

**BOOSTING GLOBAL CITIZENSHIP EDUCATION
USING DIGITAL STORYTELLING**



**HOW TO REALIZE A
STORYBOARD**

UNIT 4.1

MAKS



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Erasmus+ Programme
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How to realize a storyboard

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Aim and objectives.

This document aims at explaining a part of the digital storytelling methodology namely how to use storyboards as a tool to construct the participants' stories.

Learning outcomes

After studying this resource, you will be able to:

- Recognize what is a storyboard
- Where to find different kinds of storyboard templates
- How to use a storyboard in Digital Storytelling

Keywords

Storyboard, Filmmaking, Storytelling, Interactive storytelling tools



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1. Introduction

You probably have heard about storyboards before. They are used in professional film production and are used as a communication document between the different roles in the production process. They are sometimes referred to as the blueprint of a film. They contain guidelines and drawings on how to shoot each scene from a movie and a rough indicator for the people responsible of post-production on how to edit the scenes.



(CC Storyboard by Howie Perry)

As a Digital Story is a visual story as well it makes sense to use storyboards in the production of one too. It can be used to structure your story as you need to chop up your text in different chapters and split it over the frames on your storyboard.

We implement storyboards in two phases during the Digital Storytelling production. During the phase where you are constructing your story and during the next phase: when you are considering which images would fit with each chapter. It's up to you to decide which method would work best with your group. If you have participants that have a visual way of thinking you can immediately implement the method we use in the second phase during the structuring of the story.



How to realize a storyboard

You can download the storyboard template we mostly use here:
https://drive.google.com/file/d/1jFXTcM8gafX_LvxEwXC86EsJ7QH4Ek8l/view?usp=sharing

We recommend printing these on A3 papers for each participant.

But you can find many other templates of storyboards on this website:

<https://www.the-flying-animator.com/storyboard-template.html>



2. Storyboards in digital storytelling: as a narrative structure

After the rough first drafts are written down and the participant had some feedback on his/her story during the story circle(s), he/she can play with how the story is structured.

We use this six-frame storyboard for most of our projects, although it can easily be more or less, depending on the length of the story and the time your Digital Story sessions last. More frames = more time consuming but more images. Less frames = less time but less images.

In this phase however we don't necessarily work with images yet. That's for the next phase. We ask the participants to split up their text in six chapters and re-write each chapter of their text in one of the frames. Now that their story is set in different chapters you can ask them to play with them and ask the following questions:

- Is each chapter logical? Why did you combine these sentences in one chapter? Can some be repeated or could they move from one chapter to another?
- Are the chapters in the right order? Maybe you could play around with the order of the frames that each contain a chapter. Maybe you can move the last frame to the first position to change the impact or dynamic of the story. Or mix them around and see if the story still holds up. This can create new insight or confirm that your text was well written in the first place.

We use the storyboard here as building blocks and to show that by changing the order of chapters you can create different dynamics, put emphasis on other aspects of your story or change and add nuance you didn't have before.

3. Storyboards in digital storytelling: as a visual structure

In the next chapter of this module we'll explain what is a good image and how can you add extra layers to your story by understanding how the process of interpretation of an image works.

There are three options for which image to show:

1. Literally show what you are saying in the text
2. Shorten the text by using an image in the video instead of saying it literally
3. Show an image that empowers the emotion that is connected with this part of the story

Option one is the weakest of these options and does not enhance your story. However it's easy.

Option two is a good way of shortening stories if they are too long and it's an easier way than option three to put some extra depth in your Digital Story.

Option three is the strongest but also the most difficult to find. To help your participants think of how which they could use an image you should check out our methods presented in 4.2.1, the next chapter in this module.

Making a storyboard is a guideline, a map to imagine the flow of your story and outline the best ideas from start to finish. It's only there to help the participants to create a structure and makes the editing part that follows this phase easier.

It's not a rulebook, you can still divert while editing your story if something doesn't seem to work as you thought it would.

Youngsters sometimes feel that this step is double the work: first they need to draw what they think connected to their text and then they have to repeat a similar process (or the same process if you decide that your group can only use images they create). They don't realize how much time you save by performing this action and it's a discussion that might also pop up in your group. All we can say is that we experience that stories which are made with a storyboard first are better structured, easier to make and are more in dept.



4. Synopsis

This reading explained how you can use a storyboard in your digital story workshop.

5. List of references

Templates for storyboards that are free to use:

<https://www.the-flying-animotor.com/storyboard-template.html>

Storyboard app you can use if you want a digital tool instead of an offline method: <http://www.storyboardthat.com/>