



MATERIALI



meschola

*Collaborative writing
and digital storytelling*



COMPITI



RELAZIONI

General setting



- The on-going digital revolution is deeply affecting the society in all its dimensions
 - Children are using technologies and media at increasingly younger ages and for longer periods of time
 - The transformation has been so abrupt that adults and educators have barely coped with it
 - Literacy definition is undergoing a serious revision



What is meschola.it

- A web based platform for DST allowing teachers and students to collaboratively write a story
 - This is created borrowing metaphors and tools from social media
 - Uses the digital world to involve students and make them active players in the teaching process
 - Can be used with any device and allows both in presence and remote interaction styles



Platform objectives



Customizabl

e



Provide teachers with a tool that helps presenting subjects and content using languages and media commonly used by their pupils



Collaborativ

e



Favor learning based on teaching methods based on interaction and role playing



Secure



Make students aware about risks and opportunities of social networks, internet and communication technologies



Why using a role game?



- Psychological technique largely used in teaching and training
 - It allows to explore the issues involved in complex social situations and to foster the capability to change one's mental map, accommodating new perceptions stemming out of interaction

In **role-playing** we do not distinguish between main and secondary characters

The objective is mainly to enact a text

Personal reflection and learning is the result of both one's and other people's actions



Telling stories in the digital era



- Digital storytelling is the modern expression of an ancient art, adding media content to better represent characters, situations, and experiences
 - Digital tools allows mixing interactivity, on-line and off-line cooperation, rich content creation and presentation

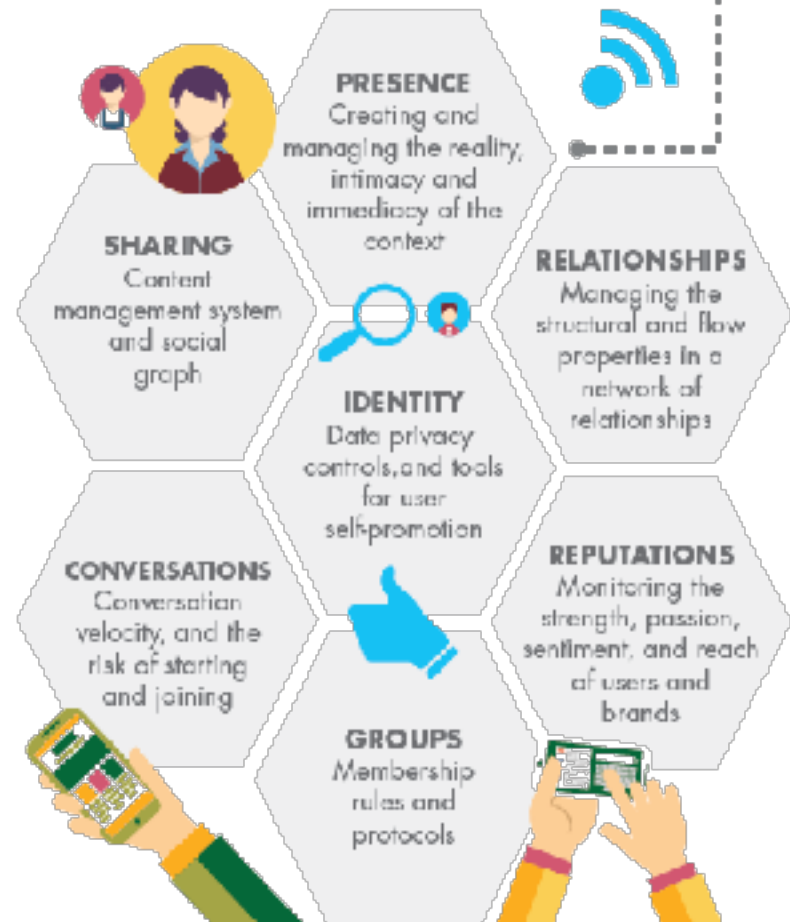


Social media in teaching

SOCIAL MEDIA FUNCTIONALITY



IMPLICATIONS OF THE FUNCTIONALITY



Affected learning dimensions



Creativity



Performance



Social skills



Commitment



The mechanics of meschola.it

- The teacher chooses a learning scenario
 - A didactic framework providing temporal, spatial, and thematic coordinates
- Students are invited to join the scenario
 - Playing the role of a specific characters and contributing to the creation of the story
 - Under the supervision and guidance of the teacher



It consists of the digital transposition
of a theatre play work

The social networking framework

- The narration takes place using tools and mechanisms typical of social media
 - All participants have a profile, both as real persons and as characters of the scenario
- The story evolves from **posts** and **comments**
 - Both consists of text messages possibly geo-referenced on map and with associated media content,
 - Users may express their appreciations via **likes**
 - **Suggestions** allow users to act "out of the game", in their own name, to provide hints and to highlight possible incoherencies



Story visualization



- Two alternative views of the produced content are provided
 - The **post section** follows the direct/inverse real chronological order of the posts when they were typed
 - The storyline section presents the posts according to the chronology of the proposed scenario and is based on fictional timings assigned by authors to their content

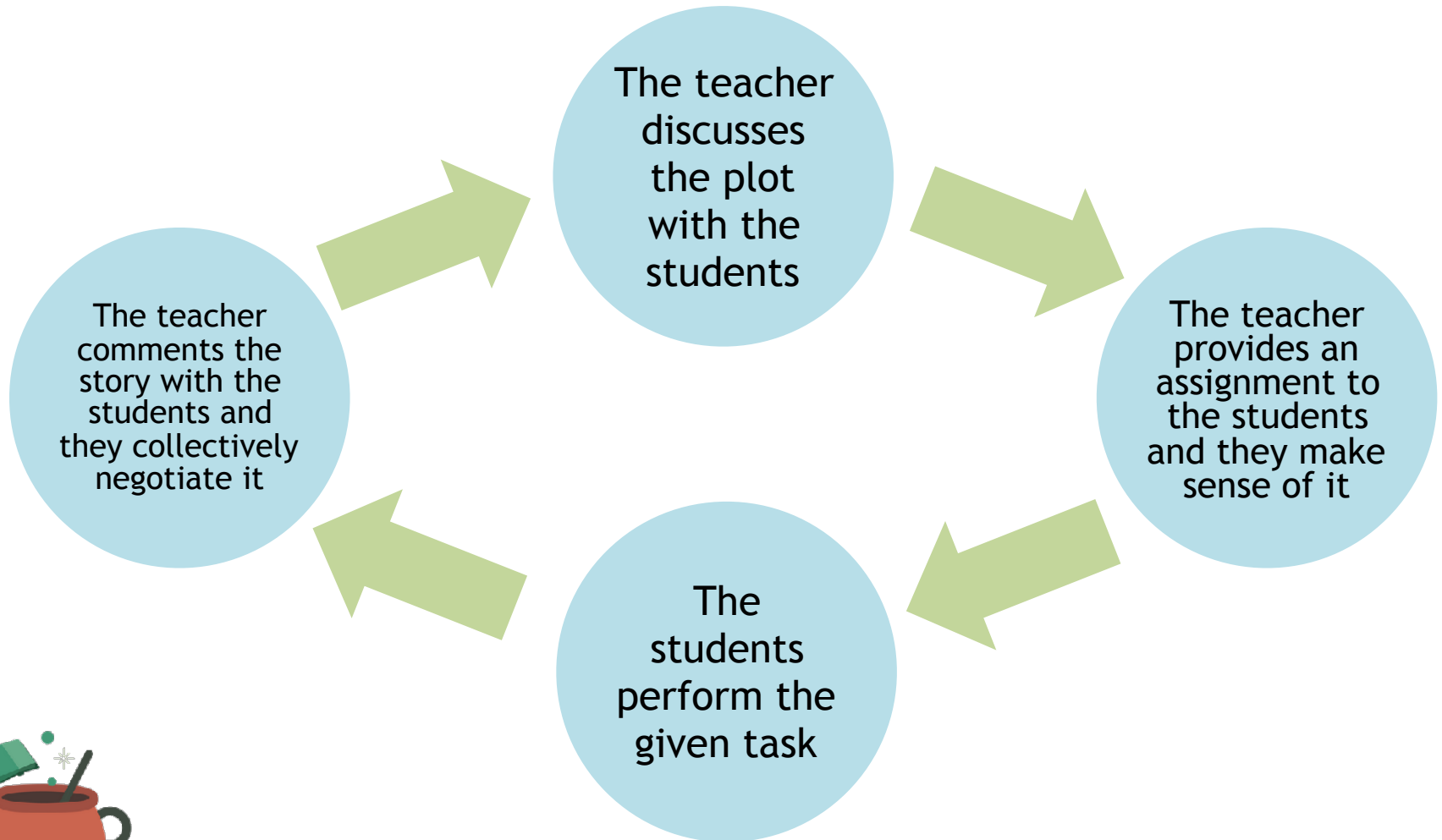


Collecting data analytics

- User interactions are recorded
 - They provide a dynamic representation of the social graph that emerges from actual usage patterns

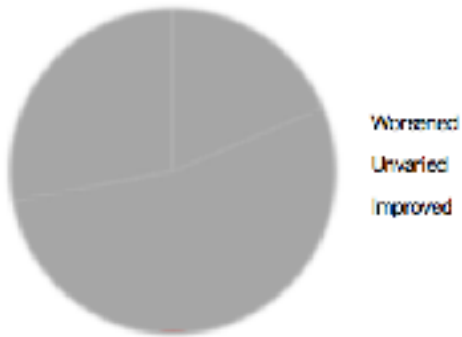


Typical teaching practices



What we have learned so far

Performance



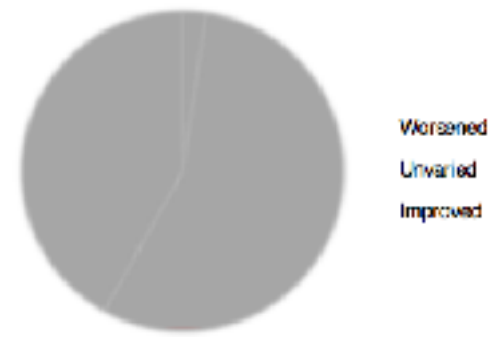
Worsened
Unvaried
Improved

Commitment



Worsened
Unvaried
Improved

Creativity



Worsened
Unvaried
Improved

Interaction with peers



Worsened
Unvaried
Improved

Interaction with the teacher



Worsened
Unvaried
Improved



Thanks for your attention

