
- Digital Storytelling (DS) in general:
 - well-known technique
 - offers excellent opportunities to creatively craft powerful and personal stories, reports and messages
 - suitable for personal use and aims as well as for various learning situations

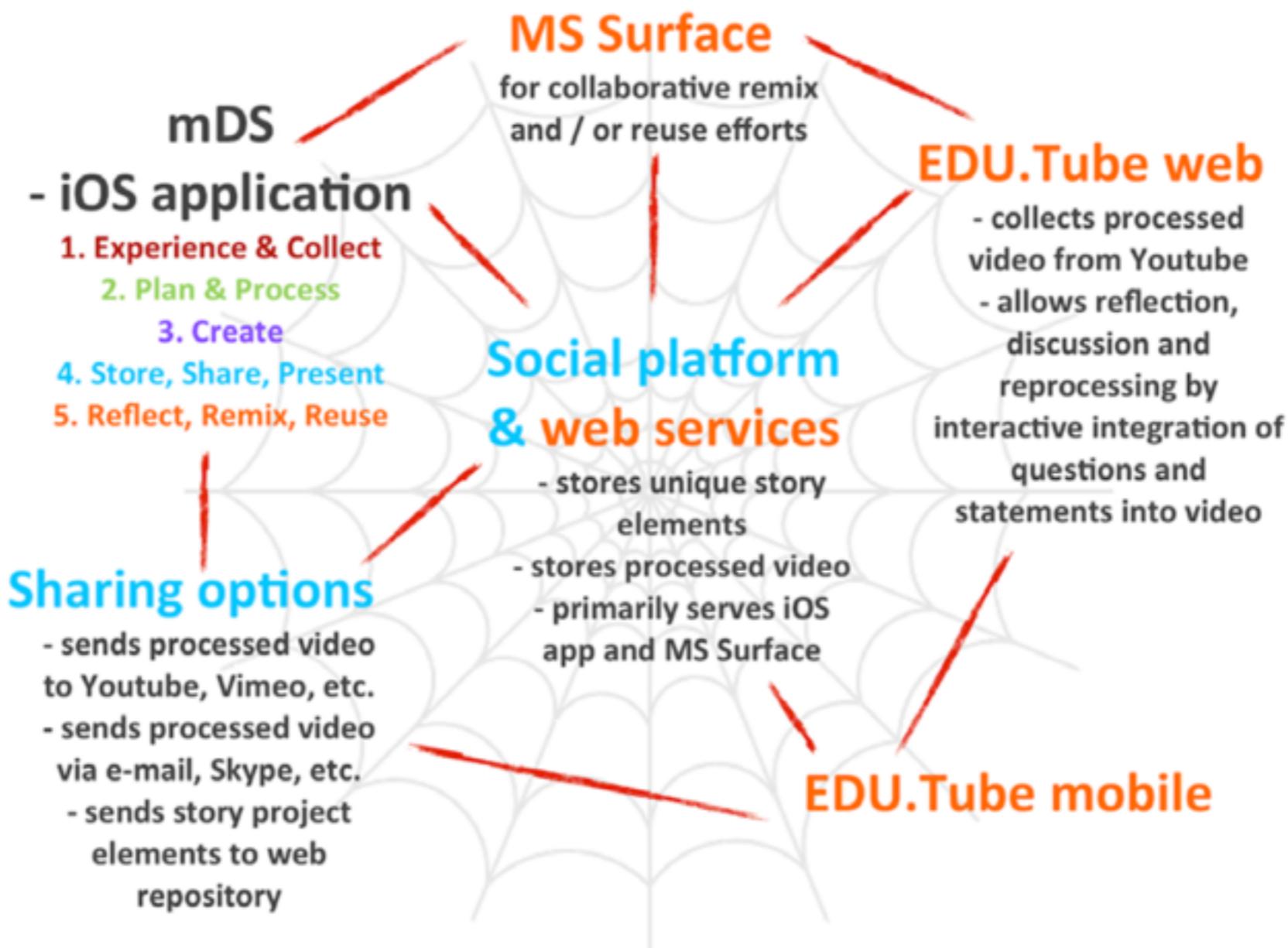
The mobile Digital Storytelling workflow



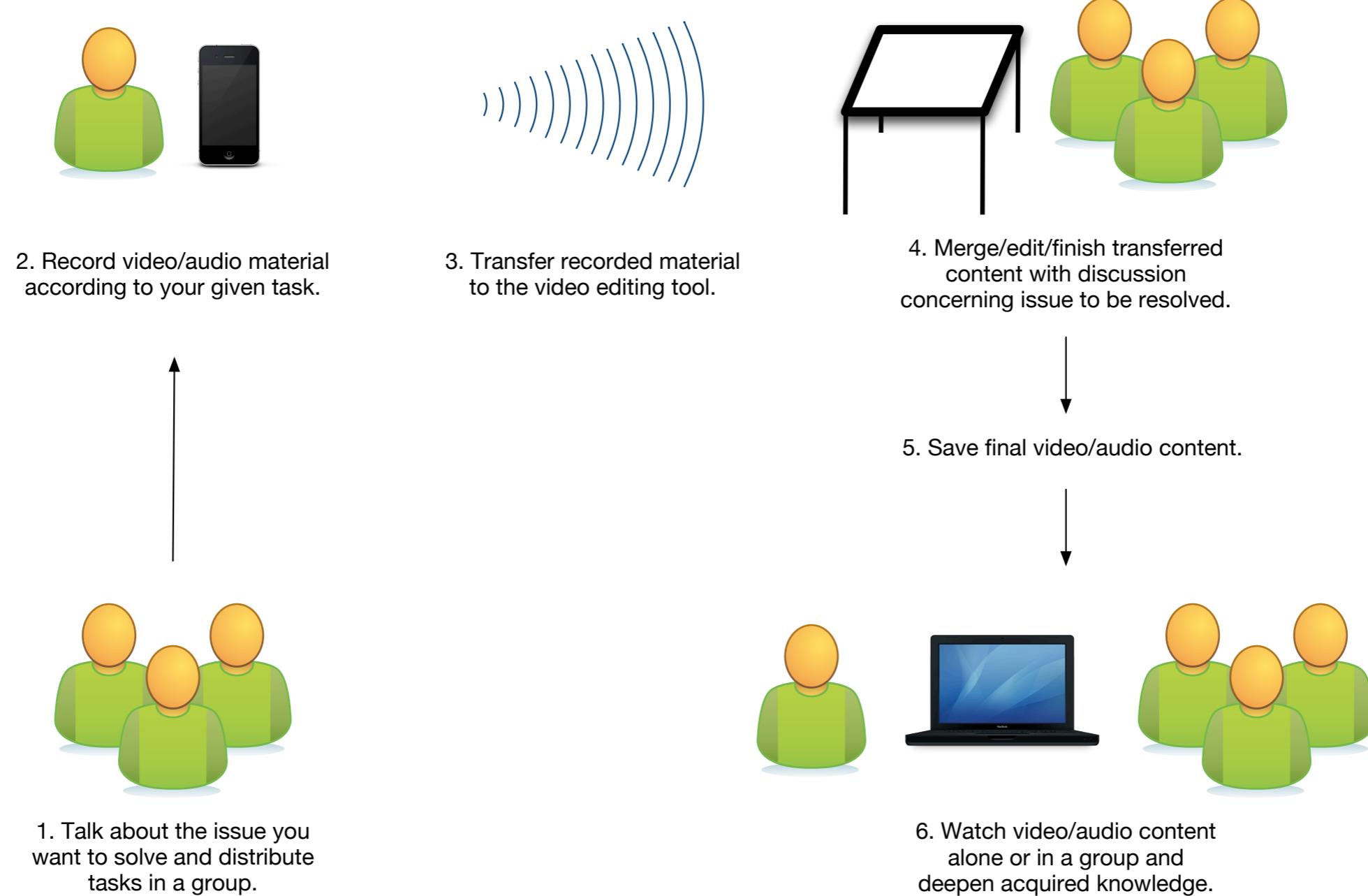
Video

- mDS Trial 11th and 12th of February 2013
- <https://vimeo.com/69093195>

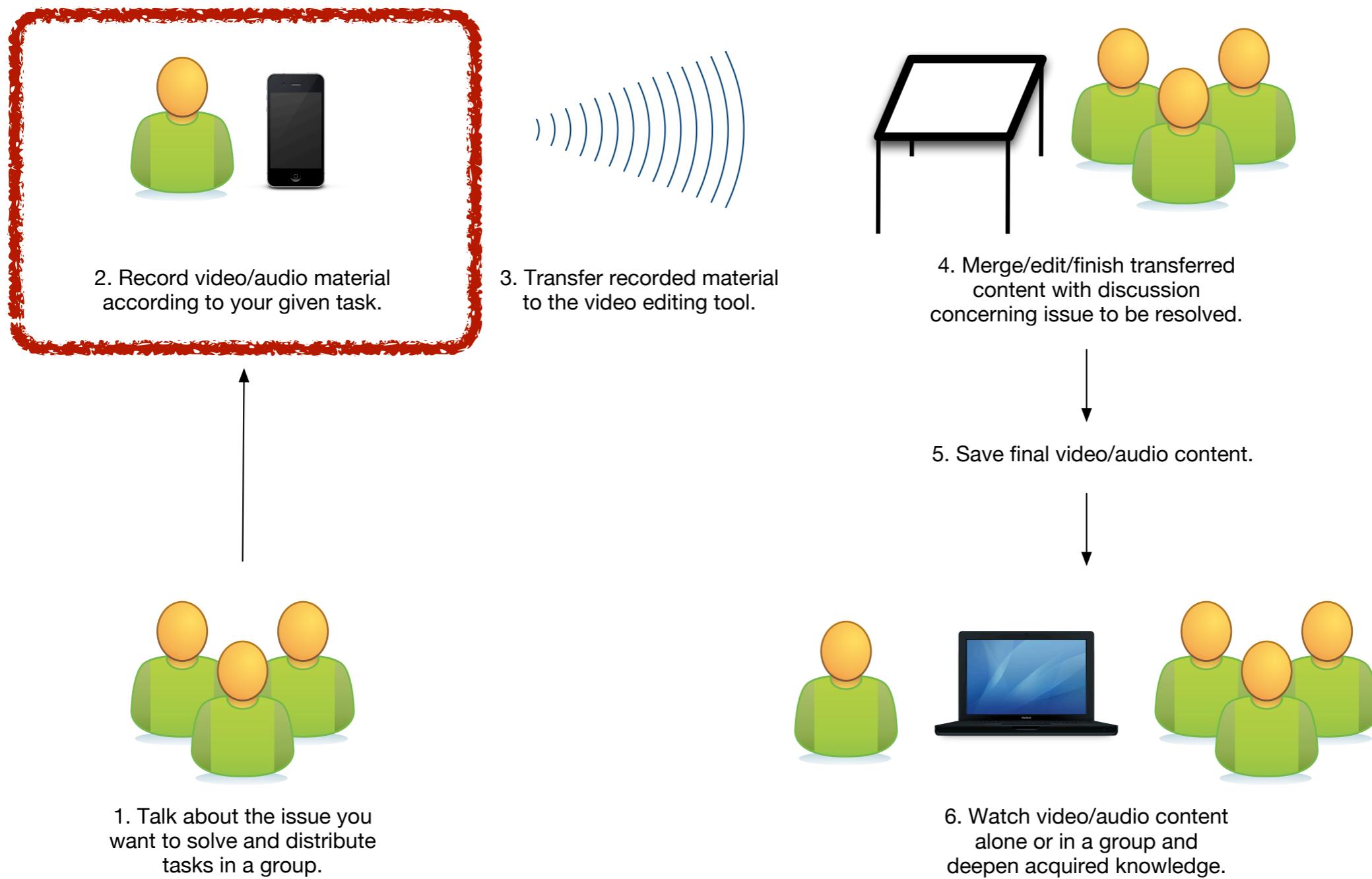
The mobile Digital Storytelling "ecosystem"



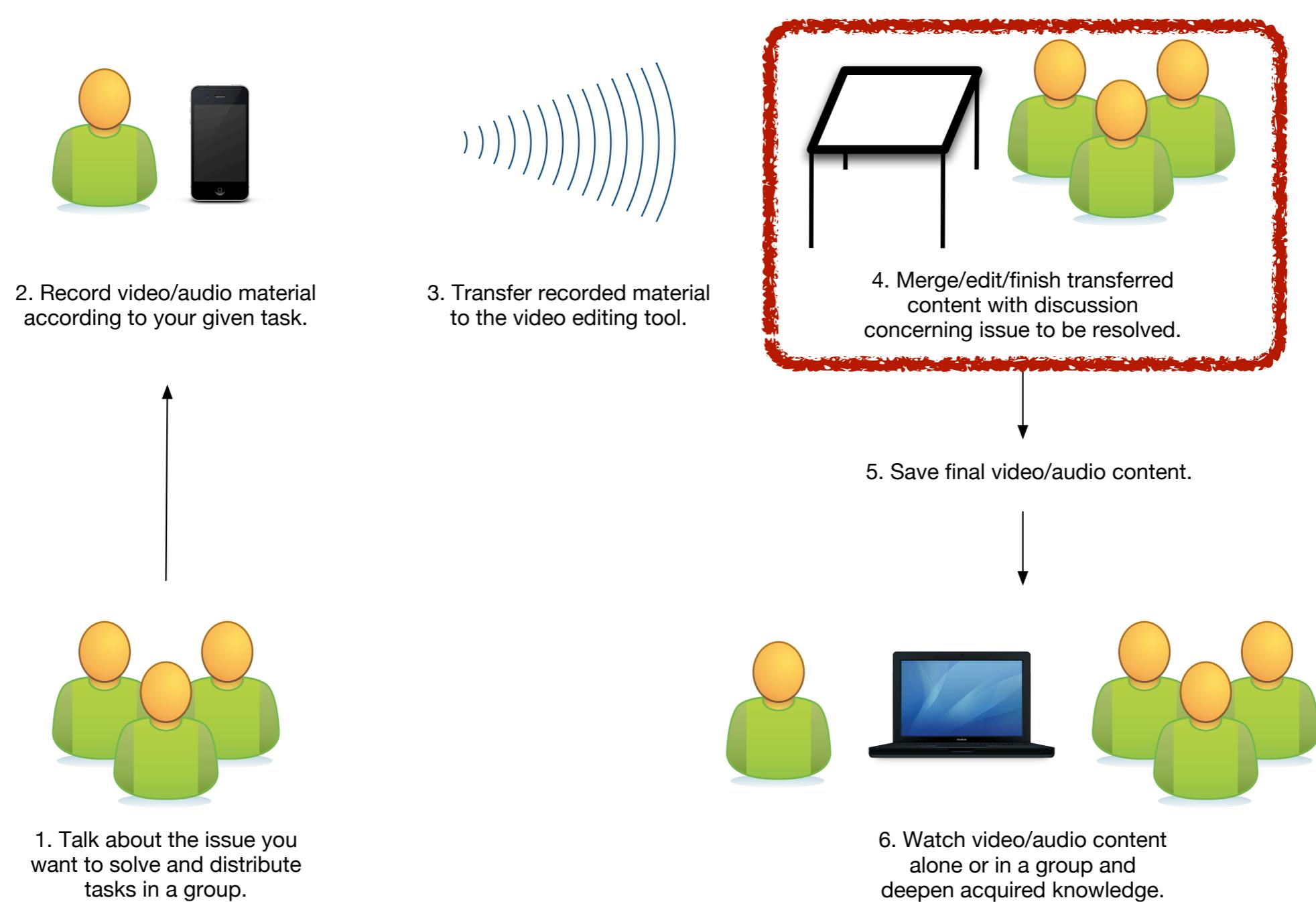
The mobile Digital Storytelling workflow in practice



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The mobile Digital Storytelling workflow in practice



Tangible elements:

The *Samsung SUR 40 for Microsoft Surface* is able to recognise certain patterns or objects.

2 tangible objects, cubes, will be provided for the interactive tabletop application. Each cube can trigger different actions depending on which side you place it on the table's surface.

- Element Cube (green):
 - Manipulate single story elements.
 - Placed inside single story elements.
- System Cube (red/blue):
 - Manipulate the story itself.
 - Placed outside single story elements.

Some conclusions regarding the interactive tabletop application:

- concurrent interaction and collaboration go hand in hand
- appreciation for being able to follow what happens on-screen and having a conversation at the same time
- close collaboration
- co-located collaboration encourages and enhances the exchange of information

Summary:

- presented the mobile Digital Storytelling workflow in an educational setting
- activity that demands involvement from both teachers and pupils/students
 - teachers: preparation of ideas and scenarios as learning activities
 - pupils/students: creative execution of ideas and scenarios according to the teacher's description

General Feedback?

- feel free to contact me with further questions or for general information
- Nico Reski { nico.reski@lnu.se }

Thank you very much for your participation!
