



the art of storytelling

Digital Storytelling Notes - the story

A good digital story needs a good story.

Your digital story should preferably:

- be short (2 - 3 minutes or 2 - 300 words)
 - be about the storyteller (narrator) or about someone else through the storyteller's eyes and feeling
 - include all the elements of narrative structure :
 - character (the narrator and other characters)
 - setting (where the story happens or happened)
 - a problem
 - a resolution
- (In any good story, the storyteller will provide these in enough detail to encourage the listener to 'enter into the story' and start using his or her own imagination to provide the rest of the details.)
- should preferably be told in the storyteller's natural voice but with clarity and feeling
 - have a little mystery or tension about what the story is really about and some wonder about how the problem or issue is resolved (a little twist at the end can be good)
 - make use of other story tools to bring the story alive, for example:
 - have characters speak (My Dad always said, "Daryll you only live once.")
 - have your story 'move' - from place to place
 - feeling to feeling
 - person to person
 - introduction to problem to resolution
 - let your own feelings about the story and about telling the story show (This reassures the listener that it is OK for them to explore their feelings about the story as well.)

Don't forget:

- effects like environmental sound, music, video, transitions, filters etc should support the story and the telling of the story and not swamp or distract from it
- a digital story is not a documentary, an interview, a feature movie or drama or a video clip but it can have all the power, feeling and creativity of all of these forms.