Workshop – Sat 2 Nov

Digital Story Telling Workshop with Ben Gwalchmai of PM Studio (Fabler). Suggested age of participants 8+. Maximum 16 – 20 participants, but the less the better probably. Workshop duration is 1.5 hours. Ben doesn’t need tech support but some equipment (see below). He has done similar workshops before. Ideal space would be W3 for the amount of space there is, but W1 would be fine too. PM Studio could work, as long as those working at that time didn’t mind the noise.

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| **Workshop structure** | | | | | |
| **Activity** | **Break down** | **Who?** | **Time** | **Equipment** | **Notes** |
| Intro + Icebreakers  (10mins) | Intro + Icebreakers + splitting families into groups. | Group | 10mins | Space to stand in a circle? | n/a |
| Forking Stories  (30mins) | Explanation of activity (link between digital + physical story telling) + Writing first act together on laptops/making origami paper fortune tellers: identifying a situation/environment/context/character  e.g. Fire in a castle – Who did it? | Group | 10mins | Macs with Forking Stories software/app + Pens and paper | Forking Stories is free online software/app used for creating narratives. It’s all about seeing how different narratives are formed.  The origami paper fortunetellers reflect the nature of this story telling task. |
|  | Writing second act individually: looking at the story from different characters’ perspectives e.g. servant’s/knight’s/farmer’s | Individual | 5mins | Macs + Pens and paper |
|  | Making up clues and finishing the story by writing act 3.  e.g. the knight rescues the princess from the tower. | Individual | 5mins | Macs + Pens and paper |
|  | Imputing info into software | Group | 10mins | Macs + Pens and paper |
| Gambits  (20mins) | Explain activity and put participants into new groups (or encourage them to work with new people). Give them a specific theme/context/environment. They have to invent a character and a problem that the character must resolve. | Group | 10mins | Macs/tablets with Gambit software/app + Pens and paper | Gambits are digital stories where the reader can choose how the story unfolds by clicking through multiple-choice questions. They can also create stories by entering a story told from two different characters’ perspectives into the Gambit software. Can be accessed at a later date. |
|  | Continue/finish entering story data into software. Show them their stories in gambit form. | Group | 10mins | Macs/tablets + Pens and paper |
| Fabler (30mins) | Explain new activity. Whilst half the group is having a go at Fabler (walking/jumping around the room to hear a story unfold – each story on Fabler is around 7 mins long so they can listen to two different stories), the other half is being audio recorded to make their own Fabler story (based around a Down The Rabbit Hole theme). This would involve a quick brainstorm for situation/context/character using the flipchart and the plot would evolve as each member said one or two sentences about the character/s to advance the story. Wrap up the workshop and let them know what they will be able to revisit at a later date and how. | Group | 30mins | Iphones with Fabler app + headphones + Macs or other audio recording equipment + space to roam around | Fabler: You have to keep moving to get the story playing in your headphones to continue.  We want to collect audio files to make our own Down The Rabbit Hole Fabler story which can then be accessed by the families a few days after the workshop. Recording for Fabler would mean having enough quiet to record good enough audio files. I am thinking that I could go around with the audio recording equipment (as we used with Paddy) as each member of the 2 groups tells a sentence of a Down The Rabbit Hole story. We would then have two different stories – maybe we could somehow link the two to produce a group work? |

Tech requirements:

-Laptop/tablet per family

-Some iphones

-Projector

-Flipchart and pens

-Paper and pens for each table

-Tables and chairs (plus seating for a short film screening, see below)

-Audio recording equipment if we can’t use the macs

After the workshop/take home/DShed:

-Forking Stories is a free app that participants can download and they will be able to view their stories. Families can take home their paper fortunetellers.

-Ben can put Gambits up on his server most probably. They are html files, so if we could upload them to DShed that would be great.

-Those with smart phone devices can take home the prototype Fabler app for free.

-Ben will talk to James his partner on the project to see if we can make some/a Fabler Down the Rabbit Hole story from the audio files collected.