Research Paper

Revival of Storytelling through Digital Culture

JUBINAROSA. S.S
PhD Research Scholar
Department of Tribal Studies
School for the Study of Culture
Central University of Jharkhand, India

Dr. Rabindranath Sarma
Associate Professor
Department of Tribal Studies
Central University of Jharkhand, India
Cheri-Manatu, Ranchi-835222, Jharkhand

Abstract: Digital storytelling can be examined as a medium of cultural heritage preservation by aiming on personal attachment to stories themselves. In the contemporary digital society, stories are being told and they are being told differently. In our societydigital storytelling is emerging a significant part of the social life and appears to be imposing a fashion in humanitarian concerns. This paper attempts to examine the concern through a brief literature review on the topic of digital storytelling and cultural heritage. Instances of limited studies accompanied within the academic circles or funded projects are used for recording as well as telling or retelling cultural stories, whether in unremarkable life or in more formal circumstances, such as museum visits. Thus the aim of this paper is to reach an understanding of in what way short stories can redefine the mode one perceive cultural elements, following the current societal trends for speed and increased interaction.
Keywords: Digital Folklore, Digital storytelling

I. An Introduction to Digital Storytelling

Digital storytelling is the creative practice of using the tool of digital technology as a medium or as a tool of expression. In the academic realm, it can be understood as a creative process that employsincorporated new media or as the technology used in the process of storytelling.

Digital storytelling persuades both the brain and the heart of human beings. Digital stories make students the value rich as well as enriches the cultural heritage. Digital mode of narration will allows them to explore new ways of acting or thinking. For thousands of years, stories have been the medium for teaching principles and moral values (Brady, 1997). At the same time, they were means of entertainment, education, preservation of cultural heritage and formation of moral values. Especially while written language had not appeared yet, storytelling was the only way to transmit culture, values and history of a social group (Egan, 1989).

One can see many definitions and different purposes of storytelling in the literary history. One of the most perfect is that of Kim & Ball-Rokeach (2006), according to Kim & Ball-RokeachStorytelling is the interactive art of using words and actions to reveal images and elements of a story, while enhancing the recipient's imagination. In this way they describe a dynamic and ever-changing relationship between the teller, the story and the audience. Miller (2008) defines story as a series of real or fictional events in which interconnection is somehow knotted.

As a word, storytelling comprises of two components; story and telling. Story, relates to the story itself which has a definite structure. And it can be classified into genres and has usually accepted structural elements and features that have been comprehensively studied and documented in the literature. Telling, labels the link between the teller and the audience, but it has another dimension too. It also comprises the space and time in which the action or process of telling itself takes place, but also it remarks the space and time in which the actual story takes place. These space-time can correspond or differ meaningfully. For instance, one can tell a

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story today that will take place on another planet in a few thousand years or a story that took place in a different part of the earth a few thousand years ago.

Digital storytelling is a significant unit of digital folklore as it is practiced over the internet. Folk groups can be formed on the web platform and how these folk share folklore or the creative interaction over the digital media. The accepted definition of digital folklore leads to an elucidation of how people use the internet and the poetics of internet use. The definitions and poetics are the core philosophy that can be used to study digital folklore. In order to get a working definition of what is and is not digital folklore one must first agree upon a working definition of what folklore is and is not. This has recognised itself to be aemerging topic of discussion. A few definitions exist and which was synthesized, work in defining digital folklore as well. Alan Dundesoffers a very broad definition of what constitutes a folk group when he calls it "any group of people whatsoever that share at least one common factor" (Dundes 6). In addition, Jan Brunvand gives five criteria for "true" folklore: "(1) its content is oral (usually verbal), or custom-related or material; (2) it is traditional in form and transmission; (3) it exists in different versions; (4) it is usually anonymous; (5) it tends to become formularized" (Study 7). When assimilating these thoughts, Caonen say that folk artefacts are created when they anonymously come from a group that shares a common factor transmitted in a traditional informal manner for that group. These artefacts can be considered true folklore, digital or real-world, when these artefacts begin to show variation while keeping the established formula. Brunvand's definition is one of the few come across in most folklore texts that allows for folklore to be more than the oral transmission. Dundescomprehends that not all communication is oral, and therefore folklore can be transmitted by whatever means of traditional communication is employed by the group being studied. Dundes go on to say "technology isn't stamping out folklore; rather it is becoming a vital factor in the transmission of folklore and it is providing an exciting source of inspiration for the generation of new folklore" (17). Provided with this knowledge, one can see that discovering and decoding digital folklore works in the same fashion as studying any real-world group. When the researcher can perceive the spreading of a piece of folklore, s/he comprehend that the group can be considered as a folk group. When the researcher can spot the piece of folklore look like a formerly created work, then s/he can assume that the folklore has been preserved; then the researcher can convey that the transmission has not only occurred but it turn into formalized. Unlike functioning in the physical world, the digital groups give the folklorist a benefit because their dialogues and other exchanges are rather preserved. If a folklorist conducting fieldwork misses a part from a master teller, then that particular moment is lost forever. The master teller may tell the same thing again, but the exact performance will be different. At the same time a person in the digital media create a story and forwards it to members of the group, then the folklorist will get a chance to not only catch the original performance piece but to also find and examine subtle disparities on the piece as people modify it as they pass it. Digital folk groups have their preferred methods of communication that, once discovered, determine what kinds of digital folklore a researcher can expect to discover within the group. The most common communication types between internet users are e-mail, chat rooms (where 10 people type text into a scrolling window showing what others have typed), instant messaging (which is like a personal chat room for two people), social networking interactions (which can include e-mails and chat), and forum postings (which permit users to post their thoughts and comments onto a website for others to converse and comment on). As digital video has become more flawless and cheaper to produce over the past few years, there has been an immense rise of digital folk groups who communicate through video posts on sites such as youtube.com, and this form will perhaps become more common as the technology becomes cheaper. All of these forms are promising sources of material when thinking for digital folklore. Once a group has established the ways and means that it will employ to communicate, then it creates the development of formalizing and traditionalizing these formats. At is the point, the first folklore of the group in the digital medium usually begins to form. The rapid and easy accessibility of information that the internet sets at people's equipped reach also makes it very easy to find people who assimilate similar interests around which to form a community.

The Best Digital Storytelling Sites and Apps
Animaker
Animaker enables video making, FIF and short video making, and live video editing.
Book Creator
One of the most popular digital storytelling tools on this list, Book Creator provides exceptional features. Users can select from 50 unique fonts, add images, take photos, embed voice or music files, annotate, draw, insert emojis and other icons, and select from multiple layout templates.
Cloud Stop Motion
Make movies on your laptop, desktop computer, smartphone, tablet, Chromebook…virtually any device! The app includes a stop motion animation movie creattaor, audio on unlimited tracks, titles, credits, and speech bubbles.

Elementari

Thisf online studio allows users to drag and drop text, images, shapes, and more. Users can edit images with filters, choose from hundreds of fonts and animations, add customizable Widgets, and initiate interactive sequences.

Explain Everything

Record your voice and any screen display on a digital whiteboard. You can export a link of the video to post anywhere.

Imagine Forest

Students can create their own stories online using the Imagine Forest story creator. This app offers writing activities that help chunk the challenging tasks of writing into more accessible parts.

Imagistory — Creative Storytelling App for Kids

Kids record their voices to narrate premade picture books. It's as easy as tapping 'Create' and swiping the screen to turn the page.

Make Beliefs Comix

This isn't just a basic comic strip generator! Make Beliefs Comix grants access to emojis, an audio recording icon, and helpful videos that demonstrate how to create cool comics!

My Story School eBook Maker

My Story allows users to design and share ebooks and movies. Students can add drawings, photos, stickers, voice recordings, and more to their projects, which they can export as mp4 files or directly to YouTube.

OK Play

OK Play prides itself on being a community where "all kids can create, play and share content that ignites creativity and spreads joy."

PicLits

A PicLit is a combination of words placed on a photograph that connect with the photo and add meaning by writing with either DRAG-N-DROP or FREESTYLE. They can be sentences, definitions, poems, captions, paragraphs, quotes, song lyrics, stories, questions, letters, raps, or assignments.

Pixton

Students can build graphic novels, storyboards, or comic strips that they can print, download, or share online.

Plasq

Plasq hosts COMIC LIFE and COMIC DRAW. With COMIC LIFE, students can turn pictures into comics, add them to templates, and create pane layouts on a Chromebook. COMIC DRAW allows users to create comics using their iPad devices. The app is equipped with brushes, fonts, and other customization tools.

Plotagon

With Plotagon, iPhone or Android users can easily turn text into film, create characters, and record voice and sound effects. It's like being the director of your own movie!

Powtoon

We consider Powtoon to be one of the digital storytelling 'titans' on this list. Users can create animated videos for just about any purpose. What sets them apart from other apps? You can create your own animated character who you can adjust based on your audience or theme.

Puppet Pals

Design animated cartoons and presentations, select actors and backdrops, and more with this award-winning educational app.

Shadow Puppet Edu

Shadow Puppet Edu is another popular resource on our list. Students can present projects, search for images, develop digital storytelling skills, and improve speaking skills as they create videos in the classroom.

Slidestory

Do you have a special memory or experience to share? Slidestory lets users create slideshows that are 32 seconds in length.

Speech Journal

SpeechJournal's customizable audio recorder lets users combine recorded messages with imported photos.

Storyboard That

Want students to visualize ideas for a narrative essay? Storyboard that hosts hundreds of scenes, characters, and other elements that students can use to create a storyboard for an idea, a narrative, or a vision.

Story Creator

Create lovely storybooks with images, video and audio recordings, and text.

Story Dice

Those with writer's block may find inspiration from Story Dice, an app that uses images on dice to prompt users with cool ideas.

Story Jumper

With Story Jumper, your students can become published authors! This site allows them to design characters, add voice recordings, produce video books, collaborate on ebook projects with peers, and listen to student-generated books from all over the world.

Story Wheel

Story Wheel is an educational game that helps students understand story composition, strengthens students' imaginations, and improves their speaking skills. Students spin a wheel to receive an image, then record their voice alongside that image to develop a story. Players continue to build on the story with new images and interpretations.

Strip Designer

This comic strip generator lets users sketch, draw, mask, add warped 3D lettering, balloons, and more. The app also houses stickers to help add a dramatic effect to scenes.

Tell About This

Tell About This displays a single image on the screen, along with a brief, open-ended, and developmentally appropriate question or prompt. Younger students can record themselves narrating their responses alongside the image.

ThingLink

On ThingLink, users can create tutorials, trailers, interactive media experiences, simulations, interactive course modules, and explain complex concepts.

Toontastic

Turn your ideas into brilliant cartoons with Toontastic 3D — students can draw, animate, and narrate stories, news reports, and other ideas.

Voice Thread

VoiceThread is a cloud app that lets users share and comment on interactive presentations — the app permits the use of over 50 different types of media.

Vyond

Draw from Vyond's template library to create professionally animated videos

WriteComics

This simple tool allows you to…you guessed it…write comics! Select from a library of characters and backgrounds and add dialogue to create hilarious comic strips.

Write-on Video

Design storyboards, create video content, and organize your video production. This app includes animated stickers, a speed controller, and other features.

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