

# Toolkit for the Laboratory

## Exercises: Digital Storytelling

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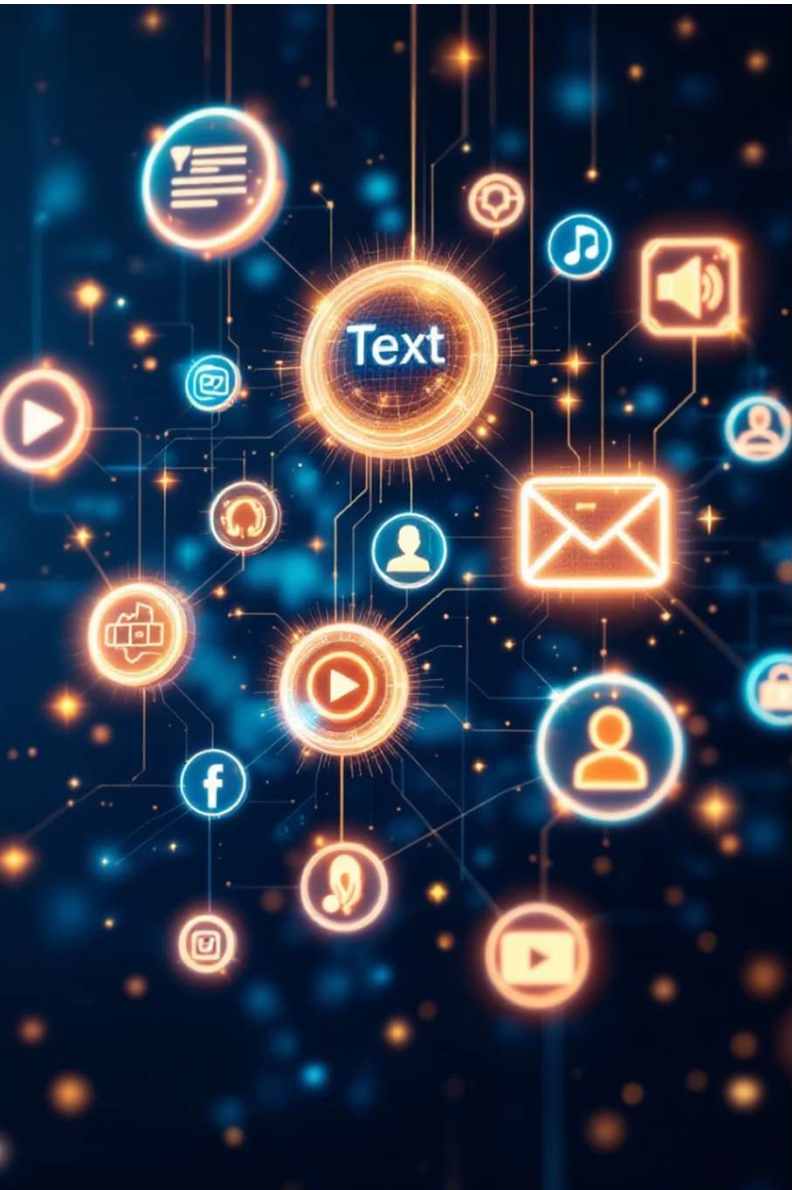
*The preparation of a manual for laboratory exercises for Digital Storytelling, is underway. The manual follows the thematic units defined by the syllabus.*

*For each teaching unit, the manual contains introductory theory, practical tasks, recommended digital tools and links, and clearly defined learning outcomes.*

*The aim of this manual is to enable students to acquire the knowledge and skills necessary for independent planning, creation and technical realization of digital stories that combine text, sound, image, video and VR technology.*

*Students will master scenario and visual storytelling, effective use of digital tools in education, and development of critical thinking in the analysis and application of digital narratives in modern teaching.*





# Introduction to Digital Storytelling

## **Purpose of the Manual**

Bridge theoretical concepts with practical skills in digital storytelling.

## **Multimedia Focus**

Explore storytelling through text, images, sound, video, and VR technologies.

## **Skill Development**

Develop technical, creative, and analytical abilities essential for digital narratives.

# Fundamentals of Digital Storytelling

## What is Digital Storytelling?

A modern narrative form combining multimedia elements to convey messages compellingly.

## Multimedia Components

- Text
- Images
- Sound
- Video

## Emotional Impact

Digital stories evoke emotions by blending sensory experiences for deeper audience connection.

# Story Planning and Creation

## 1 From Idea to Script

Refining concepts and developing coherent scripts to structure stories effectively.

## 2 Synopsis and Storyboard

Summarize stories visually and narratively to guide production decisions.

## 3 Visual and Narrative Design

Combine imagery with storytelling techniques for engaging digital content.



# Technical Implementation

## **Voice Recording & Editing**

Use Audacity to capture and enhance recorded audio, ensuring clarity and quality.

## **Image & Video Processing**

Work with software like PowerPoint and OpenShot to assemble multimedia elements skillfully.

## **Adding Music and Effects**

Incorporate background music and sound effects to enrich storytelling impact.



# Digital Storytelling Tools



## Canva

Intuitive design platform for creating visuals and layouts in stories.



## OpenShot

Open-source video editor for assembling multimedia narratives.



## Blooket

Interactive platform to gamify digital storytelling lessons and engagement.





# Introduction to VR Storytelling



## **What is VR Storytelling?**

Creating immersive narratives that place users inside the story environment.



## **Immersive User Experience**

Engages multiple senses for deeper interaction and emotional connection.



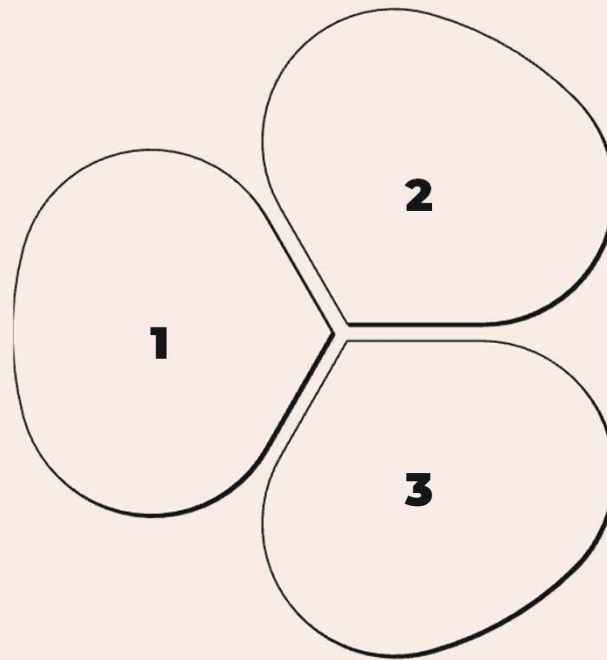
## **Educational Applications**

Examples include Wander and Mission ISS which enhance learning via virtual exploration.

# Planning VR Stories

## **Storyboard VR Narratives**

Design story flow with spatial awareness adapted to immersive environments.



## **User Spatial Orientation**

Guiding users smoothly to navigate through 360° story worlds.

## **360° Content Creation Software**

Tools specialized in producing spherical video and interactive VR content.



# Working with VR Headsets

## Using Meta Quest 3

Hands-on setup and operation to integrate VR into educational practice.

## Technical & Safety Guidelines

Ensure safe use with proper hygiene, space management, and regular device checks.

## Practical VR Exercises

Engage students through VR applications to reinforce digital storytelling lessons.



# Final Presentation and Reflection



## Showcase Stories

Present crafted digital and VR narratives to peers and instructors.



## Peer Evaluation

Collaborative feedback encourages constructive critique and learning.



## Learning Reflection

Self-assess growth throughout the creative process, identifying areas for improvement.



## **The Digital Storytelling Toolkit sections:**

- Exercise 1: Introduction to digital storytelling
- Exercise 2: Interactive learning platforms
- Exercise 3: Elements of a digital story
- Exercise 4: From idea to script
- Exercise 5: Recording and processing voice
- Exercise 6: Working with images and video
- Exercise 7: Sound, music and effects
- Exercise 8: Storyboard – planning a visual narrative
- Exercise 9: Technical tools for digital storytelling
- Exercise 10: Introduction to VR and immersive storytelling
- Exercise 11: Planning a VR story – Storyboard and spatial awareness
- Exercise 12: Working with VR glasses in the classroom
- Exercise 13: Presentation of a digital stories and reflections

## Exercise 1: Introduction to Digital Storytelling

### Objective:

To introduce students to the basics of digital storytelling and analyze examples of digital stories.

### Theoretical part:

Digital Storytelling is a combination of narrative with digital multimedia content such as images, sound, video and interactive elements. Through this approach, the storyteller can create an emotionally powerful and educational story.

### Practical tasks:

Analysis of two video stories:

- [Dječak i ptica / Boy and the Bird](#)
- [Djevojčica i kućica za ptice / Girl and the Birdhouse](#)
- **Task:** Answer the questions:
  - What is the message of each story?
  - What emotions are conveyed and how?
  - What visual and sound elements are most effective?

#### 1. Creating a simple story using images:

- Choose 4 images that together can form a narrative whole.
- Write a short text for each image (max. 2 sentences).
- Send as a PowerPoint presentation.

### Recommended tools:

- **Canva** (<https://www.canva.com>) –creation of visuals and presentations
- **PowerPoint** or **Google Slides**
- **Pixabay** or **Pexels** – images with free licenses

### Learning outcomes:

After this exercise, the student will:

- Be able to analyze the basic components of a digital story.
- Understand the emotional potential of images and text.
- Successfully structure the narrative with the help of visual elements.

## Exercise 10: Introduction to VR and Immersive Storytelling

### Goal:

Familiarize yourself with the basics of VR technology and its application in narrative.

### Theoretical part:

VR provides an experience of immersion in the story - the user is an active participant in the 360° space.

### Practical tasks:

1. Introductory presentation on VR technology
2. Testing educational VR applications (Meta Quest 3)
3. Group discussion about impressions

### Recommended tools:

- Meta Quest 3, applications: Wander, Mission ISS, YouTube VR

### Learning outcomes:

- Basics of VR narrative
- Evaluation of user experience



### Exercise 11:

#### Planning a VR Story – Storyboard and Spatial Awareness

##### Objective:

Plan a VR story using a storyboard and the concept of spatial awareness.

##### Theoretical part:

VR narrative requires precise guidance of the user through space using visual and audio cues.

##### Practical tasks:

1. Introduction to 360° storytelling software (3D Vista)
2. Creation of a VR storyboard with at least 3 scenes
3. Presentation of the idea to colleagues

##### Recommended tools:

- 3D Vista Virtual Tour Pro, Canva, Boords

##### Learning outcomes:

- Planning VR sequences
- Development of spatial orientation in storytelling