

HÄMEENLINNA
Degree Programme in Crafts and Recreation

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Subject of Bachelor's thesis	HEAR ME, SEE ME Digital Storytelling as a Method of Recreational Activities	
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ABSTRACT

Digital storytelling is a method of combining narrative with digital content, including images, text and sound, to create a short film.

The purpose of this thesis was to examine Digital storytelling as a method of recreational activity. The focus was on the applicability of Windows Movie Maker programme, and on the suitability of Digital storytelling as a tool for instruction, as well as the applicability of the method in the field of crafts and recreation.

The background information was collected mainly from the Internet since the method is new and there are not any books in Finnish about the subject. The source material is mostly related to educational use of the method, even though it can also be used in the therapeutic settings.

The empirical part of the thesis involved a workshop where a group of immigrants made their own short films. The research methods used were participatory observation and a questionnaire. The thesis includes a guide book for facilitators.

According to the results of the research Digital storytelling is a versatile and an appropriate tool for recreational activity. The method is simple to use and it can be utilised with different groups both in pedagogical and therapeutical settings.

The thesis without short films can be found written in Finnish in Theseus (<https://publications.theseus.fi/handle/10024/20821>), and with short films it can be found in the Lahdensivu library (HAMK, Hämeenlinna).

Keywords Digital storytelling, short film, digital story, digitale, instruction, method of recreational activity

Pages 26 p. + appendices 36 p. + dvd