

Reflection on the Training “Storytelling and Animation”

By Martin Barthel



Storytelling...

...is part of my daily work as a trainer. When I heard about the training I knew from the beginning that I will be traveling through friendly waters. As working in my trainings as well on topics like digital literacy, community reporting and similar fields I still hadn't covered too much the areas animation and comic. The approach seemed for me interesting, as with animation you can create new worlds and trigger more creativity in your trainings than with photos and films. Still the question for me was, how can I apply those technics easily into my trainings? I asked myself what kind of equipment do I need and if there are any open source alternatives? As working with social disadvantaged learners it is crucial to offer affordable tools in order to secure sustainability for the learners.

Puzzled by this questions I departed for Italy in order to gain new knowledge.



Lecture on how to write a good story.

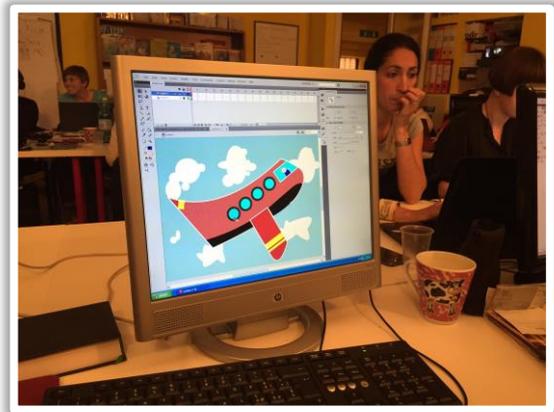


Working atmosphere during the training.

In Potenza...

...an intensive and packed training waited for me. The first day started already with an intensive, inspiring introduction to the art of storytelling and narration by the local author Gianluca Caporaso. During his presentation mostly already known but still enjoyed basis where explained and a first interesting exercises on how to write a good story was performed. We had been divided in smaller groups and started our story – with the idea to develop them into the animation. The idea to let the trainer, explain the content and then let the animations be created in small groups was good, nevertheless it was soon visible that some learners couldn't follow the pace and dynamics of the micro-projects. The trainers tried to help, but this slowed down the faster groups. In my opinion it would be crucial in the future to divide the trainings accordingly to experience.

The two trainers made an excellent job, trying to teach most of the inexperienced participants not just the basics of storyboarding, narration development, sound effects and visual narration but as well the complex, confusing and sometimes illogic structures of flash. Due to time and resources we mostly worked with one software – which is the standard but as well quite unaffordable. Still after discussing those issues with the trainers, they helped to collected open source alternatives, which can be used for free. Limited by the topic animation, there had



First exercises in a new field.



Knowledge exchange with former participants.



Discussing results.

been less exercises and most of the training continued in group work. The trainers became mentors and helped, but still the question on my mind became – how can I transfer this to my trainings?

In Conclusion...

...I admit that I enjoyed and learned a lot during the training. The new skills will help me to be more confident in the fields of animation and flash. It will help my organization since we can work now with new and innovative digital tools on promotion and dissemination of project results. The methods I learned might not help me as much in performing my trainings. The time and equipment used for animation will not fit into a five day curriculum. Still I might use methods of storytelling – like the storyboard creation for my trainings. Further on I appreciated the concept of turning the training into mini-projects. It allows a better flow of creativity and stimulate little learning groups. This can connect people and reduce stereotypes in a group.

In summary the course was good and the new skills will surely help me to increase the quality of my trainings.



A great international group of participants.



Storyboard Exercise.