

# Voice in ePortfolios: Telling My Story

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Based on 2 papers in Proceedings

- Authentic Assessment with Electronic Portfolios using Common Software and Web 2.0 Tools  
– <http://electronicportfolios.org/web20.html>
- Purposes of Digital Stories in ePortfolios  
– <http://electronicportfolios.org/digistory/purposes.html>

# Voice

Individual Identity  
Reflection  
Meaning Making

# Why Digital Stories in ePortfolios?

- Reflection is the "heart and soul" of portfolios
- Digital Stories can humanize any model of ePortfolio
- Digital Stories add **VOICE**

Website with links to movies

<http://electronicportfolios.org/digistory/purposes.html>

electronicportfolios.org

Information about Electronic Portfolios and Digital Storytelling

- Learning Objectives
- Research Studies
- Educational Practice
- The Learning Process
- Program and Services
- Site Navigation

Dr. Helen Barrett  
Electronic Portfolios and Digital Storytelling  
An Online and Web 2.0 Approach

Commitment: Library, Staff & Users

Information on Special Topics: Digital Storytelling, Teacher Education and Professional Development

Digital Storytelling

Digital Storytelling in Education

Digital Family Stories

International Digital Storytelling

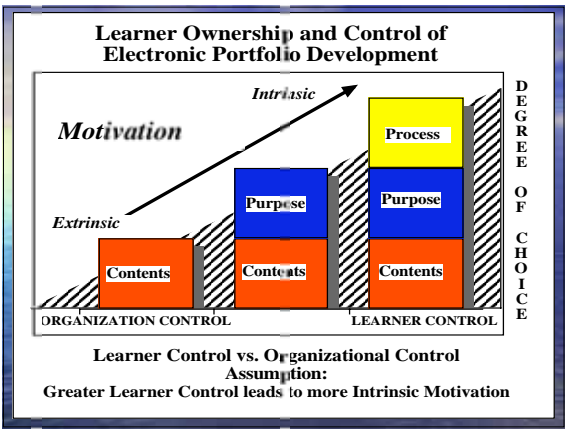
...being started in a hour of the week!

## Digital Storytelling Process

- Learners create a 2-4 minute digital video clip
  - First person narrative [begins with a written script ~ 400 words]
  - Told in their own voice [record script]
  - Illustrated (mostly) by still images
  - Music track to add emotional tone

## Digital Stories and e-Portfolios

- highly motivating project-based learning activity
- powerful artifacts in electronic portfolios
- Importance of reflection in e-portfolios
- Tools for scaffolding reflection: blogging and digital storytelling
- Storytelling: reflection on experience to improve learning (McDrury & Alterio)
- the role of reflection in brain-based learning (Zull)



## A Dozen Purposes for DS in EP

- **Introduction of Self**
  - Voice & Personality
  - Legacy
  - Biography
  - Memoir
- **Reflection**
  - Transition
  - Decision
  - Benchmarking Development
  - Change over Time
- **Artifacts**
  - Evidence of Collaboration
  - Documentary
  - Record of Experience
  - Oral Language

## Voice & Personality

- Voice is often missing from electronic portfolios, both literally and rhetorically.
- A digital story provides that voice: listening to the author, we hear a real person, getting a sense of their unique personality.

*Victoria's 1st Grade Reflection*



## Legacy

- Digital stories can provide us with an opportunity to leave a legacy of our family stories for those who come after us.
- Legacy stories are usually told **about** a person or place.

*Legacy & Jonathan*

## Biography

- A biography provides the facts about a life, whether of the storyteller or another person.

*Victoria's 2nd Grade Autobiography*

## Memoir

- Whereas a legacy story is told for or **about** another person or place, a memoir is very personal, told in the first person, focusing on the memories of the storyteller.
- Memoirs are autobiographical in nature, but are much more personal and reflective.
- They are often much longer than a typical digital story.

*Dad & No Ideas*

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### Reflection - Transition

- Some learners reflect on the major changes or transitions in their lives.
- Reflection can help us make sense of these changes.
- Telling digital stories could also help the transition to retirement or any other major life change.

***Coming Full Circle & Changes***



### Reflection - Decision

- Digital stories can be used to either weigh the options in a decision to be made
- or document the process used to make decisions.

***Choices and Changes***



## Benchmarking Development

- (Joe's Kean podcast)
- at each point (of development) a digital story snapshot would be an extremely appropriate part of a portfolio

## Change over time

- Ss maintain a collection of work over time
- Ss recognize when growth and change has occurred
- Ss reflect on the changes they see in their own performance
- Process has the potential to increase students' self esteem.

*Victoria's Kindergarten Reflection*



## Evidence of Collaboration

- Much of the work in both schools and the workplace is the result of collaboration
- a digital story could provide explanation of the process.

## Documentary

- A digital video can take the place of a research paper or a PowerPoint presentation.
- Story takes on characteristics of a documentary, often fact-based without emotional content.

*What is Digital Storytelling?*



## Record of Experience

- Often no concrete product that can be represented in a discrete artifact.
- could be used to reflect on and document an experience
- could provide the final evidence of a project-based learning activity

*Chevak*



## Oral Language

- learning to speak in a second language
- early childhood students learning to read in their native language
- learners record their voice, speaking or reading out loud at different stages of development
- demonstrating growth over time.
- "podcast" could be an audio-only digital story without the visual component

## How to Develop Digital Stories

Process and Tools

## Process to develop digital stories

1. Script development: write the story, often with a group called a story circle to provide feedback and story development ideas
2. Record the author reading the story (audio recording and editing)
3. Capture and process the images to further illustrate the story (image scanning and editing)
4. Combine audio and images (and any additional video) onto a timeline, add music track (video editing)
5. Present or publish finished version of story

## Tools - Audio

- Mac
  - Audacity O/S
  - SoundStudio (\$50) T=14 days
  - GarageBand\* (Apple's iLife06 Tools)
  - iPod and microphone
- Windows
  - Audacity O/S
  - Audio Record Wizard (\$25 S/W)
  - any Windows-compatible audio recording program

## Tools - Image Editing

- **Mac**
  - iPhoto\*
  - GIMP (O/S)
  - Graphic Converter (\$30 S/W)
  - Photoshop Elements (\$100)  
T= 30 days
- **Windows**
  - GIMP (O/S)
  - HP Image Zone Express
  - Graphic Converter (\$20 S/W)
  - Photoshop Elements

## Tools - Video Editing

- **Mac**
  - **iLife Tools: (MovieHD & iPhoto & Garage Band)**  
\*Bundled free with new hardware or OS
  - Photo To Movie (\$50) T= watermark
  - Pro Tools: Final Cut Express (\$\$)
  - Final Cut Pro (\$\$\$\$)
- **Windows**
  - **Microsoft MovieMaker2**
  - PhotoStory3
  - Slide Show Movie Maker
  - Photo To Movie (\$50)  
T= watermark
  - Pinnacle Studio \$80-\$99 T= 15 days
  - Ulead VideoStudio (\$100) T= 30 days
  - Adobe Premiere Elements

## Microphones



Belkin TuneTalk



Samson USB Mic

## Web 2.0 Production Tools

- **Collaborative writing tools** (for script development and collaborative writing):
  - **GoogleDocs** or any **wiki**
- **Audio editing tools** (primarily created to capture and publish podcasts online):
  - odeo.com, podomatic.com
- **Video editing tools** (primarily created to create and publish short video clips online):
  - BubbleShare.com, JumpCut.com, PrimaryAccess.org

## Web 2.0 Publishing Tools

- **Image sharing tools** (primarily created to share images online):
  - Flickr.com, PhotoBucket.com
- **Media publishing services** (primarily created to share video online):
  - vimeo.com, ourmedia.org, youtube.com

## What's Your Story?

Richness not possible in print  
Audiences worldwide but most likely small and intimate.

## My Final Wish...

May all your  
**electronic portfolios**  
become dynamic  
**celebrations and stories**  
**of deep learning**  
across the lifespan.

## Dr. Helen Barrett

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