

## INTERCULTURAL DIGITAL STORYTELLING: A HOW-TO MANUAL FOR STUDENTS

This document is for **students**, **teachers-mentors**, and for **working team** of digital storytelling contest  
For additional info please contact **coordinator of digital storytelling of your university**

*This project has been funded with support from the European Commission. However, this publication reflects the author's views only, and the Commission cannot be held responsible for any use made of the information contained therein.*

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### List of abbreviations:

- Med2IaH: The Mediterranean countries: Towards Internationalisation at Home
- HEI: Higher Education Institutions
- PC: Mediterranean Partner Country
- PCU: Mediterranean Partner Country universities
- PrC: Programme Countries from EU
- IACD: Intercultural awareness and cultural diversity



Co-funded by the Erasmus+ Programme of the European Union

Erasmus+, Capacity Building in Higher Education (CBHE)  
No of the project: 610107-EPP-1-2019-1-SI-EPPKA2-CBHE-JP  
Duration of the Project: 15 January 2020–14 January 2023 (36 months)



## 2. ABOUT MANUAL AND INTRODUCTION INTO DIGITAL STORYTELLING

### Aim of this manual

This manual aims to equip the students with the initial knowledge and skills necessary to elaborate an exciting and inspirational digital story. The manual will also help teachers - mentors and working team in digital storytelling, to run digital storytelling activities.

This manual is focused on **digital Storytelling** and guides students on how to prepare a good video.

### About Storytelling

*Stories bring us together, encourage us to understand and empathise, and help us to communicate.*

Storytelling is about telling stories. It is about using stories to engage your audience or to make something more straightforward. Through stories, we learn to appreciate, recognise, and understand the experiences and opportunities that we have encountered.



### **There are different types of Storytelling:**

- **Oral** (one of the oldest storytelling forms is the spoken word)
- **Visual** (story told through the use of visual media)
- **Written** (example are stories, novels, books)
- **Digital** (digital technology-based Storytelling)

Here is a brief presentation of storytelling <https://www.youtube.com/watch?v=-QZ79GZMZZ4>.

### Digital Storytelling

Digital Storytelling is a type of Storytelling that can creatively combine a mixture of mediums such as audio, video, texts and images, social media elements (e.g. Tweets) and interactive elements (e.g. digital maps) to present information on a specific topic. **For example, a digital story may be a short digital video Clip (2-3 minutes), most often told in first-person narrative, recorded with your voice, and with an optional music track to add emotional tone."**

Digital Storytelling is a highly flexible approach and can be tailored to any subject or theme with a particular message. Further, it allows people to craft and tell their stories using music, images, or art, rather than being limited to the written word.

Digital Storytelling is a great way to connect with people. It enhances the experiences of the storyteller and audience and allows greater interactivity. Digital Storytelling makes an ordinary story more potent with the use of multimedia. Using this popular medium may help challenge long-standing beliefs and how individuals view themselves and the world around them. The method places the stories under the control of the storyteller.

A digital storyteller can be anyone who desires to document life experiences, ideas, or feelings through stories and digital media. Digital Storytelling allows participants to: tell their own stories, learn digital media skills, and build confidence and self-esteem.

**Main types of digital stories:**

- personal narratives – stories that contain accounts of significant incidents in one’s life,
- historical documentaries – stories that examine dramatic events that help us understand the past,
- stories designed to inform or instruct the viewer on a particular concept or practice.

**You are invited to watch short videos that introduce you to digital storytelling:**

- *What is DIGITAL STORYTELLING? What does DIGITAL STORYTELLING mean? DIGITAL STORYTELLING meaning* <https://www.youtube.com/watch?v=oqQmjPxbCXM>
- *What is Digital Storytelling* <https://www.uow.edu.au/student/learning-co-op/assessments/digital-storytelling/>
- *What is Digital Storytelling?* <https://www.youtube.com/watch?v=dKZiXR5qUIQ>

**Digital Storytelling in MED2Iah – Intercultural Digital Storytelling**

In MED2Iah, **digital Storytelling** is a way of sharing students’ **intercultural awareness and cultural diversity** (IACD) stories publicly through various multimedia and channels. **Sharing digital stories in MED2Iah** is expected to raise awareness of the consortium’s HE on internationalisation agenda. The focus of the story is on **intercultural** and/or **international experiences**. A story can be from a **lived-in experience** or **scripted from an imagination** that is based **on reality**. This story can provide wisdom from an incident that otherwise may have been forgotten or yet to unfold. The story can enlighten viewers who may never have given importance to IACD concerns at all. **Sharing an intercultural and/or international experience** through digital Storytelling can be a powerful tool to help guide students' future direction and goals.

**Examples of digital stories on inter-culturalism (for an idea).** We invite you to watch some examples of **digital stories on inter-culturalism** prepared in another Erasmus+ project “Friends” <https://erasmusplusfriends.eu/>, it deals with the internationalisation of higher education from Asia.

Title of video	Link
Lakbay (Journey)	<a href="https://www.youtube.com/watch?v=8hjEC5Q8KvQ">https://www.youtube.com/watch?v=8hjEC5Q8KvQ</a>
The New Culture	<a href="https://www.youtube.com/watch?app=desktop&amp;v=cWRgioRVlpw">https://www.youtube.com/watch?app=desktop&amp;v=cWRgioRVlpw</a>
Wai	<a href="https://www.youtube.com/watch?app=desktop&amp;v=9KgwvXYsHbY">https://www.youtube.com/watch?app=desktop&amp;v=9KgwvXYsHbY</a>

**Each of you is encouraged to make an original digital story based on your creativity and your knowledge.**

### 3. DIGITAL STORYTELLING - SUPPORT & GUIDANCE OFFERED TO STUDENTS BY HOME UNIVERSITY



#### **Training on intercultural digital storytelling (Lessons for students – three topics)**

Students interested in preparing digital stories will be invited to participate in three short online courses that will **teach participants** how to prepare their own digital story about intercultural understanding and intercultural experience:

- \*Course 1: Storytelling in education, digital storytelling as didactic concept
- \*Course 2: MED2IaH – Intercultural diversity in curriculum and extra-curriculum activities
- \*Course 3: Digital storytelling video (Technical guide and tips for preparing the good video/digital story)

Most lessons in these courses are composed of an introductory video, reading materials, additional videos and literature, and a PowerPoint presentation.

**E-PLATFORM - All courses have open access.** Courses with materials are available on e-platform EMUNI. To enter the platform, click on the link <https://elearningproject.eu/all-courses/>.

Delivery of the **training on intercultural digital storytelling** will be facilitated by working of digital Storytelling at your University. Coordinators of Digital storytelling from your University will communicate the way and term of delivery.

During the training, **this manual** will be introduced to the participants.

#### **Guidance of students' work on Digital Storytelling**

Students' work will be coordinated, monitored, and mentored by a working team from your University. The working team will support students in digital storytelling mainly in the following way:

- The motivation of students for participation, recruitment of students
- Teaching students how to prepare a digital story (through lessons on digital Storytelling as didactic approach, inter-culturalism, technical tips for preparing digital storytelling video)
- Monitoring and mentoring students' work

## 4. DIGITAL STORYTELLING GUIDELINES AND ENTRY RULES

As a student involved in the MED2IaH project, you can plan, organise, and make your own digital story on IACD and international experience using this how-to guide.

### **Institutional coordinators of Digital Storytelling**

Each partner university will have a working team in charge of recruiting students, teaching students how to prepare a digital story and monitoring and mentoring their work.

### **Eligibility**

All enrolled students in the undergraduate or graduate levels of the twelve partner universities in MED2IaH are eligible to join the digital storytelling contest. It is expected that between 30 to 50 students will participate from each University.

### **Number of authors of digital story**

It is recommended to prepare a digital story individually (1). However, universities can allow the preparation of digital stories in pairs (2), particularly if a digital story is planned to be prepared by students from two different cultural backgrounds.

### **Contest timeline**

*The provided tentative timeline is subject to internal adjustment and revision at the twelve partner universities in MED2IaH, depending on their academic calendar and agenda.*

Type of activity	Deadline
Open call for students' training on digital Storytelling (on 3 topics) and digital storytelling contest, and recruitment of students	December 2021
Training of students on digital Storytelling (on 3 topics)	January - February 2022
Consultation & production of students' digital stories	February - March 2022
Submission deadline for digital stories	End of March 2022
Digital storytelling assessment and judging	The first week in April 2022
Digital storytelling contest results announcement	The first week in April 2022

## How to submit

Produced stories should be submitted in person **on a flash (USB) drive or via e-mail to the coordinator of digital storytelling contest of your University**, or can be submitted by some other appropriate means (e.g. WeTransfer). **A release letter must be filled out upon submission of the digital story** – see ANNEX 1. This release letter provides consent for the University to use/disseminate the video to a broader audience to exploit the internationalisation objectives in line with the MED2IaH project's mandate.

## Certificate(S) of participation, ECTS (optional)

A Certificate of Participation will be issued for students who actively participate in training and whose digital stories will be accepted. Universities can also grant with ECTS to students who will complete both requirements (it is up to a single university's internal regulations).

## Student Boot Camp (2 weeks in Slovenia, 6 – 18 June 2022) – for winners of the contest

Each of the 12 HEIs will select the three (3) best digital stories, and their authors will be rewarded by receiving an invitation to join the Student Boot Camp. During 2-week student mobility in Slovenia, students will attend lectures in cross-cultural studies, creativity and innovation, arts management, event management, project management, leadership, student engagement. In addition, students trained in Slovenia will receive knowledge and skills that will help them act as co-organisers (together with university staff) of activities at FRIENDS Teahouses in home universities.



## 5. TECHNICAL ELEMENTS OF DIGITAL STORYTELLING

### Content and duration

The length of the product should be two to three (2 to 3) minutes. **The topic content of digital Storytelling can be but is not limited to international or intercultural experience, global experience, cross-cultural experience, intercultural journey, the importance of cross-cultural experience, cross-cultural communication, cultural diversity, etc.**

All submissions must be original work by the eligible student and have full copyright to the submitted material, including sound effects and music if used. This means that all submissions should not use copyrighted material without any permission from any sources. Also, all submissions must not include any endorsements of products or services. Further, all submissions must be appropriate for viewing by the general public and by the multi-cultural international community with the content restrictions as below:

- Nudity, profanity or vulgar behaviour
- Promote illegal behaviour
- Support racial, religious, sexual or other invidious prejudice
- Advocate sexual or violent exploitation
- Graphic violence or inappropriate materials of the scene/s in their sole discretion, dangerous stunts, real weapons of any kind, drug use, content that use hate, torture or slander
- Material that promotes prejudice, hatred or harm against any group or individual or promotes discrimination or exploitation based on race, sex, religion, disability, age or any other basis protected by law
- Materials that are likely to offend any person or to injure the name, reputation or standing of any person in any way directly or indirectly
- Violate rights established by law or agreement
- Invade the privacy of any person

### Copyright

If someone else's images, music, video, research, and ideas are used, permission has to be secured from the author/owner to use their work. In other words, any material that is not the digital storyteller's original work needs to have references/citations or prior permission for usage of work. For visuals (e.g. images) and audio (e.g., music), please use libraries of open access material, which is not copyrighted (e.g. music library in Canva or YouTube, Pixabay for images (<https://pixabay.com/>)). A digital story that contains another's work without reference and consent will be disqualified.

For more information on how to get permission and copyright-related law in Europe:

[https://www.europarl.europa.eu/RegData/etudes/STUD/2018/625126/EPRS\\_STU\(2018\)\\_625126\\_EN.pdf](https://www.europarl.europa.eu/RegData/etudes/STUD/2018/625126/EPRS_STU(2018)_625126_EN.pdf)

For more information on how to get approval for copyright:

[https://fairuse.stanford.edu/overview/introduction/getting-permission.](https://fairuse.stanford.edu/overview/introduction/getting-permission)

### Language of the story

The digital story should be **prepared in English**. You can subtitle your digital stories in French or/and Arabic. Translation and subtitling can be quickly done within YouTube. Besides, several software solutions and online applications exist that allow either translation (e.g. Google Translate) or adding subtitles to your video (e.g. Wondershare Uniconverter).

### Digital storytelling format

The digital storytelling format can be horizontal stories, short and vertical videos, full-motion videos with sound, still images and even animation. While in particular for the video format, it should be in the form of visual video or also story with swipeable slides, web stories, listicles, or virtual reality. Video needs to be recorded in HD resolution, preferably 1080p (i.e., 1920x1080 pixels, 16:9 aspect ratio). The video must be in one of the following formats AVI, WMB, MOV, or MP4 format (MP4 and MOV format preferred).

### Credits and disclaimer

An Erasmus+ project requires the reference to the logo of the Erasmus+ Programme. The project's logo must be part of the credits/acknowledgements as well. In other words, the Erasmus+ logo, followed by the logo of the MED2IaH project and subsequently by the logo of the University where the applicant is from, should be cited in the video. A sample is shown below:

<b>Erasmus+ Programme logo</b>

<a href="https://wayback.archive-it.org/12090/20210123162008mp_/https://eacea.ec.europa.eu/sites/eacea-site/files/logosbeneficiaireserasmusright_en_0.jpg">https://wayback.archive-it.org/12090/20210123162008mp_/https://eacea.ec.europa.eu/sites/eacea-site/files/logosbeneficiaireserasmusright_en_0.jpg</a>

<b>MED2IaH project</b>

<a href="https://med2iah.eu/wp-content/uploads/2021/11/med2iah-logo2.png">https://med2iah.eu/wp-content/uploads/2021/11/med2iah-logo2.png</a>

**The following disclaimer, which is displayed as the footer of this manual, should also be included in the video, namely:**

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## 6. CREATING A DIGITAL STORY

For an introduction to creating a digital story, we invite you to watch the video *Telling your digital story* <https://www.youtube.com/watch?v=PIH9NvDwrPO>.

Students are invited to get inspiration from the following steps designed for their reference and presented below:

- I. Develop an idea
- II. Choose a topic, plan a digital story
- III. Conduct research on the topic
- IV. Outline/script
- V. Find, create and add images or other visuals
- VI. Respect copyrights
- VII. Storyboard
- VIII. Film/video and record
- IX. Finish and submit



### I. Developing an idea - All stories begin with an idea, and digital stories are no different.

To create a captivating digital story, you should be passionate about what you want to tell. It is easier to work on a project that has a meaning to you than to feign interest in something you think will impress others. Here are a few key ideas that will help you frame your thoughts and begin your project.

Some questions to help activate your creativity:

- What do you want to tell the audience?
- What creative ways can you express your experiences with intercultural and international experiences, communication, and internationalisation?
- Do you have something unique to say based on your experiences, awkward encounters, or fond memories?
- What is a story that only you can tell?
- Is there a particular object that ties you to another part of the world?
- Can you tell the backstory of a picture? Please share it creatively with us!

## II. Choose a topic, plan the digital story

Begin by thinking of the purpose of the story:

- First, **choose the topic** of your digital story.
- What is your story, and what is your message?
- Are you trying to inform, convince, provoke, question?
- Who is the audience?
- How do you want your audience to feel while watching your story?

Audience. Firstly, identify who you are making the story for. This will give you an idea about the language level, the background of those viewing your work, and how much introductory information you must provide within your topic.

Materials. Digital Storytelling can combine unique aspects of multiple mediums. For example, you may need to gather backdrops for interviews or a physical object to display for a shot. You may need to work with lights to set the scene. You may need to create props to emphasise points in your story.

Equipment. Depending on how you visualise your project, you will need different equipment. You may be able to create your entire project on your phone if you can record decent audio and have a camera. You may want to use external recorders or microphones for the sound. You may have access to a stand-alone camera or a video camera that you will want to use. You could have excellent editing equipment on your phone or computer that you will use.

## III. Conduct Research on the Topic

Students need to research, explore or learn about the topic to create a base of information on which the story will be built. Students learn both about validating input and information bias during this process as they delve deeper into a topic.

You can use online search engines, but don't forget that the library can also be a helpful research tool.

## IV. Outline/script

Developing an outline/script is a key part of the digital storytelling process. Once you have formulated your idea and gathered materials, you will likely have to develop an enticing text to lead your viewers through your project.

You will want some sort of story arc to give a proper beginning, problem, conflict, solution, and closure full of authenticity. How will you "hook" us and draw us in? Does your story have emotion? These things will have to be captured in no more than 3 minutes while maintaining proper tone and tempo.

**A.) Write the First Draft of the Script.** Then, read aloud what you have written. Make sure that the purpose of the story is clearly articulated and includes an identifiable point of view.

**Scriptwriting tip 1 – Keep your script short and focused:** You are writing a script for a digital story that is typically only a few minutes long. Focusing on a specific problem or topic will help you create a better digital story.

**Scriptwriting tip 2- Make it personal:** Your digital story is unique. It is your story, and the audience will want to hear it from your perspective. You may even need to reveal personal details in the story to reach an emotional depth, although it is up to you to decide what details you wish to share with others.

**Scriptwriting tip 3 – Understand the Story Arc:** Most stories consist of three parts: a beginning, middle, and end. The opening is where you set the scene and begin the plot. The middle is where you provide more details about the topic or problem you are trying to explain. The story should be building towards a climax or resolution. The end is where the questions are resolved. Will new knowledge make you stronger? Will you now be able to accomplish more incredible things? What happens next in your life? These questions will be answered, and new insight will be revealed. The conclusion of your story should connect back to the beginning to form a thematic arc.

Here are a few things to keep in mind while scripting:

- Remember honest, and real stories are always powerful
- Don't forget to add a few lines on lessons learned that others can relate to
- What is the plot of the story?
- What will your viewer take back from watching your story?
- Presentation and storyline are equally essential to engage and attract your audience.

**B.) Receive feedback on the Script:** Share your script with others and ask them to give you feedback on what they thought might make your story clearer or more helpful.

**C.) Revise the Script:** Use the feedback you received to improve the next version of your script. Scriptwriting is an iterative process, and it takes several attempts to get good results.

## V. Find, Create and Add Images

Use an online search tool specifically for images, such as Google Image Search. You can search for photographs, drawings, clip art, maps, charts, and more. Don't forget that you can use photos you take yourself with a digital camera.

## VI. Respect Copyrights

Look for material that is in the public domain or has a Creative Commons license.

## VII. Storyboard

Storyboarding refers to planning for everything that will appear in the digital story, such as music, pictures, words, text, photos, and video.

The storyboard is a written or a graphical overview of all of the elements you plan to include in the digital story. It serves as a blueprint or an advanced organiser as you prepare to construct your digital story. Storyboarding is a visual that you make to show each scene of your digital story. This is a necessary stage since it can help you visualise your story before it is created. In addition, it may be an inspiration for more ideas, help identify gaps, and improve the overall quality of the digital story.

Tips. Try to draw your story visually, what will be your first shot and why.



## VIII. Film/video and record

Digitise. Using your storyboard, you will combine all the elements for the visual portion of your story. This should give you an idea of how your finished project will look. Once you are satisfied with watching your storyboard come alive, you will add the final touches to your project.

Voice over. The voiceover narrates the visual story for us. The script is an integral part of moving the audience from scene to scene. This is how we know what the representation of the visuals is. You will want to be particularly careful of background noise, static, and buzzes that will distract your audience from your story. You may want to be creative in fading the voicing in or out or creating your sound effects.  
Tip: Try to use a high-quality microphone or a voice recording app on a smartphone.

Music. Another aspect you may want to utilise is music to set your mood and tone for the video. However, you will have to be careful with copyright and intellectual property on music. So make sure you have permission to use the music. Another note is to ensure that the music doesn't overpower your voiceover and compete for the audience's attention.

Music that is appropriate to the theme of the story can add richness by complementing the narration. Many great sites online, such as YouTube, Canva, Jamendo.com that provide copyright-free music at no cost.

**IX. 4.6. Finish and submit**

Edit. The editing phase is where the planning and recording come together. This is where you combine visual and audio parts to create a final product. Make sure you keep more time than you think you need to edit. Editing is the most extended portion of the process. You may want to utilise peers or lecturers to watch your project with fresh eyes and give you feedback. You will be so engrossed in creating the perfect project that you may overlook distracting visual elements in your work and have to reshoot. You will want to ensure your sound aligns with the scene changes. You may have to shorten your audio or visuals to fit into the time limit. You may need to re-time your subtitles or animation to better suit the flow of the project. Finally, you may need to create your credits or acknowledge those who helped you.

The tools listed in the following tables are commonly-used options, of course, there are also other options beyond this list:

Video editing software	Audio Recording and Editing Software	Photo Editing Software
iMovie	Audacity	Aviary Photo Editor
Windows Movie Maker	SoundCloud	Paint.net
Animoto		Pixlr
Blender		

Additional online digital tools that can enhance the quality of a digital storytelling production include Mind Maps, Coggle, Wordcloud, and Lucid chart.

Submission. Students in MED2IaH submit their digital stories to coordinators of digital storytelling of home university, together with a release letter. Stories produced in MED2IaH shall not be shared publicly by the students (e.g. posted on locations such as YouTube, Vimeo, and also Google Drive, Microsoft OneDrive, Dropbox, etc.) at the time of duration of the digital storytelling contest (until August 2022). Eg. If students use you tube for editing the video, video shall be uploaded to you tube as unlisted.

**Accepted digital stories will be publicly shared on website of your university, best digital stories will also be publicly shared on the E-platform EMUNI (and project YouTube channel) by coordinators of digital storytelling from each University.**

## 7. JUDGING PROCESS AND CRITERIA

### Judging process and commission/judges

All the accepted digital stories will be subjected to the judging criteria leading to the announcement of:

- Best digital stories (5 best stories per PCU)
- Top three (3) winners per PCU – to be invited to Boot Camp.

Jury for this contest will be composed of 3 – 5 persons. Areas of jury members: intercultural engagement, communication and international cooperation, filmmaking and/or digital storytelling. One member can be a student or 'fresh' alumni.

**Judging criteria (proposed)** Each University can adapt the proposed criteria.

1. Creativity and Originality of the design (20%)

Creativity is the original, fresh, and external expression of the maker's imagination by using the medium to convey an idea, message, or thought. A compelling essay evokes laughter, sadness, anger, pride, wonder, or another intense emotion. The use and control of light to create dimension, shape, and roundness in an image or how the creator uses words to express thoughts and feelings can be considered.

2. Impact and Content of the Storytelling (20%)

Storytelling refers to the essay's ability to evoke imagination, create a feeling, tell a story, or visually illustrate an idea. Message clarity is solid and able to motivate as well as give inspiration to the audience.

3. Editing & Cinematography (20%)

Videography/Audio includes technical excellence, composition, lighting, style, colour, sound, music, editing, and Storytelling. The images, sound, and content should provide variety, exciting angles, imagination and adequately convey the story that enhances the story.

4. Structure and Navigation (20%)

Structure and Navigation include the comprehensive organisation of the content, proper technique and mechanics, prioritisation of information and manner in which users navigate through the story. The story should evoke the emotion and wonder of the audience, leaving them to want more by the time they reach the end. On camera, subjects are presented in a manner consistent and supportive of the story.

5. Engagement and motivation for intercultural/international activities (20%)

Engagement of students in creating the video – attitude toward the training, cooperation with mentors and other students, dedication to the work.

### Results and award

Winners of the best digital story (3 per HE) will be rewarded by receiving an invitation to join the Student Boot Camp in Slovenia. A special prize will also be given to the best digital story MED2IaH. Criteria for selecting the best digital story: 50% of the assessment will be based on judging criteria from experts, 50% of the assessment will be based on likes through social media (e-platform EMUNI).

## 8. REFERENCES

The main reference on which the guide is based is a guide from another Erasmus + project <https://erasmusplusfriends.eu/>:

- Furthering International Relations Capacities and Intercultural Engagement to Nurture Campus Diversity and Support Internationalisation at Home (FRIENDS). DIGITAL STORYTELLING. A HOW-TO MANUAL

### Additional references:

- SHARE YOUR STORY. A How-to Guide for Digital Storytelling [https://www.samhsa.gov/sites/default/files/programs\\_campaigns/brss\\_tacs/samhsa-storytelling-guide.pdf](https://www.samhsa.gov/sites/default/files/programs_campaigns/brss_tacs/samhsa-storytelling-guide.pdf)
- Havis, Waycott, Scheser. 2019. Digital storytelling Designing, developing and delivering with diverse communities
- DIGITAL STORYTELLING GUIDEBOOK. 2021. <https://tfelproject.com/wp-content/uploads/2021/04/digital-storytelling-guidebook-1.pdf>
- Barrett, H. (2006). Researching and evaluating digital storytelling as a deep learning tool. In Society for Information Technology & Teacher Education International Conference (Vol. 2006, No. 1, pp. 647-654)
- Types of Storytelling: 4 Ways to Communicate Through Story. Retrieved from: <https://www.masterclass.com/articles/a-guide-to-storytelling#4-types-of-storytelling>

ANNEX 1 - release letter

## VIDEO RELEASE FORM

### VIDEO CREATED FOR DIGITAL STROYTELLING CONTEST MED2IaH

**Student data:**

First name	
Family name	
Date of birth	
Contact (e-mail, phone)	
University	

**Name of the video:** \_\_\_\_\_

**I, the undersigned student, confirm**

- that I am (co)author of this digital video
- the materials used in this video (eg. music, photos, video shuts, or other material...) are my original own work, or I used materials that are in the public domain or have Creative Commons license.
- materials that are not my original work have references/citations

**and I agree:**

- that my University publishes this work on University website
- that Euro –Mediterranean University (who coordinates project MED2IaH) publishes this work on E-platform MED2IaH
- that the work can be shared for educational or project content promotional purposes of the topic (non-commercial use)

I am also aware that at the time of duration of digital storytelling contest (until end of August 2022) I shall not share this digital story publicly. If I use you tube for editing the video, video shall be uploaded to you tube as unlisted.

Date and place:

Signature:

**THIS RELEASE LETTER NEEDS TO BE SUBMITTED TOGETHER WITH THE DIGITAL STORY TO THE COORDINATOR OF DIGITAL STORYTELLING AT YOUR UNIVERSITY**