





Innovative tools and approaches to increase student's motivation through Digital Pedagogy strategy

MODULE 5



Welcome to Module 5

Innovative tools and approaches to increase student's motivation through Digital Storytelling

In this MODULE you will learn more about the importance and the role of motivation for the successful personal and professional performance, how success stories of people who walked the same road can be a powerful inspirational factor and how through digital storytelling their lessons learnt can reached the students who may take advantage of them and even change their own lives.

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The future belongs to a different kind of person with a different kind of mind: artists, inventors, storytellers-creative and holistic "right-brain" thinkers whose abilities mark the fault line between who gets ahead and who doesn't."

Daniel H. Pink

U.1

Motivation in Education



Motivation in Education

The world renowned motivational speaker Zig Ziglar has been quoted as saying: "People often say that motivation doesn't last. Well, neither does bathing – that's why we recommend it daily."

The field literature offers a large variety of definitions for **motivation**. If we summarize the different perspectives we can describe it as a **psychological process** that generates a set of driving forces behind an individual's decisions, desires, actions and choices. The process is specific for every person, comes from a combination of internal and external factors and incentives and has to be nourished throughout life.



Countless surveys and reports address students' motivation to study, to acquire knowledge, skills and competences, to commit time and efforts for their personal and professional development and realisation, to work hard and with perseverance in order to comply with the labour market dynamic requirements.

Young people are often described through the general and overall characteristics of the generation they belong to - Generation Y, Generation Z, etc. They are described as people who thrive for immediate impact of everything they do and at the same time easily discouraged and demotivated if this does not happen so smoothly and quickly.

Overall labeling is unfair and due professional care requires careful recognition of the main driving forces and characteristics of the students' behavior and motivation. Among the speakers and trainers who commit their work on how to inspire and motivate people, in particular young people is **Simon Sinek**. He writes, he has a podcast, he delivers talks and online classes and can be a powerful support to professionals working with students.

Watch his videos and take advantage of everything he shares. We suggest this video as a good starting point: https://www.youtube.com/watch?v=hEROQp6QJNU





Recently, the number of **people considering C-VET as a career choice** has dropped across Europe, a trend which is contributing to growing skills mismatches on the European labour markets. Policymakers and VET practitioners are already addressing the challenges imposed by misconceptions around vocational pathways, in order to help position these routes as a 'first-choice' once more for students.

At the same time according to Eurostat the **youth unemployment** in the European Union in September 2021 is 15.90% which accounts for 2 815 million young people under 25 years old. The numbers for the partner countries involved in Leaders In Teach projects are the following (with 3 countries above EU average):

- > Spain 30.60%
- > Italy 29.80%
- ➤ Poland 11.80 %
- **>** Bulgaria − 17.10%

(https://ec.europa.eu/eurostat/statistics-explained/index.php?title=Unemployment_statistics)



In CEDEFOP's "Skills, qualifications and jobs in the EU: the making of a perfect match?", section "Tackling skill mismatches among the young people with high quality VET", the situation with young employed people in most partners countries is highlighted: "Following the outbreak of the financial crisis, several Member States (including Bulgaria, Italy, Spain) experienced markedly higher rates of youth unemployment and of young people who were neither in employment nor in education or training (NEETs)." Among the solution suggested in that document and other papers, VET is considered as a system with high potential to contribute to the decrease of youth unemployment.

https://www.cedefop.europa.eu/en/publications/3072



Tips for trainers on how to motivate students:

- Make lessons more interactive and instead of delivering lesson in the forms of lections, try to involve students as much as possible through asking questions, generating discussions and providing conditions for their proactivity. These suggestions will make students more focused in the teaching process.
- Encourage collaboration and team projects, let the tasks and homework assigned require interaction between the students, this will also make them more engaged and focused on the process.



Tips for trainers on how to motivate students:

Another very important motivational approach is the make the opinion of the students matter. The curricula is preliminary validated of course but there are certain steps every teacher and trainer can undertake to include the students in setting certain aspects of the teaching process – the approach the teacher implements, the organizations of the learning process, the way the tasks are assigned, conducted and evaluated, etc. are possible points of mutual interaction and agreement. Students are often underestimated in regard with engagement and willing to learn but if they feel the learning process can be flexible in certain areas to reflect their opinion and thus lead to better learning outcomes they will for sure be more motivated.



However, significant efforts need to be made in order make VET attractive as a career pathway leading to enhanced employability and better professional realization of the students. CEDEFOP, in their Intervention Approaches for Improving VET image and attractiveness state that: "Vocational Education and Training (VET)... suffers from poor reputation." And go further more on "targeted measures to improve the image of VET; through information-provision, promotional activities, and role models.

These activities aim to reach out to learners and their families, as well as school staff, employers and the wider public, to try to create a better 'reputation' for VET as a positive study choice, on a par with general education."



Aiming at motivating students to consider C-VET as an attractive and meaningful career pathway we should take into account the respective motivation of the teachers and trainers too. Teachers and trainers have to be among the main ambassadors for such a mindset change. One of the major steps towards assigning such a role and such a responsibility, teachers and trainers need to be able provide innovative high-quality learning process as well as to promote it to the society.

As stated in Teachers and Trainers Matter. How to support them in high-performance apprenticeships and WBL - 12 policy pointers, proposed by the ET 2020 Working Group on VET (01/2016 – 06/2018): "In addition to delivering high quality education and training, teachers and trainers are expected to fulfil many complex tasks including designing learning content, assessing learning outcomes, supporting innovation and digitalisation, supporting disadvantaged learners as well as gifted students, and providing career guidance."



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CEDEFOP's Digital skills: challenges and opportunities dure teachers and trainers in digital competences so that they underdeveloped part of national skill systems. Technolog potential to transform learning fundamentally — not only by so they can work and engage in active citizenship, but als evident by the pandemic."





U.2

Digital Storytelling



Humankind tells stories since its dawn.
Stories empower people to share and interpret experience, knowledge, reflections.
They have been the tool to collect, preserve, enrich the wisdom and meaning of life and pay it forward from generation to generation.



People told stories around the fires, sang stories, danced stories... They started drawing images and later on writing words in caves and on stones, on papyruses, on paper... Countless words. Some of them faded in the dark. Some of them changed individual lives. Some of them changed societies. Some of them made history.



Stories can play different powerful roles in our lives and these roles stem from respective psychological reasons, among them the following outlined by Pamela Rutledge, Ph.D., M.B.A., is Director of the <u>Media Psychology Research Center</u> and faculty in the media psychology program at <u>Fielding Graduate University</u>:

"Stories are the pathway to engaging our <u>right brain</u> and triggering our imagination. By engaging our imagination, we become participants in the narrative. We can step out of our own shoes, see differently, and increase our <u>empathy</u> for others. Through imagination, we tap into <u>creativity</u> that is the foundation of innovation, self-discovery, and change."

More information about the connection between psychology and storytelling you can find in The Psychological Power of Storytelling. Stories leap-frog technology, taking us to authentic experience. (https://www.psychologytoday.com/us/blog/positively-media/201101/the-psychological-power-storytelling)

Having in mind the role of storytelling as booster of imagination and thus of the possibility to self-discover and change, you can consider the outstanding possibilities storytelling can provide in the process of **motivating students**, in particular both to consider C-VET as a meaningful and valuable career path and to stay motivated during the learning process.

What you need for this?

A good story and a charismatic storyteller...

Knowledge and skills to make it a **story that learners will be willing to listen to**.

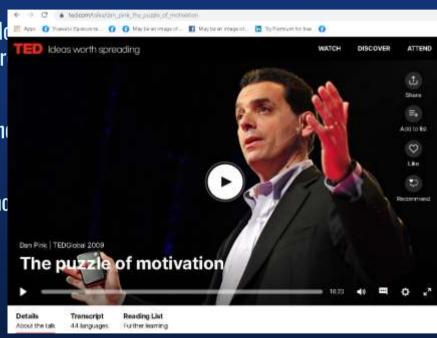
A story "around the desire to do things because they matter, because we like it, they're interesting, or part of something important." (Dan Pink, The Puzzle of Motivation)



By quoting Dan Pink and his TED Talk The Puzzle of Moreally interesting knowledge based on experiments r mainly address through storytelling.

Please watch the TEDGlobal 2009 Talk we recommend the importance of intrinsic motivation:

https://www.ted.com/talks/dan_pink_the_puzzle_of_mc





Storytelling – Digital Storytelling

TED Talks (https://www.ted.com/) are treasuries of inspirational and impactful videos from brilliant professionals from different fields and on different topics. They are among the most prominent storytellers and can support you tremendously in your work. Among their advantages is the fact that the videos are available with transcript in 30-40 and some of them even 100 languages.

And in our case they are the bridge we made between Storytelling and Digital Storytelling. Digital Storytelling has already entered your lives in many ways. And it is high time to invite it and integrate it into your professionals life in a more practical way.

Besides any definitions of Digital Storytelling let us start from the fact the trainees you work with are already practicing it every day through creating content for the social media they prefer and actively use. And this is an excellent option for you to learn to 'speak their language'.



Digital Storytelling

So, what is Digital Storytelling? There are many definitions, articles, resources on the topic. One of the most concise and clear among them is provided by the University of Guelph McLaughlin Library (https://www.youtube.com/user/UoGLibrary/about):

"Digital Storytelling uses multimedia tools to bring narratives to life.

Digital Stories can be used to explain a concept, to reflect on a personal experience, to retell a historical event, or to make an argument.

Digital stories are typically videos that combine audio, images, and video clips to tell a story."



Digital Storytelling

Watch the video of the University of Guelph McLaugh useful links and resources:

https://www.youtube.com/watch?v=Jlix-yVzheM





U.3

Carl Gustav Jung character archetypes and digital storytelling



Carl Gustav Jung

The Swiss psychologist and psychiatrist Carl Gustav Jung is one of the most influential professionals in the field of analytical psychology. He is one of those great minds that cause significant controversy among their professionals communities - some consider him one of the greatest thinkers of his time, other reject him and his work.

His professional life for a certain period of time had connected him Freud and although Freud had been impressed by his ideas and work and he even recognized him as his legacy in psychoanalysis, their roads separated.

Carl Gustav Jung had been recognized as the founder of analytical psychology and left outstanding and rich legacy of concepts and works influencing fields far beyond the border of psychology.



Carl Gustav Jung

As Dr. Saul Mcleod summarizes it (https://www.simplypsychology.org/carl-jung.html):

Jungian archetypes are defined as images and themes that derive from the collective unconscious, as proposed by Carl Jung. Archetypes have universal meanings across cultures and may show up in dreams, literature, art or religion.

Jung (1947) believes symbols from different cultures are often very similar because they have emerged from archetypes shared by the whole human race which are part of our collective unconscious.

For Jung, our primitive past becomes the basis of the human psyche, directing and influencing present behavior. Jung claimed to identify a large number of archetypes but paid special attention to four.

Jung labeled these archetypes the Self, the Persona, the Shadow and the Anima/Animus.



Dr. Carol S. Pearson

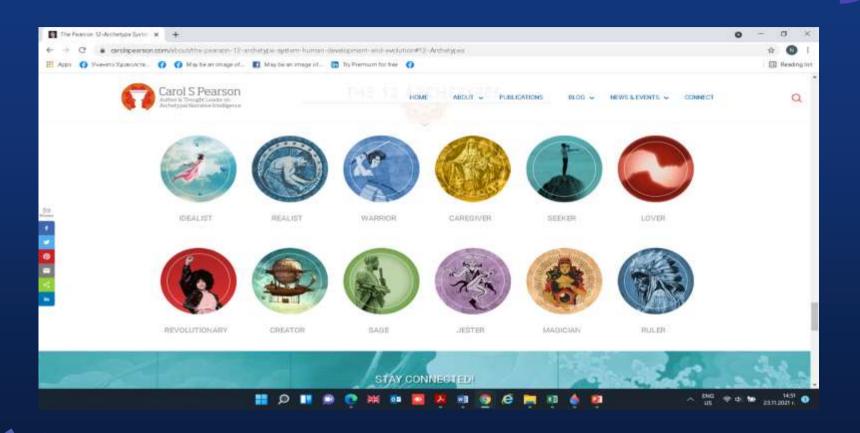
Based on the Jung's work on archetypes Dr. Carol S. Pearson (https://www.carolspearson.com/) created a framework of 12 patterns that recur the most often: the Innocent (Idealist), Orphan (Realist), Warrior, Caregiver, Seeker, Lover, Destroyer (Revolutionary), Creator, Ruler, Magician, Sage, and Fool (Jester).

She then collaborated with Hugh Marr, PhD to create a reliable, validated instrument to help individuals utilize her theories in their lives - <u>Pearson-Marr Archetype Indicator® (PMAI®)</u>. If you want to deepen your knowledge on the this topic you may take advantage of the information in the following source: https://www.carolspearson.com/about/archetypal-assessment-pearson-marr-archetype-indicator-r









The deep connection between the Concept of Archetypes and the impact of Digital Stories has been highlighted by Connected-UK.Com LLP (https://www.connected-uk.com/5-common-archetypes-in-the-age-of-digital-storytelling/):

"From films and games to books and plays, people can't get enough of stories. But as a trip to your local cinema will clearly demonstrate, not all of them are created equal. So what is it that makes some cause us to lose all track of time and others glaze over and scroll Twitter?

This phenomenon was first seriously explored by the famous psychiatrist and psychoanalyst Carl Jung. Jung noticed that certain stories appear again and again throughout history — across art, dreams, myths, and religions — leading him to draw the conclusion that they must be manifestations of intrinsic elements of the collective unconscious."



Based on Jung's concept and Dr. Carol S. Pearson 12-archetypes system, Connected they eloborated further on how the successful storytellers trigger the emotional response and impact on their listeners.

The identified and explored **five of the character archetypes** "that are showing up in force in the digital age of storytelling. Whether it's the desire for destruction or the impulse to save the world, they all say something about people today, and are, therefore, invaluable tools for reaching an audience". ("5 Common Archetypes in The Age of Digital Storytelling").



For the needs of our training we invite you to focus on the first two types — the Hero and the Mentor. These are the two types that will support you best when trying to increase the interest and motivation of students in choosing C-VET as their career path. Having in mind those two archetypes will help you identify the most relevant heros of your ditial stories.

More information about them and the other three - the Everyperson, the Innocent and the Villain you can review on:

https://www.connected-uk.com/5-common-archetypes-in-the-age-of-digital-storytelling/



#1. The Hero

The hero is by far the <u>most commonly found archetypical character</u> in contemporary storytelling. Just look at the biggest films of the past few decades: Star Wars, The Lord of The Rings, Harry Potter, Rocky, Fight Club. They all follow a morally-good protagonist that receives a call to action, overcomes immense obstacles, and returns home with the prize.

The key to <u>crafting a powerful hero's journey</u> is in conveying a compelling hero's journey is, as shown by Harry Potter and Frodo Baggins, for the character to retain their moral dignity and stay true to themselves despite the trials and tribulations they may face. This integrity is what makes them heroic.

https://www.connected-uk.com/5-common-archetypes-in-the-age-of-digital-storytelling/



#2. The Mentor

No hero is complete without their mentor. And so a just as common archetype in literature and film is the usually old and <u>always very wise mentor figure.</u>

The mentor helps the hero along their journey in the way that's not only best for their success in achieving their outcome but in becoming a stronger and more independent person. Gandalf helps Frodo by showing him how he can best help himself. Hagrid reminds Harry of the right thing to do by revealing himself as an imperfect human and providing a voice of reason.

In this way, the mentor takes a rough and ready, no BS approach to giving advice. For this, and the fact they were once in their shoes, **the hero knows they can always rely on them.**

https://www.connected-uk.com/5-common-archetypes-in-the-age-of-digital-storytelling/



U.4

The 7 Elements of Digital Storytelling



The Center for Digital Storytelling (CDS) in Berkeley, California (https://digitalstorytelling.coe.uh.edu/index.cfm) is known for developing and disseminating the Seven Elements of Digital Storytelling, which are often cited as a useful starting point as you begin working with digital stories. Its co-founder Joe Lambert is a recognized digital storytelling pathfinder and trainer and through the 7-element approach he will lead you too towards creating meaningful and adding value digital stories.

1. Point of View

What is the main point of the story and what is the perspective of the author?

2. A Dramatic Question

A key question that keeps the viewer's attention and will be answered by the end of the story.

3. Emotional Content

Serious issues that come alive in a personal and powerful way and connects the audience to the story.

4. The Gift of Your Voice

A way to personalize the story to help the audience understand the context.

5. The Power of the Soundtrack

Music or other sounds that support and embellish the story.

6. Economy

Using just enough content to tell the story without overloading the viewer.

7. Pacing

The rhythm of the story and how slowly or quickly it progresses.

https://digitalstorytelling.coe.uh.edu/page.cfm?id=27&cid=27&sublinkid=31







Step 1: The point of view



Point of View:

"... the goal of digital storytelling is to allow a writer to experience the power of personal expression. Therefore, students' digital stories need to be constructed from their own experience and understanding. Using the first-person pronoun "I" rather than the more distant third-person point of view is essential.,"







Step 2: A dramatic question



A Dramatic Question:

"A story that holds the attention of the audience has a dramatic question that is resolved by the end of the story. This characteristic distinguishes the digital story from a travelogue. Narratives that lead the reader to become invested typically pursue a compelling question that evokes interest and commitment."





Step 3: Emotional content



Emotional Content:

"The most effective digital stories evoke an emotion from the audience. We often see laughter, tears, and expressions of pleasure from the audience when digital stories are screened. This can be tremendously rewarding to student writers, validating the effort and investment they have made."







Step 4: The gift of your voice



The Gift of your Voice:

"The pitch, inflection, and timbre of the storyteller's voice convey meaning and intent in a very personal way. This has proven to be one of the most essential elements that contribute to the effectiveness of a digital story. **There is no substitute for using your own voice to tell your story.**,







Step 5: The power of the soundtrack



The Power of the Soundtrack:

"Properly employed music can enhance and underscore the accompanying story, adding complexity and depth to the narrative."











Economy:

"Modern digital editors offer a plethora of special effects and transitions. It can be tempting to replicate the visual onslaught of music videos on MTV. We have found that the effective digital story uses only a few images, a few words, and even fewer special effects to clearly and powerfully communicate intended meaning."











Pacing:

"Monotonous refers to an unvaried inflection and pace. The word has become synonymous with boring because an unvaried pace will not hold the audience's attention. For student writers, pacing means pulling back or racing forward when the story calls for it, as opposed to when the time limit approaches."



U.5

Essential Free Tools for Nonprofits and Educators



We are sharing with you a list of interesting and useful resources and software: https://thrivemyway.com/tools-nonprofits/, available for free or at a discount for NGOs. Thanks to Georgi Todorov of ThriveMyWay.com for compiling it and sharing it with everybody who take advantage of it.

"Today we have tools we can help each other with at work or have fun with them, they continue evolving and are becoming more and more. There are so many that one can easily miss a useful tool, which is also free. We have a selection of 100+ free applications for you (or with discounts for non-profits) that are worth trying."



Hemingway (https://hemingwayapp.com/)

Hemingway is perfect for identifying lengthy and complex sentences and grammatical errors. Issues are highlighted in different colors so you can quickly improve your writing for the best results. Simply paste your work into the site, or start writing from scratch.

Terms of use: Free use online Download the app for \$19.99



CANVA (https://www.canva.com/)

Use **CANVA** to create beautiful designs. Everything from business cards, to logos and presentations, can be created using their drag-and-drop tool.

Terms of use: Canva Pro is free for nonprofits. With the free version, you can design, collaborate with team members on projects, and access 5GB of cloud storage For other users paid plans start at \$30.00

Read more at:



Visme (https://www.visme.co/)

Create and collaborate on visual content creation. From presentations to videos and more, **Visme** helps to bring your ideas to life and centralize your company's assets.

Terms of use: Special plans for nonprofits and education users, just contact them and get an offer. Free users have limited access but can create up to 5 projects and download assets as JPG For other users paid plans start at \$15/month



PixIr (https://pixIr.com/)

PixIr is a free, online photo editor with a similar setup to Photoshop. Edit photos and graphics directly in your web browser. No download is required.

Terms of use: Free to use PixIr for Education is offering FREE PixIr for schools, educators, students, and nonprofits alike. Premium users can benefit from thousands of overlays, text options, and exclusive video tutorials for \$4.90/month



Gimp (https://krita.org/en/)

With **Gimp**, photographers, illustrators, or scientists can create or manipulate content. The open-source, free software is available for everyone and offers sophisticated tools to help you get your job done.

Terms of use: Requires download Free to use



Krita (https://krita.org/en/)

Made by artists, for artists. This open-source software allows professionals and beginners to access a world of digital painting.

Terms of use: Requires download Free to use



DaVinci (https://www.blackmagicdesign.com/ua/products/davinciresolve/fusion)

Combining visual effects, photo editing, motion graphics, and audio production, **DaVinci** is an all-in-one tool for creatives.

Terms of use: Free to download Studio 17 version available for \$295

Read more at:

https://thrivemyway.com/tools-

nonprofits/?fbclid=lwAR2yWfeMUUtms6Le7ZK6uvVj94PsneF8e2v2GsTsH95MxuhfwyYEoeuZFFY



Shortcut (https://shotcut.org/download/)

Shotcut is another all-singing-and-designing editing software for image, video, and audio. It is a free tool but is open to donations.

Terms of use: Free to download



Blender (https://www.blender.org/)

Free software for 3D creation. Everything from modeling, animation, and simulation to rendering, motion tracker, and video editing can be done with **Blender**.

Terms of use: Free to download



Photoshop Express

From Adobe themselves, **Photoshop Express** is a simpler version of the full Adobe suite for cropping, resizing, and simple touch-ups.

Terms of use: Available of free in your browser Adobe offers nonprofit pricing discounts in VIP (Value Incentive Plan) and TLP (Transactional Licensing Program) programs globally. Full photoshop is available for \$20.99/month with a 7-day free trial



Be Funky (https://www.befunky.com/)

BeFunky's photo editor allows you to edit photos with simple tools like crop, resize, and exposure as well as unique effects such as Cartoonizer, digital art, and DLX enhancer.

Terms of use: Free to use online



HitFilm Express (https://fxhome.com/product/hitfilm-express)

A free video editing tool with professional-grade VFX tools. If you love making films or gaming videos, this is the perfect software for you.

Terms of use: Free to download



Krisp.Ai (https://krisp.ai/)

Krisp.Ai is perfect for both beginners and professional audio users. The tool allows editors to remove background noise from both recorded or live audio.

Terms of use: Free download



Pexels (https://www.pexels.com/)

Pexels claims to have 'the best free stock photos all in one place. Perfect for those looking to create marketing materials without their own photography.

Terms of use: Free to use



U.6

Create a
Digital Story –
Assessment
Scenario



Task: a motivational digital story about one's personal experience with the benefits of the vocational education and training.

Your task is to elaborate a digital story. The story has to be inspiring and motivating for the learners. It has to make them willing to consider C-VET as a career option or to stay motivated once they have enrolled in any learning format.

There are different approaches. Your task is to use the success story of a person with vocational educational training experience that has taken advantage of what she/he has leant.

Remember what we have talked about motivation of trainees and trainers, about the psychology behind the motivation and the archetypes, about the tools available for educators, etc.



Read some **additional tips**, plan your own digital storytelling experience and make it a story to inspire!

- > Identify the main aims of the story and its main beneficiaries.
- Identify the most relevant participants in your story. You may find these people among the alumni of your education or training entity, your colleagues, announce you search such people via your social media channels, etc.



- > List the main milestones of your story and prepare a list of questions to work on during its elaboration.
- Remember to stay focused on your main aim and keep the script and the story clear and concrete.
- Write down your script as detailed as possible and plan also details such as the main message, duration, visualization, distribution of tasks, time schedule, etc. Watch/explore good examples of digital stories and try to figure out their script. Update yours if necessary.

- Plan how you are going to visualize your idea video, photos, images, etc. Research among the tools suggested in U.5, in Module 4 Digital tools and related strategies to support novel approaches for promoting open education and innovative practices in a digital era as well as involve some of your students. You will be surprised how much you will learn from them and how good it will be to attract ambassadors of your digital stories among them.
- > Plan how you will be promoting your story once ready via which social media the ones of your workplace, your own, the channels of your trainees, etc.



- Pay attention to all the feedback you will receive via the promotional channels. Additionally, discuss it with your colleagues and trainees and ask for their constructive feedback.
- Enjoy the moment and plan how you will make the next one better based on the feedback/

Now start following your plan and make your first digital story a true inspiration!



THANKS





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