

# Digital Storytelling for Children

## Description

Carleton School of Information Technology (CSIT, <http://www.csit.carleton.ca>) and Ottawa International Writers Festival (OIWF, <http://www.writersfestival.org>) host the first workshop on digital storytelling for children. The advances in digital technologies have brought a wealth of new opportunities for writers and storytellers. At the same time, these advances have enriched digital entertainment such as computer games with interactive and immersive capabilities and allow them to take advantage of more complicated and meaningful narratives. This workshop aims at bringing together three groups for a unique communication and collaboration forum: Children writers will be introduced to digital tools and the use of narrative in digital entertainment, and offer insight into various narrative options. Children game designers will provide writers with an inside view of digital entertainment and interactive storytelling, and take advantage of new ideas suggested by them. Invited children of middle school age will be introduced to digital tools and creative process, and exchange ideas with the professionals. All these activities will be done through hands-on tutorials and joint projects.

## Partners



**Glashan Intermediate School**

**Connaught Public School**

**Fisher Park / Summit Alternative Public School**

OTTAWA-CARLETON  
DISTRICT SCHOOL BOARD

# Workshop Structure

## Details

- When: November 22<sup>nd</sup>, 2017, 10am-3pm
- Where: Azrieli Pavilion, Carleton University
- Admission: Free, to be confirmed
- Refreshments provided

## Children Sessions

- Goal: introducing children to digital tools for storytelling and making story-based games
- Participants: Upper elementary to high-school
  - 10-20 students, recruited individually or through partner schools
- Mentors
  - Game designers and developers
  - Digital artists
  - Story writers
- Sessions: One weekday, morning and afternoon sessions
  - Morning session includes general familiarity with tools and practices
  - Afternoon session includes forming teams, defining ideas, and working on projects

## Adults Sessions

- Goals:
  - introducing children story writers to digital tools and story for games
  - connecting children story writers and game developers for possible collaboration
  - exchanging ideas on digital literature and entertainment for children
- Participants: writers, game designers/developers, university students
  - 10-20 professionals and students invited by host organizations
- Facilitator: Ali Arya (CSIT) and Neil Wilson (OIWF)
- Activities:
  - Talks and tutorials on games, interactive stories, digital tools and process
  - Group interactive project based on a proposed story
- Sessions: Parallel to the children sessions

## Joint Activities

- Two groups will meet to exchange ideas and provide feedback

## Expected Learning Outcomes for Children

Digital storytelling and game production process will introduce children to much more than using software tools and making games. Research has shown that such creative process has many cognitive, affective, and skill-based learning outcomes.

### Cognitive Outcomes

- Logical thinking and problem solving
- Meta-cognitive skills and learning to learn
- Creativity and innovation
- Vocabulary acquisition

### Skill-Based Outcomes

- STEAM-related skills
  - Programming
  - Math and Physics
  - Art (audio, visual, narrative)
  - Design (game, interaction, interface, story, character, etc)
  - General computer literacy
- Research
- Design Process: Critique, Reflection, and Iteration
- Planning and Organization
- Leadership and Teamwork
- Communication and Collaboration
- Documentation and Knowledge Organization

### Affective Outcomes

- Motivation (success stories and possibilities)
- Exploration (Safe place to fail)
- Confidence
- Friendship and Networking
- Fun and Recreation

## Inquiries

For more information, please contact Dr. Ali Arya at Carleton University:

[arya@carleton.ca](mailto:arya@carleton.ca)

613-520-2600 ext 4184