

Digital Narrative as a Curriculum Framework to Attract Reluctant Readers

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Story is the one of the oldest and most elemental forms of knowing

- A shift from story to science.. last three centuries..
- Story was relegated to be used by uneducated, younger learners.
- When in HS .. 'enough of the games, now let's get serious..'

Stories effect a change in consciousness

- A surrendering of defenses, a caring for the characters, a release of empathy and emotion, a creative engagement with the imagination.
(Suspension of Disbelief)
- Story can be viewed as a radical change agent

Story is the one of the
oldest and most elemental
forms of knowing.

- Use of story for knowing was eclipsed in the west during modern period..
- Story is a way by which and through which we come to know and understand ourselves, others, the world around us,

Storytelling vs Storying

- Telling implies passive listening.
- Story is not only a form of language but a modality or way of knowing that affects both what is known and knower.
- Knowledge is shaped by 'technologies' (spoken or written forms, or media)

Storying is the ultimate constructivist in action

- The mode of knowing communicated by literature is very different from that of storying.
- Literature is narrative preserved as a written text in fixed, final form. No interpersonal contexts.
- Literature and story as interpersonal interplay are very different from one another.

Story as Curriculum Framework

UCF SFDM Mantra:

Story using media 'X' for Purpose 'Y'

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CREATE: Center for Research in Education, Arts,
Technology and Entertainment:

Story using media 'X' for Purpose 'Y'

Our domain is education:

Narrative Student Driven Games
Interactive Teaching
Video in the Classroom

Narrative Structure

- 7 Basic Plots
- 20 Master Plots
- 45 Character Types

7 Basic Plot types

- Overcoming the Monster
- Rags to Riches
- The Quest
- Voyage and Return
- Comedy
- Tragedy
- Rebirth

Video in the Classroom

Personal Stories (Me-stories)

Trailers (Digital Booktalk & UB the Director)

Relevant-Authentic Learning

Reluctant Readers Defined

Two types (Kimpton)

Those who can read but don't enjoy it

Those who find it too difficult

Both groups think reading is hard work...

remember, they are immigrants in a literate society...

To digital kids, words have little meaning...
pattern recognition does...

Book Matching

- We are seeing a trend in earlier grades that students are beginning to check out more non-fiction than fiction books.. And FCAT results are reflecting it...
- But, educators have long figured out that, if you can match readers with books they might like, chances are, they will read another and become motivated...(Krashen & Eriksson)

Me-Stories

- Don't let the words get in the way of your stories
- Center for Digital Storytelling (7 Elements)

Relevant - Authentic Learning

Multiple Groups

Collaboration

Team Work

Lack of Inhibitions When Using Technology
(Technology Comfort)

Video, Cameras, etc Very Motivational

Relevant - Authentic Learning

We made the the narratives relate to them...

Using the Presidential Election

They ran for President

They saved the world from Photosynthesis

They learned how to save the universe by finding the solutions for gravity (motion and force).



A CHILD'S SENSE OF WONDER

.....is a horrible thing to waste