LINC 86C: DIGITAL STORYTELLING IN EDUCATION

Foothill College Course Outline of Record

Heading	Value
Effective Term:	Summer 2025
Units:	3
Hours:	3 lecture per week (36 total per quarter)
Advisory:	Basic computer skills and knowledge of Macintosh or Windows operating systems; basic skills and knowledge using web browsers, email, bookmarking, searching, and downloading.
Degree & Credit Status:	Degree-Applicable Credit Course
Foothill GE:	Non-GE
Transferable:	CSU
Grade Type:	Letter Grade (Request for Pass/No Pass)
Repeatability:	Not Repeatable

Student Learning Outcomes

- Students will utilize multimedia tools for creating engaging digital stories in educational contexts.
- Students will develop a comprehensive digital storytelling project for an educational institution.

Description

Designed for educators and administrators, this course invites participants to harness the power of digital storytelling to amplify diverse voices and enhance educational outcomes. The course welcomes participants with little to no experience in digital storytelling. Focusing on the strategic use of multimedia tools, participants will create compelling digital narratives that communicate the values, achievements, and aspirations of diverse educational communities. The course covers techniques in personal and institutional branding, multimedia content creation, and effective communication strategies tailored for inclusive educational settings. Emphasis is placed on crafting stories that resonate with diverse audiences, using storytelling for professional networking, and enhancing stakeholder engagement. Through hands-on projects, including a capstone project focused on real-world applications, educators will learn to leverage digital storytelling as a dynamic tool for professional and educational advancement.

Course Objectives

The student will be able to:

1. Define and explain the role of digital storytelling in educational contexts.
2. Develop and apply techniques for creating compelling digital narratives.
3. Utilize multimedia tools for creating engaging digital stories.
4. Implement strategies for effective communication and branding through storytelling.
5. Create and present digital stories tailored to diverse educational stakeholders.
6. Develop a comprehensive digital storytelling project for an educational institution.

Course Content

1. Introduction to digital storytelling in education
   a. Overview of digital storytelling and its role in educational contexts
   b. Understanding the impact of storytelling on teaching, learning, and educational community engagement, with examples from diverse cultures and communities
   c. Ethical storytelling practices that respect and honor the experiences of marginalized groups
2. Branding through digital stories
   a. Techniques for crafting compelling narratives that represent the diverse values and goals of educational communities
   b. Utilizing digital storytelling to communicate the mission, achievements, and unique aspects of a classroom, school, or educational program to wider audiences including parents, community members, and funding bodies
   c. Practical exercises in creating digital stories that effectively market diverse educational initiatives and programs
3. Multimedia creation for storytelling
   a. Introduction to essential multimedia tools and software for storytelling (e.g., video editing, animation, graphic design) with specific applications in education
   b. Best practices for creating engaging and visually appealing content that supports educational messages and goals
   c. Hands-on projects: creating short digital stories for classroom and institutional use that reflect diverse perspectives
4. Storyboarding and planning digital stories
   a. Techniques for effective storyboarding and planning focused on educational and institutional outcomes
   b. Structuring stories to enhance educational branding and community outreach
   c. Developing storyboards for projects that promote educational institutions and highlight diverse experiences
5. Writing and narrating for digital media
   a. Writing scripts that resonate with diverse stakeholder audiences in the education sector
   b. Vocal techniques and narration skills tailored to professional and institutional presentations
6. Using digital stories for professional networking and engagement
   a. Leveraging digital stories to enhance professional networks and stakeholder engagement
   b. Case studies demonstrating the impact of digital storytelling on school community relations and stakeholder engagement, highlighting diverse experiences
   c. Developing a strategic plan for employing digital storytelling as a tool to promote equity in professional educational settings
7. Advanced multimedia techniques
   a. Advanced editing techniques to polish educational storytelling
   b. Integration of interactive elements into digital stories to enhance user engagement and information retention
   c. Exploration of emerging technologies as tools for immersive educational experiences, emphasizing accessibility and inclusion
8. Capstone project

a. Students will develop a comprehensive digital storytelling project focused on an institutional educational theme or challenge, reflecting a commitment to equity and inclusion
b. Projects could involve branding initiatives for classrooms, schools, or educational programs
c. Final presentations to showcase how digital storytelling can dynamically present an institution's narrative to a broader audience, emphasizing diverse perspectives

Lab Content

Not applicable.

Special Facilities and/or Equipment

1. When offered on/off campus: Lecture room equipped with projector, whiteboard, and a demonstration computer connected online.
2. When taught via the internet: Students must have current email accounts and ongoing access to computers with web browsing capability and internet access.

Method(s) of Evaluation

Methods of Evaluation may include but are not limited to the following:

Developing and presenting a digital storytelling project that incorporates equity and inclusion principles
Practical exercises and multimedia projects reflecting diverse perspectives
Making constructive contributions to class discussions and peer reviews

Written reflections and analyses of case studies and projects that address equity in digital storytelling

Method(s) of Instruction

Methods of Instruction may include but are not limited to the following:

Lecture presentations delivered in a student-centered learning style, emphasizing inclusive teaching practices
Facilitated discussions of readings or video presentations that include diverse perspectives
Student presentations in small group and whole class meetings, emphasizing peer review and cooperative work
Activities that connect course content to students' lived experiences and encourage self-reflection and group discussion on equity-related topics

Representative Text(s) and Other Materials

Instructor-assigned notes, materials, and resources, including instructional materials, open education resources, multimedia, and websites.

Types and/or Examples of Required Reading, Writing, and Outside of Class Assignments

1. Reading assignments include analysis of texts from diverse authors and perspectives, selected examples, and student projects.

2. Writing assignments include multiple developmental projects, reflections, discussion responses, and peer feedback on projects, with prompts that encourage exploration of diverse cultural narratives.
3. Outside assignments include project planning and development, participation in online peer collaboration activities, and project development through an iterative process that incorporates feedback on equity and inclusion.

When taught online, these methods may take the form of multimedia and web-based presentations. Assignments will be submitted online as well.

Discipline(s)

Instructional Design/Technology