Digital Stories of Deep Learning

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The ePortfolio as a Story of Deep Learning

Digital Storytelling as part of a Reflective Portfolio

Linking Two Dynamic Processes to Promote Deep Learning
Portfolio Development Process
Digital Storytelling

Metaphors!
- Mirror, Map, Sonnet
- C.V.
- Test
- Story

http://electronicportfolios.org/metaphors.html

Constructed Meaning
"The portfolio is a laboratory where students construct meaning from their accumulated experience."
(Paulson & Paulson, 1991, p.5)

Portfolio tells a Story
“A portfolio tells a story. It is the story of knowing. Knowing about things... Knowing oneself... Knowing an audience... Portfolios are students’ own stories of what they know, why they believe they know it, and why others should be of the same opinion.”
(Paulson & Paulson, 1991, p.2)
Portfolios tell a Story

“A portfolio is opinion backed by fact... Students prove what they know with samples of their work.”
(Paulson & Paulson, 1991, p.2)

Portfolio Development Process

The ePortfolio as a Story of Learning

Collection - Reflection - Direction - Celebration

ePortfolio as Storytelling

Portfolio Processes

Traditional + Technology

- Collecting - Archiving
- Selecting - Linking/Thinking
- Reflecting - Storytelling
- Directing - Collaborating
- Celebrating - Publishing

Electronic Portfolio Development

Publishing environments:
Optical media (CD-R, DVD-R) or WWW

Authoring environments:
Common Tools or Customized Systems

Common Desktop Tools with hyperlinks

- Office - Word, Excel, Powerpoint
- Hypermedia authoring tools - HyperStudio
- Inspiration or Kidspiration (mind mapping)
- Adobe Acrobat
- HTML Editors - Front Page, Dreamweaver, Netscape/Mozilla Composer
- Multimedia Authoring
  Macromedia Director & Flash, Ezedia
My evaluation study of online software, services, or strategies

- http://electronicportfolios.org/myportfolio/versions.html
- Under On-line Publications
- To date, recreating my new portfolio using 17 different software packages, services, or strategies

Activity Theory

- **Subject** - the individual or group whose point of view is taken in the analysis of the activity
- **Object** (or objective) - the target of the activity
- **Instruments** - internal or external mediating artifacts which help to achieve the outcomes
- **Community** - one or more people who share the objective with the subject
- **Rules** - regulate actions and interactions within the activity system
- **Division of labor** - how tasks are divided horizontally between community members - any vertical division of power and status

Online Portfolio Tool Characteristics

- Custom-designed Electronic Portfolio Systems - (A) system includes database to align artifacts to standards
- Free Server Space
- Open Source Software
- Commercial Software - primary market: Higher Ed, Teacher Ed, PK-12, Any
- Content Management System (CMS)
- Web Log Software or Journal - "Blogs"
- License agreement with - individual or institution
- Hosting - Hosted: resides on a centralized server; Server: software installed or data stored on own server space
- Cost & Storage space available

Conclusions

- Too early to judge
- Scales applied to each system - “Trade-offs” - “Balance”
  - Creativity
  - Ease of Use
  - Cost/Storage & ROI
  - Features
  - Flexibility/Customization Allowed
  - Integration with Assessment System
  - Transfer & technology skill development

Reflective Questions that tie the Past to the Future

- What? (Past)
- So What? (Present)
- Now What? (Future)
  - What have I reflected about my life/work/learning?
  - (my artifacts)
  - What do those reflections show about what I have learned?
    - (my current reflections on my knowledge, skills and dispositions)
  - What direction do I want to take in the future?
    - (see future learning goals)
Linked to…

- Digital Storytelling
- Blogs & Wikis
- Games

Some concerns…

- Assessment for Learning
- Portfolios for Learning
- What about Motivation?

Components of Portfolio Development

- **Content**: evidence (artifacts + reflections)
- **Purpose**: the reason for developing the portfolio - includes audience
  - Learning & professional development - Process
  - Assessment (of and for learning)
  - Showcase (Employment/Marketing)
- **Process**: tools used
  - sequence of activities
  - rules
  - evaluation criteria (rubrics)
  - collaboration/conversation
Developmental Levels of Portfolio Implementation

- **Extrinsic Motivation**
  - institutional directed content, purpose & process - external locus of control
- **Mixed Motivation**
  - learner ownership over one or two of the components
- **Intrinsic Motivation**
  - learner ownership of content, purpose and process

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**Digital Storytelling Process**

- Learners create a 2-4 minute digital video clip
- First person narrative
- Told in their own voice
- Illustrated by (mostly) still images
- Music track to add emotional tone

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**European Resources**

- BBC Wales - Capture Wales
- Telling Lives - BBC
  - Humber
  - Cumbria
  - Lancashire
  - Northern Ireland
  - Teenagers
  - WW II Memories
- COINE (Cultural Objects in Networked Environments)

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**Why include Digital Storytelling in ePortfolios?**

**Learner Motivation and Affect**

**Brain Research**
“...for storytelling is the mode of description best suited to transformation in new situations of action.”

“Stories are products of reflection, but we do not usually hold onto them long enough to make them objects of reflection in their own right.”

“When we get into the habit of recording our stories, we can look at them again, attending to the meanings we build into them and attending, as well, to our strategies of narrative description.”

Two educators from New Zealand - staff developer and health educator
Relates storytelling to literature on learning and reflection
Provides stages of storytelling related to reflection

The tools should allow the learner to feel in control of the process, including the "look and feel" of the portfolio.
Deep Learning
- involves reflection,
- is developmental,
- is integrative,
- is self-directive, and
- is lifelong

Voice = Authenticity
- multimedia expands the "voice" in an electronic portfolio (both literally and rhetorically)
- personality of the author is evident
- gives the reflections a uniqueness
- gives the feeling that the writer is talking directly to the reader/viewer

Digital Paper or Digital Story?
- If your e-portfolios are just digital paper (text and images on the screen) you are losing a wonderful opportunity to really tell your story in your own voice.
- With the capability to add multimedia, audio and video, we can truly create an engaging environment to document the milestones of our lives.

A 2nd Grader’s Autobiography
- Perhaps you are a 2nd grader telling your autobiography for a VIP school assignment
- Play "tori's 2nd grade bio"

A Graduate Student’s Letter to a former teacher
- ...or you are a graduate student reflecting on what is drawing you into teaching (while showing your photo portfolio)
- Play "coming full circle"

My own story
- ...or you are reaching another transition and decision point in a long career, reflecting on the milestones in your life
- Play "choices"
What’s Your Story?
- We all have a story to add to our portfolios. These digital stories provide opportunities for a richness not possible in print.
- Some stories will represent the fresh innocence of youth, some will reflect the experiences of a rich life.
- The audiences might be worldwide, like the BBC Wales, but most likely the audiences will be small and intimate.

Digital Story as Legacy
- These digital stories aren’t just for professional development
- They aren’t just for skills-based portfolios
- They are our legacy for those who come after us...the stories of our lives we give to our children's grandchildren.

My Final Wish...
May all your electronic portfolios become dynamic celebrations and stories of learning across the lifespan.

Presentation online and some stories are on my CD
- http://electronicportfolios.org and click Recent Conference Presentations
- My CD has examples of digital stories as well as hands-on activities to learn the process on Mac and Windows XP

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