Digital Storytelling Project Storyboard

"A storyboard is a place to plan out a visual story in two dimensions. The first dimension is time: what happens first, next, and last. The second is interaction: how the audio—the voice-over narrative of your story and the music—interacts with the images or video. In addition, a storyboard is also a notation of where and how visual effects such as transitions, animations, or compositional organization of the screen will be used."

—Joe Lambert, *Digital Storytelling Cookbook*

"A storyboard is a written or graphical representation of the all of the elements that will be included in a digital story. The storyboard is usually created before actual work on creating the digital story begins and a written description and graphical depiction of the elements of the story, such as images, text, narration, music, transitions, etc. are added to the storyboard. The elements of the story are arranged in the storyboard in the chronological order in which they will appear in the story and this allows the developer to organize and re-arrange the content for maximum effect.

Creating storyboards is an often overlooked component of digital storytelling and for many students, storyboarding may seem like a tedious extra step. However, storyboarding can be a valuable component in the creative process by allowing the developer to organize images and text in a blueprint fashion before the development begins. It allows the user to visualize how the project will be put together and help illustrate what holes exist since they can see the entire plan laid out in front of them. Storyboarding can also inspire new ideas as well as lets the developer rearrange existing resources before the final development begins and changes may be harder to make."

— "What is a Storyboard?" Educational Uses of Digital Storytelling
(http://digitalstorytelling.coe.uh.edu/page.cfm?id=23&cid=23&sublinkid=37)

Create a storyboard (see samples on next page) for your digital storytelling project. The storyboard is a rough outline of your digital story, and it should include a plan for the following elements arranged in the sequence in which they will appear:

- Title
- Visuals/Animations/Images (still or video)
- Text to be displayed
- Narration/Script
- Music/Sound effects
- Works Cited/Credits

Images					
Effects	Fade In	Image Pan	Image Pan	Image Pan	Image Pan
Transitions	Cross Dissolve				
Voiceover	There is a picture of my mother that I always keep with me.	It is a curious photo, because in most photos I always imagine that people pose for the future, but in this time, this moment, this photograph I feel like she is searching for her past.			
Soundtrack	Fade in guitar chord progression				

Images					
Effects	Alpha Channel Motion				
Transitions		Cross Dissolve	Cross Dissolve	Cross Dissolve	Cross Dissolve
Voiceover	Across oceans and between cultures, I think back to who she was as a girl,		a young woman,	a doctor,	a wife,
Soundtrack	guitar chord progression				

Joe Lambert *Digital StorytellingCookbook* p. 35

PAGE:	DATE:	PROJECT NAME:	AUTHOR:

	FRAME/EVENT DESCRIPTION	MEDIA LIST
Here you do a quick sketch of what will appear at this point in your digital story… you can also paste a graphic or photo here… do whatever works to remind you of what's going on …	**Here** you describe: • what will appear on the screen (picture, clip, graphic or other kind of visual) • what listeners will hear (music, narrative, sounds) • your director's comments about what you are trying to achieve and communicate…	**Here** you list the specifics of every piece of media you will need; this will help you gather materials before beginning story construction; it also serves as a "works cited list" for copyright purposes… • Music, songs, sounds, voice recordings • Pictures, graphics, diagrams • Video clip • Text, titles, transitions

NARRATION:

Here you write out or describe the narrative…

Directions

NARRATION:

http://www.jasonohler.com/storytelling

Narration, effects, and transition ideas are listed here

SECTION #1

IMAGE DESCRIPTION: matrix animation, school building

NARRATION: In recent years there has been an overwhelming trend of the implementation of technology in the classroom. As devices and software get less expensive and become more available to the masses, education in turn has welcomed them with arms wide open.

EFFECTS:

TRANSITION: fade

MUSIC: instrumental

COMMENTS:

SECTION #2

IMAGE DESCRIPTION: Computer frog dissection, square/cube animation

Simple images are used to represent the scene

http://digitalstorytelling.coe.uh.edu/page.cfm?id=23&cid=23&sublinkid=37