



DIGIMI

Digital Storytelling for migrant integration

DIGIMI TRAINING MODULES

Module 2: Awareness activity for the community How to use digital storytelling as an awareness too

Created by

**STORY
TELLING
CENTRE**



symplexis



Co-funded by the
AMIF Programme
of the European Union

This project has been funded with support from the European Commission, AMIF (Asylum, Migration and Integration Fund) Union Actions Programme. This publication reflects the views only of the author, and the Commission cannot be held responsible for any use which may be made of the information contained therein [AMIF-2019-AG-CALL. Project number: 957777].

Contents

A.	Introduction	2
B.	Training Modules	3
2.	Module: Awareness activity for the community: How to use digital storytelling as an awareness tool	3

A. Introduction

The project DIGIMI (DIGItal storytelling for Migrant Integration) has as a key objective the involvement of the local community to facilitate social integration for migrants through volunteer activities which provide support to third-country nationals in areas such as knowledge of the new local environment, the “ways, customs and habits” of the new society, as well as understanding of the latter through digitally narrated stories. Storytelling regarding present and past recollections, interests, and hopes is associated with coping mechanisms and recently arrived third-country nationals can exchange, compare and combine their stories with those of long established migrants and local populations in the affected partner communities.

The following training modules are a part of the DIGIMI Training Package which consists of a Digital Storytelling tool in the form of a web app that will host project information and pedagogical material for practitioners working with migrants, refugees and the community. The training modules aim to support practitioners or members of the community to host social awareness workshops using the method of digital storytelling.

The DIGIMI training modules consist of 3 modules;

Module 1 – Introductory: Storytelling Theory and Creating the space for Storytelling

Module 2 – Awareness activity for the community: How to use digital storytelling as an awareness tool

Module 3 - Practical steps: Plan development of a digital storytelling based, social awareness workshop in the community

Each module consists of 2 to 4 Units. The overall duration of each module is approximately 3 hours.

The contents of the modules are created by the consortium of DIGIMI project: Storytelling Centre (NL), CESIE (IT), Center for Social Innovation (CY), Eurotraining (GR), COFAC (PT), Symplexis (GR), Compass (AU), CIBERVOLUNTARIOS (ES), Diversity Development Group (LI), BildungsLAB (AU).

B. Training Modules

2. Module: Awareness activity for the community: How to use digital storytelling as an awareness tool

MODULE 2		CONTENTS		
Title:		How to use digital storytelling as an awareness tool		
Learning Outcomes:		What will the participants be able to do (knowledge, skills, and competences) after successfully completing this module?		
<ul style="list-style-type: none"> Understand how to use digital storytelling as an awareness tool Become aware of the potential risks during a digital storytelling session Learn how to use the DIGIMI webapp to raise awareness on social integration 		Knowledge <ul style="list-style-type: none"> Learn how and when to apply digital storytelling Learn how to involve migrants and BIPs in the development of awareness-raising activities Get to know the potential risks 	Skills <ul style="list-style-type: none"> Understand the impact of digital storytelling and how to use it Understand how to use the DIGIMI webapp during an awareness session for social integration 	
		Competences <ul style="list-style-type: none"> Use digital storytelling as an awareness tool for social inclusion 		
Overall duration:		Approx. 3-4 hours		
Ice-breaking Activity 2.1	Activity Title	A-Z	Duration	15 minutes
	Aim of Activity	Team building		
	Learning Outcomes	<ul style="list-style-type: none"> Become more familiar with the team 		
	Materials Required	<ul style="list-style-type: none"> Whiteboard Markers of four different colors 		

Instructions	<p>To implement this activity, the facilitator should introduce the following steps:</p> <ol style="list-style-type: none"> 1. Write the letters A to Z on the board 2. Divide the group into teams and give each group different color pens, so they can identify each group as Blue, Red, Green, and Black teams. 3. Give students a theme to use (e.g. cities, countries, animals, etc.). Usually, the training theme will be a very good option. 4. Ask students to write one word starting with each letter, from A to Z. 5. Give the signal for starting the game. 6. Clap and incentivize participants during the activity. 7. Briefly discuss each letter to be sure you can count the points for each team. 1. Count the total points for each team (1 point for each word after letter – written in the team color). 8. Declare the winning team. 9. Make all participants laugh from funny situations during the game, but not othering anyone. <p>https://boardgamegeek.com/boardgame/416/z</p>
---------------------	---

Unit 1	Title:	Guidance to theoretical approach to use (digital) storytelling
	Learning Outcomes	<ul style="list-style-type: none"> • Knowledge of the situations in which DS can be applied. • Knowledge on how to involve migrants and BIPs in the development of awareness-raising activities • Knowledge of potential risks
	Materials Required	PPT Slides (theoretical approach)
Content	<p>In what ways could digital storytelling be used?</p> <ul style="list-style-type: none"> • A way for migrants to share information on migration <p>The method may be useful to help other people who are experiencing the same migration process. Storytelling, if one finds an audience, can be a useful tool in empowering migrants and supporting them.</p> <p>A way for migrants to share their personal experiences.</p> <p>It can work as a measure to make local community members who are not migrants or BIPs themselves (as well as policymakers and various stakeholders) better understand how it feels for a person who moves to another country and what kind of practical problems they face inside the society.</p> <ul style="list-style-type: none"> • As a way of generating cultural exchange 	

It can work as an awareness tool to tackle negative public attitudes and prejudices towards foreign nationals (intercultural education) and combat stereotyping.

Examples of the situations where (digital) storytelling could be materially used:

- a) Awareness raising initiatives for the local community
- b) Awareness raising initiatives for school children
- c) Workshops for employers who intend to hire migrants and BIPs
- d) Trainings for professionals who provide various kind of services on the municipal level, including services for migrants and BIPs
- e) Conference/seminar for policymakers
- f) Source of information for newly arrived migrants and BIPs

How to involve migrants and BIPs in the development phase of the event:

- a) Invite them share their stories on the particular topic related to the planned event
- b) Create a safe space for the person(s) involved
- c) Inform them about the aim of the storytelling activity and the channels, where the story will be used (the participation should be voluntary and with the consent)
- d) Explain transparently the goals and steps of the storytelling process allowing the teller to have control over their own narrative and how it is portrayed
- e) Properly evaluate and discuss the risks of storytelling together with the person(s) involved

The potential risks:

- a) The story might get out of control (in case it is disseminated via the media, it might lead to using only fractions of the story or using clickbait headlines)
- b) Hate speech/discriminatory comments on the story or the migrant(s) themselves – this is particularly a concern if the story reaches larger public
- c) Labelling and reproduction of cultural stereotypes
- d) Sharing stories honestly and actively exploring memories can also touch and revive traumas.

	Withdrawal of consent of the storyteller.		
	Activity Title	A hands-on activity with real life scenarios	Duration 30 minutes
	Aim of Activity	To give guidance to volunteers and professionals on how to materially use (digital) storytelling when developing awareness-raising activities or events.	
	Learning Outcomes	<ul style="list-style-type: none"> Development of skills in applying theoretical knowledge in real life scenarios 	
	Materials Required	<ul style="list-style-type: none"> Cards with real life scenarios (the number depends on the size of the group, can be simple A4 sheets) Papers with pens for each group to write their plan on 	
	Instructions	<p>Participants of the training should be divided into groups (4-6 persons), receiving cards with different scenarios. The participants will have 20 minutes to prepare and 10 minutes to present a plan for the storytelling initiatives within an awareness-raising event to commemorate the International Migrants Day (December 18):</p> <ul style="list-style-type: none"> What is the aim of the event? Who is the target audience? Who could be invited to tell the story? What could they talk about? What is the format for telling the story (i.e., digital or face to face, pre-recorded or not, audio or video) What are the risks involved? A group of newly resettled BIPs who need information about possible challenges and emotional support from other migrants or BIPs What is the aim of the event? What topics could be covered? Who and how could be invited to tell the story? The format of telling the story (i.e., digital or face to face, pre-recorded or not, audio or video) <p>What are the risks involved?</p>	
Assessment Activity 1.2	Activity Title	Circle of closure	Duration 10 minutes
	Aim of Activity	To give guidance to volunteers and professionals on how to materially use (digital) storytelling when developing awareness-raising activities or events.	
	Materials Required	N/A	
	Instructions	<p>After presentation of storytelling plans, all participants should share in a circle what they have learned in this training unit by answering the questions:</p> <ul style="list-style-type: none"> What did you learn from it? What could be improved? 	

	References: Diversity Development Group			
Unit 2	Title: How to use DIGIMI Webapp for creating Digital Storytelling	Topic 1: A first practical workshop for facilitators on how to record digital stories with DIGIMI webapp		
		Topic 2: A second practical workshop with participants on how to record digital stories with DIGIMI webapp		
Introductory Activity 2.1	Activity Title	Introduction for facilitators on the basic Guidelines to deliver practical DIGIMI webapp workshop with participants	Duration	60 minutes
	Aim of Activity	The Digital Storytelling Guidelines and webapp are tools created by DIGIMI partners to support social organizations working with migrants and field educators in creating a digital story rooted in reciprocity in an easy way. This activity is meant to assist facilitators to integrate digital storytelling in social work and educational programs with migrants. The tools provided by DIGIMI are an entry into expressing one's personal narrative through a storytelling process that is recorded digitally and then shared with an audience. At the end facilitators may engage with technology to creatively develop Digital Stories and be able to train the participants.		
	Learning Outcomes	<ul style="list-style-type: none"> ● Introduction to the Principles of Digital Storytelling ● Understanding the guidelines and planning to record a good video story ● Participants will learn how to deliver the practical workshop with the beneficiaries ● Understanding how to download and use the DIGIMI webapp ● Resources to help the facilitators get good feedback during the Activity 2.2 		
	Materials Required	<ul style="list-style-type: none"> ● Introduction to Principles of Digital Storytelling and Guidelines Document presentation ● Video tutorial on how to use the webapp 		

		<ul style="list-style-type: none"> • Smartphone/s to download the webapp from Play Store or App Store • Internet connection • Projector • Online Image consent form 		
	Instructions	<p>To implement this activity, the facilitator should introduce the following steps:</p> <ol style="list-style-type: none"> 1. Introduce Principles and Guidelines (10 minutes) 2. Watching video tutorial on how to use the DIGIMI webapp with the following steps: Select the questions to be asked; Record Audio or Video; Upload. And following questions from the Facilitators (10 minutes) 3. Instructions on how to engage and divide the group of participants for activity 2.2 to record the Digital stories: It will depend on the people participating in activity 2.2: groups from 5 to 10 participants. For instance, if it's a group of 5, divide them in 3 and 2 and record with two phones a dialogue between them with the selected questions a video of no more than 3-4 minutes. (30 minutes) 4. Finally instructions on how to get feedback from the participants with 3 basic Questions: <ul style="list-style-type: none"> - How do you feel about using DIGIMI webapp - Do you find it useful for your work with migrants - It was easy for you to use it? (10 minutes) 5. Final questions 		
Activity 2.2	Activity Title	Practical workshop with beneficiaries on how to record digital stories with DIGIMI webapp	Duration	60-90 minutes
	Aim of Activity	<p>This activity allows facilitators and practitioners (migrants) to engage them in an Interview-based, active learning process using DIGIMI webapp. Plus, it is fun and exciting! It is also a bridge for cultural barriers. The narratives can be presented in a variety of ways, such as audio, and videos. Migrants may utilize this medium to showcase different aspects of their personal stories, inspiring others to do the same.</p> <p>DIGIMI web app and resources will address the bridging of cultural differences by challenging stereotypical and</p>		

	<p>stigmatizing narratives of migrants and refugees. By giving migrants and local people a platform in which they meet and can voice their own experiences, opinions and passions, we can prompt viewers to question their assumptions and transform their thinking on stereotypes on both sides. With that enhancing multicultural dialogue and mutual understanding and respect.</p>
<p>Learning Outcomes</p>	<ul style="list-style-type: none"> ● Acquiring basic Digital competences to produce Digital Storytelling ● Understand the benefits of Storytelling as a step for adaptation and inclusion ● Enhance self-esteem among participants ● Establish a dialogue between them by sharing their stories ● Acquiring social and communication Skills ● Enhancing working in groups
<p>Materials Required</p>	<ul style="list-style-type: none"> ● Introduction to Principles of Digital Storytelling presentation ● Video tutorial on how to use the webapp ● Smartphone/s to download the webapp from Play Store or App Store ● Internet connection ● Projector ● Flipboard ● Colored post its and marker pens ● A Space with enough light to record the Videos ● Online Image consent form
<p>Instructions</p>	<p>To implement this activity, the facilitator/s should introduce the following steps:</p> <p>Before you start the workshop, make sure all participants have signed an online consent form, informing them about the aim of the workshop and clear and enough information about DIGIMI project. If some of them don't want to sign, they can participate but they cannot be recorded.</p> <ol style="list-style-type: none"> 1. Welcome and firstly a brief introduction of the principles of Digital Storytelling (10 minutes) 2. Watch together the video tutorial on how to use the DIGIMI Webapp, afterwards the facilitator, with the app already downloaded lead the session and divide in groups. (10 minutes) 3. It is not mandatory but the participants can also download the app, it will depend on their skills to do it, the facilitator/s should have it already installed in their phones.

		<p>4. First step: the groups start with a conversation among themselves using the questions in the webapp. In this way they will get to know each other a little better. Depending on the size of the group, give them 20 - 30 minutes for this first phase. In step two the groups decide on which question(s) or which topics and stories being discussed in the first phase, they want to make the video (15 minutes). In the third phase the groups practice the story, based on the basic storytelling principles (think of Hero's Journey). (15 minutes).</p> <p>5: Record per group (Two groups maximum) and upload answering the questions. Remind the groups the films can be no longer than 3 minutes. Remind the groups the film can also be only in audio, or with video material from the city, landscape, an object or the back of a person in case the person(s) don't want be visible. The facilitator will have the admin access to "accept" the videos just uploaded so automatically will appear on the "Digital Stories" section of the web (30 minutes total)</p>	
Assessment Activity 2.3	Activity Title		Duration 10 minutes
	Aim of Activity	At the end of Activity 2.2 participants will be able to answer 3 basic questions to help to refine the Webapp.	
	Learning Outcomes	<ul style="list-style-type: none"> • Assess what have been learned • Understand if the Webapp is useful for users • Help to refine the WebApp 	
	Materials Required	<ul style="list-style-type: none"> • An online or printed form with the following questions: <ul style="list-style-type: none"> - How do you feel about using DIGIMI webapp - Do you find it useful to share your story to inspire others? - It was easy for you to use it? (10 minutes) 	
	Instructions	To implement this activity, the facilitator should introduce the following steps: <ol style="list-style-type: none"> 1. Ask the participants to fill the feedback form 2. Collect all feedback forms. 	