

Digital Storytelling Module Designs: Pedagogical Script for DST3

DST3 Scripting & Storyboarding

1-2 ECTS (25-60 hours)

Learning objectives and outcomes

The module and its assignments help students to

- understand how stories can be structured
- plan the outline and elements of their story based on an iterative practice of scripting and storyboarding and continuous feedback from peers and relevant stakeholders.

With this module students will learn how to

- structure a story that appeals to its target audience(s)
- make use of digital resources, tools, templates, and software to script and storyboard digital stories
- give and receive constructive and continuous feedback on creative designs from peers, experts, target audience members, and stakeholders.

Assignments

The assignments of the module can be found here: [DST3 Scripting and Storyboarding](#).

DST3-1: Plot structure

DST3-2: Improve your script

DST3-3: Add pace to your script

DST3-4: Script-writing checklist

DST3-5: Make a storyboard

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.

