

DESIGNING STORY FOR PRESERVATION OF HERITAGE



Module IV



Course 2



T2



L5

Activity

- **Short Description:** Cultural heritage should be part of the interpretive stories that link this particular heritage to beliefs and values that are essential for young people. This activity will help writing a story to be develop in a multimedia item to help making conscious the preservation of cultural heritage.
- **Methodology:** storyboarding
- **Duration:** 3 hours
- **Difficulty (high - medium - low):** medium
- **Individual / Team:** Teams 5-10
- **Classroom / House:** Classroom
- **What do we need to do this activity?**
 - Flipchart
 - Internet Connection
 - Paper, pen, markers

Description:

Taking into account the results of the brainstorming in IV.2.L1 S2p.01. preservation of heritage, try to define a Storyboarding to create the script of a multimedia item with the goal of enhancing consciousness of preservation of cultural heritage items.

Students can choose the multimedia tool to use from the o-city project alternatives (comic, video, photography...)



The result of this activity is just before the creation of the multimedia item that after their production could be uploaded in the O-city Platform.

Instructions

Storyboarding should follow certain steps to map your story:

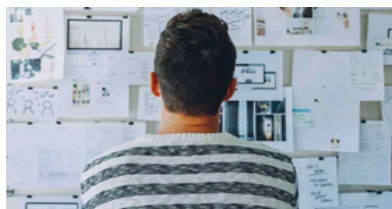
1. Establish a timeline with the order of events (linear, flashbacks, time travel, etc.)
2. Identify key scenes (important key scenes to draw the attention of the viewer)
3. Decide about the details (make sure that all the scenes are presented at the same level of detail)
4. Write the title of each cell in the storyboard.
5. Design scenes by hand (basic drawing knowledge is needed)
6. Describe details of the scenes below the cell (background, colors)
7. Add important information (write a short description about what is happening in the scene)
8. Finalize the storyboard with your colleague.

Expected outcomes

- List of ideas

This activity can be used in other (module, course, topic, lesson):

- Course IV. 2 Developing Creativity / L1: Creativity and Problem solving



REFERENCES:

- O-City Platform <https://ocityplatform.webs.upv.es/dashboard/map>
- Culture & creativity. Three examples of cultural heritage preservation: <https://www.culturepartnership.eu/en/article/three-examples-of-cultural-heritage-preservation>
- University of Huston (2019). Create Storyboards. Available on: <http://digitalstorytelling.coe.uh.edu/page.cfm?id=23&cid=23&sublinkid=37>
- Storyboard (2019). Available on: <https://www.asc.ohio-state.edu/accad/womenandtech/Storyboard%20Resource/>

