

T-STORY: Storytelling Applied to Training

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Abstract

The project is financed by the Transversal Actions (Key Activity 3 – Information and Communication Technologies) under the Lifelong Learning Programme from the European Commission.

Between November 2012 to October 2014, seven institutions from seven countries in the European Union (Italy, Portugal, Romania, The Netherlands, Poland, Spain and Greece) will be carry out the intent of promote a wider use of Storytelling and Digital Storytelling as a pedagogical technique in education and training at all levels throughout Europe by developing a digital course for educators, teachers and trainers.

Digital Storytelling is an innovative teaching method consisting in telling stories with interactive tools such as audio, video, presentations or music. When combined with the latest technologies, storytelling has the potential to be used in all setting, including formal, non-formal and informal education settings as well as work environment.

T-Story project intends to:

- involve European teachers/trainers/educators in a survey to identify their training needs regarding key digital storytelling competences and ICT skills; each project partner will conduct a national survey and a total of 350 questionnaires will be applied;
- identify good practices from successful storytelling educational projects, through a desk research activity:
- elaborate a Learning Handbook to support trainers delivering training through storytelling and promote, in the 7 countries, a Digital Training Course through Pilot Sessions, in order to generate feedback and fine-tune the training materials developed;
- developing key transversal competences such as critical thinking, creativity and innovation;
- empowering digital skills development and fostering digital inclusion among teachers and students;
- increasing students motivation, strengthening their links to training and education institutions, increasing their investment in lifelong learning.

National seminars will be organized in all partner countries, in order to maximize the project impact next to target groups and to involve them in the test and validation phase.

The target groups are teachers/trainers/educators from kindergartens, primary and secondary schools, vocational schools, universities, adult education entities, education policy makers, education authorities institutions, training and coaching agencies. T-Story will foster their knowledge and skills development by using digital storytelling technique: "learn storytelling through storytelling".

As a result of the project, the consortium expects that teachers/educators/trainers needs regarding key digital storytelling competences and ICT skills will be mapped and disseminated at national and European level, and the target groups will be able to empower their skills to create and develop innovative courses using storytelling and digital support. T-Story consortium expects that the project development and implementation can contribute to the reposition of the E&T institutions, and by consequence contribute to help Europe achieve its goals.