Digital Storytelling with Photo Story 3

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Summary: Learn the elements of a good story and how to create a digital story using Photo Story 3 (a free download from Microsoft).

Prerequisites: Windows Introduction, Intro to Word, Intro to PowerPoint.

Your computer must have Windows XP and Windows Media Player 10 and Direct X 9 installed (both free from www.microsoft.com)

Audience: LISD Staff wishing to create movies using still pictures, music, and recorded voice.

Competency Level: Three

Competency Assessment: A copy of the digital story (copied onto a CD depending on the size of the movie file), the Story Map used and the self evaluation form should all be turned into Scott Firenza at the Instructional Technology department.

Digital Storytelling

The Center for Digital Storytelling (www.storycenter.org) has defined 7 elements for creating effective and interesting multimedia stories:

- 1. <u>A Point (of View)</u>
 - Not just a recitation of facts. Direct the point of the story to your audience.

2. <u>A Dramatic Question</u>

• Capture the audience's attention at the beginning and hold it throughout the story.

3. Emotional Content

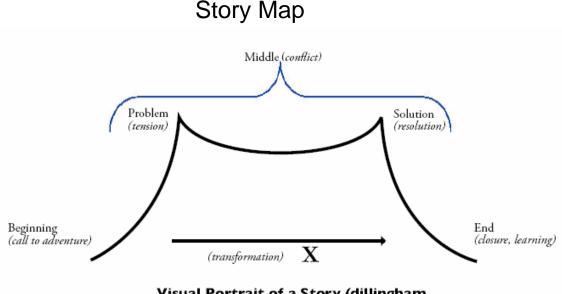
- Achieved through the images, effects, music and tone of voice.
- 4. The Gift of Your Voice
 - Tone of voice is very powerful in a story. Make sure to practice your script.

5. The Power of The Soundtrack

• Music and sound effects can set the right mood of the story, but can also be a distraction.

6. <u>Economy</u>

- Not every picture and sound effect you find about your story needs to be in the final cut.
- 7. <u>Pacing</u>
 - Keep the story moving. Use music tempo, speech rate, image duration and panning and zooming to help establish pace.



Visual Portrait of a Story (dillingham, 2001), with transformation (ohler, 2003)

A Story Map is a very powerful part of any story. This guides the creator to focus on the elements of the story, the beginning, the middle, and the end.

- 1. **Beginning** Info of the characters, the main characters call to adventure, the quest of the story is described.
- 2. **Middle** What is the conflict or problem of the story, why does this conflict need to be resolved, and finally how is it resolved.
- 3. **End** After the story's problem is solved what is the closure to the story. What is learned from the conflict? Is the end necessarily "They lived happily ever after"?

Photo Story 3

A free download from Microsoft. Go to <u>www.microsoft.com/photostory</u> or to <u>www.lubbockisd.org/sfirenza</u> click on the Picture / Video link and click the download link.

To use Photo Story 3 your computer will also have to have **Windows Media Player 10** and **DirectX 9.0c End-User Runtime**. Both are free downloads from <u>www.microsoft.com</u>

When Photo Story is first started, the user is prompted to do one of the following:

- Begin a new story (start from the beginning)
- Edit a project (continue working on a story you have saved)
- Play a story (view a story that has already been created)

For this handout we assume you are starting from the beginning. So, select "Begin a new story" and click the Next button. The Wizard will walk you through the creation process.

Step 1 – Import and Arrange Pictures

- 1. Click the Import pictures button.
- 2. Navigate to where the pictures are saved.
- 3. Select a picture and click the OK button to import it. To select multiple pictures, hold down the CTRL button on the keyboard while clicking on the pictures.
- 4. Click and drag your pictures on the storyboard to arrange them in the correct order.
- 5. Some simple edit tools are available to correct the photograph. These are located under the preview window. The buttons include Correct Color levels, Correct Red Eye Rotate Counterclockwise, Rotate Clockwise, and Edit. When the Edit button is clicked the user can Crop, Auto Fix and add an Effect, such as washout or sepia.



- 6. The user can also remove black borders from pictures that do not fill the screen.
- 7. Click the Next button when finished arranging your pictures.

1. Click on the picture where the text should appear. The user can change certain aspects of the text, such as justification, font, size, and color.

<type a="" add="" on="" picture="" selected="" text="" the="" title="" to=""></type>	

- 2. Under the preview window the user can add effects to each picture.
- 3. Click the **Next** button when finished.

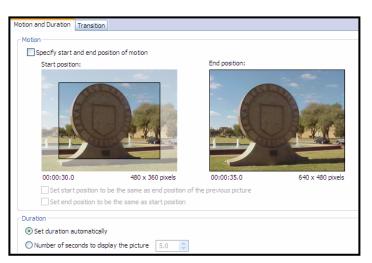


Step 3 – Narrate your Pictures and customize motion

Click the **Customize Motion** button under the preview window.

Here the user can specify start and end positions of motion.

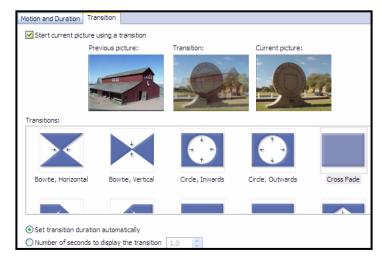
- 1. Click in the check box "Specify start and end position of motion".
- 2. Reposition and/or resize the box to determine the start and end positions of the picture.
- Set the duration automatically or select the number of seconds to display the picture.



Customize Motion...

Click the Transition Tab -

- 1. Choose a transition for each picture.
- 2. Click the Save button when you are ready to change to the next picture.
- 3. Click the Close button when finished setting transitions between the pictures.



Record narration for your pictures-

- 1. Select the picture that will house the narration.
- 2. Click on the circular button with the red dot in the middle of it.
- 3. Once this button is click the recording will begin, so be ready with the microphone.



- 4. The user can also type in their script into the text box below and read it into the microphone.
- 5. When finished with the narration click the circular button with the blue square in the middle of it. This will stop the recording.
- 6. Click the preview button to hear what you have created.

Click the **Next** button when finished setting all narration, motion and transitions.

Step 4 – Add Background Music

- 1. Choose the picture where the music will begin.
- 2. Click the Select music button to add music that is already saved on your computer.
- 3. Click the Create music button to add the sound loops that are installed with Photo Story. Other edits can be made to these loops.
- 4. Click the Delete music button to take out any music already added to your story.

- 1. Choose to Save the story for playback on your computer.
- Specify the location and file name of the story.
- Determine the Quality settings of the story by clicking the settings button (640x480 or 320x240 recommended).
- 4. Click the Save Project button to save your work so far. By default the project and

Save your story	
What do you want to do with your story? Activities:	
Save your story for playback on your computer	
Send the story in an e-mail message	=
Save your story for playback on a Pocket PC with Windows Media Player 10 Mobile	
Save your story for playback on a Smartphone with Windows Media Player 10 Mobile	~
Learn more about the selected activity	
Check for more story activities on the Microsoft Web site File name	
Specify the location and file name of your story:	
My Videos\PhotoStory2.wmv Browse	
Quality Settings	
Profile: Profile for computers - 2 (640x480)	
Description: Recommended if the story is going to be played full screen on a computer (1.7 GHz processor, 256MB of RAM or higher). Video size: 640x480	
Settings	
Help Save Project	lext > Cancel

final story will save in My Documents in the My Videos folder.

5. Click the Next button to start building your story.

Building Your Story	X
Step 2 of 4: Generating "Classical: Amadeus" custom music	
Cancel	

6. Once your Story is completed, you are given the option of Viewing your story (in Windows Media Player), Creating another story, or exiting the program.