Digital Storytelling Module Designs: Pedagogical Script for DST2

DST2 Concept Design
1-2 ECTS (25-60 hours)
Learning objectives and outcomes
The module and its assignments help students to • understand and define why they are telling their story, to whom, and with what effects and benefits • to make use of target audience characteristics and basic elements of storytelling when planning their story concept. With this module students will learn how to • plan successful digital storytelling • define goals and key messages for sustainability storytelling • make use of target audience insight when clarifying their story concepts • draft and visualize their story concepts with storytelling canvases and tools.
Assignments
The assignments of the module can be found here: DST2 Concept Design. DST2-1: Digital storytelling basics DST2-2: Digital storytelling goal and messages DST2-3: Target audience profile DST2-4: Target audience selection DST2-5: Digital story planning
Assessment
All our Learn to Change digital storytelling modules can be assessed with these general assessment criteria focused on creativity, reflective learning, collaboration, adaptability, and storytelling.