

Katie Flinn, Anthony Thomas, Angela Navarro, Brian Landry gtg484v@mail.gatech.edu {lathomas, angelita, blandry}@cc.gatech.edu

### Introduction

Digital media is increasingly becoming a part of people's everyday lives.

•We are interested in providing support tools for users who wish to create digital stories using their personal media

•We are exploring the creation of tools to provide

- Guidance
- Feedback via Collaboration Planning and Composition

support in the digital storytelling process

### Background

- Requirements for Photoware
- StoryTrack
- Psychology of Written Composition
- Anchored Conversations
- To Plan or Not to Plan?
- Center for Digital Storytelling Study

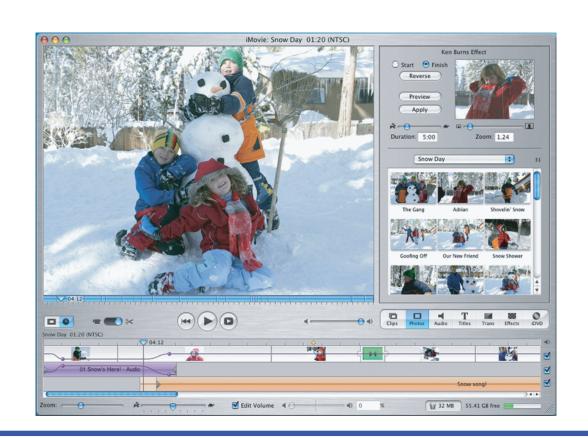
- Literature review
- storytelling systems
- Prototyping

### Planning

•To use plans to increase the chance of goal achievement:

- habitual behavior

Help the user stay focused on plan by simplifying their composition



# **Supporting Digital Storytelling**

## **Methods**

Analysis of current digital

## Results

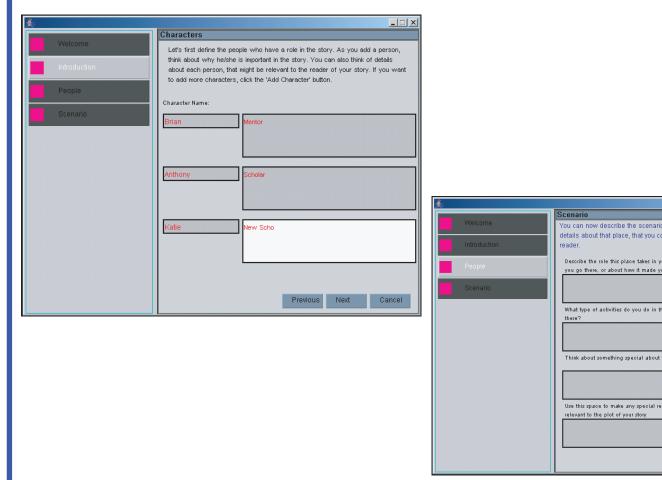
Plans need to be specific

People need to be reminded of plans in order to interrupt

### Guidance

 People know what they want to say, but they have trouble with organizing and focusing their ideas

•We address this problem by providing a wizard interface for brainstorming and organizing ideas for digital stories

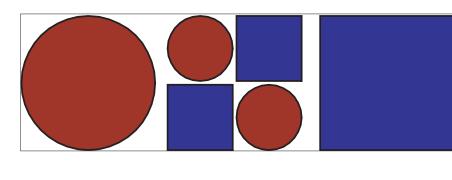


Feedback via Collaboration

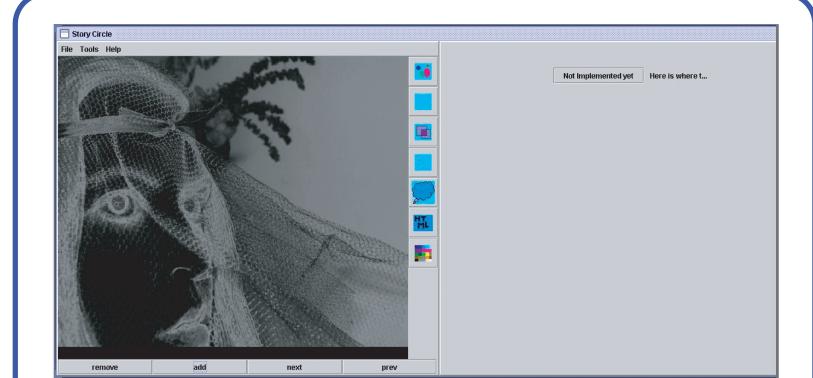
Digital storytellers benefit from feedback from peers and experts

•We address this problem through the design of a tool for online story sharing and feedback.

Supports shared story viewing and manipulation



o where the story took place. Think about onsider relevant or interesting to the
our life. For example, think about how often ou feel the only time you went there.
at place? What is your favourite thing to do
this place that made your story possible.
marks about this place that you think are
Previous Next Cancel



## **Future Work**

Planning Automate the creation of iMovie projects

Develop interface for planning capture of events

### Guidance

- Study the impact of the wizard on storytelling
- Feedback via Collaboration
- Networking people via chat rooms for synchronous discussion of stories
- Shared story over connection
- Round table structure and owner controls



