

## Purposes of Digital Stories (and Podcasts) in ePortfolios

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[http://electronicportfolios.org/  
digistory/purposes.html](http://electronicportfolios.org/digistory/purposes.html)

# Why?

# How?

## What is a Portfolio?

- A purposeful collection of work that demonstrates efforts, progress and achievement in one or more areas [over time]
- Multiple purposes
  - Learning/Process
  - Assessment/Accountability
  - Marketing/Employment

## Metaphors for portfolios

- Checklist of skills/competencies
- Resume/C.V. on steroids
- **Test**
- **Story** of deep learning

## What is a Digital Story?

- a digital video clip, told in the author's own voice, illustrated mostly with still images, with an optional music track added for emotional effect.

## Digital Storytelling Process

- Learners create a 2-4 minute digital video clip
  - First person narrative [begins with a written script ~ 400 words]
  - Told in their own voice [record script]
  - Illustrated (mostly) by still images
  - Music track to add emotional tone

## Why digital stories in ePortfolios?

- Reflection is the “heart and soul” of portfolios
- Digital Stories can humanize any model of ePortfolio
- Digital Stories add **VOICE**

## Overview

- Introduction of Self
  - Voice & Personality
  - Legacy
  - Biography
  - Memoir
- Artifacts
  - Evidence of Collaboration
  - Documentary
  - Record of Experience
  - Oral Language
- Reflection
  - Transition
  - Decision
  - Benchmarking Development
  - Change over Time

## Voice & Personality

- Voice is often missing from electronic portfolios, both literally and rhetorically.
- A digital story provides that voice: listening to the author, we hear a real person, getting a sense of their unique personality.

*Victoria's 1st Grade Reflection*

## Legacy

- Digital stories can provide us with an opportunity to leave a legacy of our family stories for those who come after us.
- Legacy stories are usually told **about** a person or place.

*Legacy & Jonathan*

## Biography

- A biography provides the facts about a life, whether of the storyteller or another person.

*Victoria's 2nd Grade Autobiography*

## Memoir

- Whereas a legacy story is told for or **about** another person or place, a memoir is very personal, told in the first person, focusing on the memories of the storyteller.
- Memoirs are autobiographical in nature, but are much more personal and reflective.
- They are often much longer than a typical digital story.

*Dad & No Ideas*

## Reflection - Transition

- Some learners reflect on the major changes or transitions in their lives.
- Reflection can help us make sense of these changes.
- Telling digital stories could also help the transition to retirement or any other major life change.

*Coming Full Circle*

## Reflection - Decision

- Digital stories can be used to either weigh the options in a decision to be made
- or document the process used to make decisions.

*Choices*

## Benchmarking Development

- (Joe's Kean podcast)
- at each point (of development) a digital story snapshot would be an extremely appropriate part of a portfolio

## Change over time

- Ss maintain a collection of work over time
- Ss recognize when growth and change has occurred
- Ss reflect on the changes they see in their own performance
- Process has the potential to increase students' self esteem.

*Victoria's Kindergarten Reflection*

## Evidence of Collaboration

- Much of the work in both schools and the workplace is the result of collaboration
- a digital story could provide explanation of the process.

## Documentary

- A digital video can take the place of a research paper or a PowerPoint presentation.
- Story takes on characteristics of a documentary, often fact-based without emotional content.

*What is Digital Storytelling?*

## Record of Experience

- Often no concrete product that can be represented in a discrete artifact.
- could be used to reflect on and document an experience
- could provide the final evidence of a project-based learning activity

**Chevak**

## Oral Language

- learning to speak in a second language
- early childhood students learning to read in their native language
- learners record their voice, speaking or reading out loud at different stages of development
- demonstrating growth over time.
- "podcast" could be an audio-only digital story without the visual component

## How to Develop Digital Stories

### Process and Tools

## Process to develop digital stories

1. Script development...write the story, often with a group called a story circle to provide feedback and story development ideas
2. Record the author reading the story (audio recording and editing)
3. Capture and process the images to further illustrate the story (image scanning and editing)
4. Combine audio and images (and any additional video) onto a timeline, add music track (video editing)
5. Present or publish finished version of story

## Tools - Audio

- Mac
  - Audacity O/S
  - SoundStudio (\$50)  
T=14 days
  - GarageBand\*  
(Apple's iLife06 Tools)
- Windows
  - Audacity O/S
  - Audio Record Wizard (\$25 S/W)
  - any Windows-compatible audio recording program

## Microphones

- Microphone + Mixer OR
- USB Microphone OR
- iPod recorder
  - Belkin
  - Griffin



### Web 2.0 Collaborative writing tools

- for script development and collaborative writing:
- Writely.com or any wiki

### Web 2.0 Audio editing tools

- (primarily created to capture and publish podcasts online):
- odeo.com, podomatic.com

### Web 2.0 Image sharing tools

- (primarily created to share images online):
- Flickr.com, PhotoBucket.com

### Web 2.0 Video editing tools

- (primarily created to create and publish short video clips online):
- BubbleShare.com, JumpCut.com, PrimaryAccess.org

### Web 2.0 Media publishing services

- (primarily created to share video online):
- vimeo.com, ourmedia.org, youtube.com, video.google.com