

## Digital Storytelling Module Designs: Pedagogical Script for DST1

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| <b>DST1 Research &amp; Audience Insight</b>  |
| <b>1-2 ECTS (25-60 hours)</b>  |
| <b>Learning objectives and outcomes</b>  |
| <p>The module and its assignments help students to</p> <ul style="list-style-type: none"> <li>• identify and define sustainability challenges in collaboration with peers, teachers, and external stakeholders</li> <li>• do background research and gain audience insight to get started with the co-ideation of a DST project.</li> </ul> <p>With this module students will learn how to</p> <ul style="list-style-type: none"> <li>• prepare a DST project brief in collaboration with stakeholders</li> <li>• carry out background research related to a DST project</li> <li>• make use of design tools for co-ideation</li> <li>• gain insight into the experiences, needs, and preferences of target audiences and stakeholders.</li> </ul> |
| <b>Assignments</b>   |
| <p>The assignments of the module can be found here: <a href="#">DST1 Research &amp; Audience Insight</a>.</p> <p>DST1-1a: Project brief<br/> DST1-1b: Project brief management<br/> DST1-2: Experience gathering<br/> DST1-3: Empathy mapping<br/> DST1-4: Brainstorming and idea ranking<br/> DST1-5: Audience testing</p>  |
| <b>Assessment</b>  |
| <p>All our Learn to Change digital storytelling modules can be assessed with <a href="#">these general assessment criteria</a> focused on creativity, reflective learning, collaboration, adaptability, and storytelling.</p>  |

