



# Digital Storytelling as support for teaching Greek as a FL/L2 to adolescents

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# A Teacher Action Research Project

- ❖ Purpose of the Research
  - ❖ Theoretical Framework
    - ❖ Research Questions
      - ❖ Methodology
        - ❖ Main results
- ❖ Research contribution of the work

# The purpose of the research

- ★ To Investigate how the use of Digital Storytelling enhanced the teaching of Greek as a Foreign Language
- ★ What benefits and challenges learners experienced when creating digital stories together.





# Theoretical framework

- ★ Activity framework
- ★ How students accomplish efficient learning experience
- ★ Digital Storytelling in the L2 Classroom
- ★ Effects of DST
- ★ Findings from Previous studies

# Research Questions

1. What benefits did learners experience from using technology to create a story?
2. What benefits and challenges did the learners experience working together during the creation of their digital stories in the foreign language?

# Research Methodology

- ★ Why Teacher Action Research
- ★ The problem encountered in the context
- ★ Qualitative Research approach
- ★ Data collection tools
- ★ Setting
- ★ Participants
- ★ Storytelling Project Description



*Semi-structured in pair interviews*



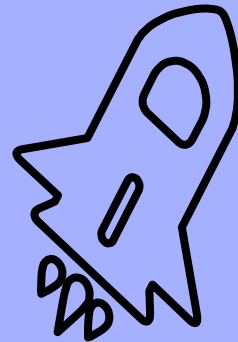
*Observations*

*Research Literature*



*Data Analysis Processes*

*Follow - up Questionnaires*

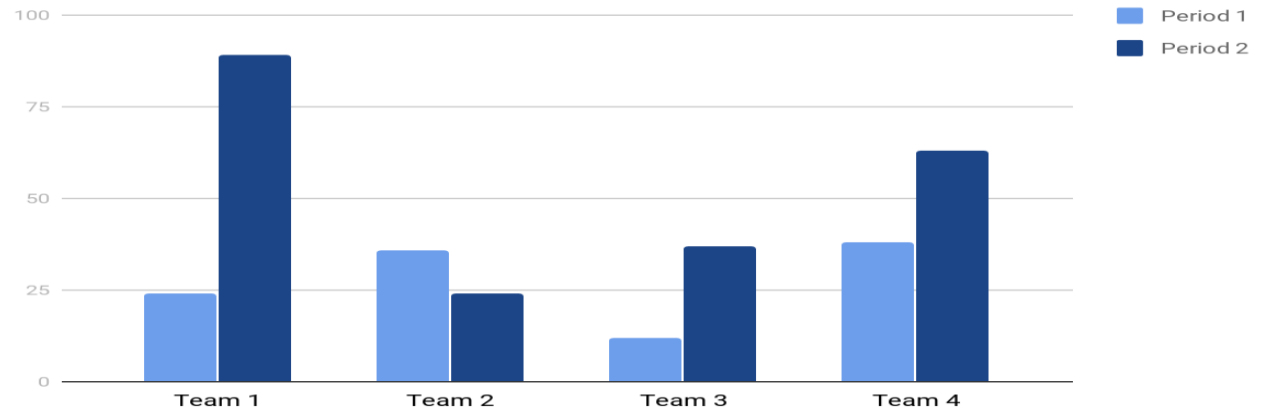


Triangulate data

# Quantitative Data

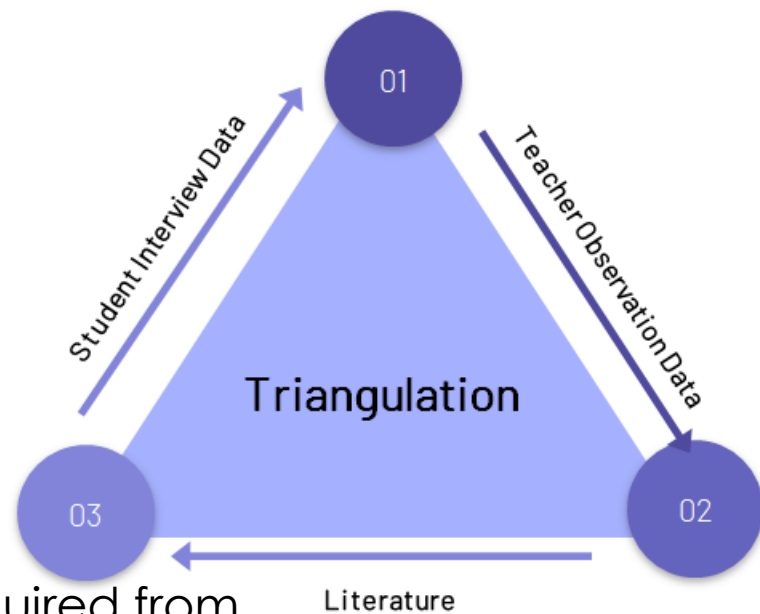
	A great deal	A lot	A moderate amount	A little
Microsoft Sway	4	0	2	0
Working with another	6	0	0	0
Word clouds	1	0	3	2

Points scored



# Qualitative data to support the quantitative Findings

## Triangulation of data



Additional Qualitative Data was acquired from interviews and observations and supported the quantitative data



# Findings

## ★ Theme 1

Students indicated the Microsoft Sway Programme benefited them while creating Digital Stories





## ★ Theme 2

### Enjoyment of working together

Students reported:

S2 - “Writing together was definitely better because of sharing of ideas”.

S6 - “With a partner it’s fun, because with a team it’s better than being by yourself which is even harder”.



# MAIN RESULTS

## ★ Theme One

The benefit of utilising a technology approach to create Digital Stories

## ★ Theme Two

Students enjoyed the benefit of working together

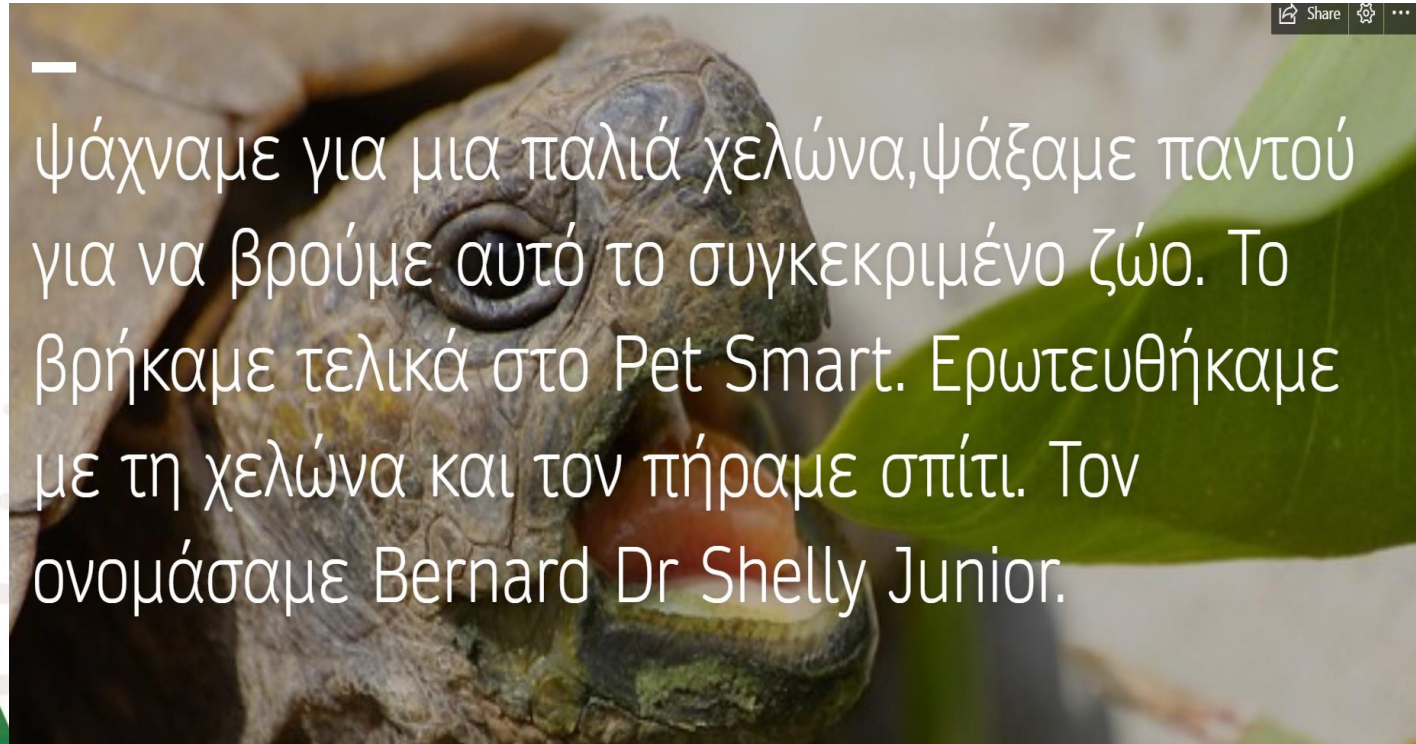
# Photos from students' accounts of Microsoft Sway



Μου αρέσει πολύ να ψωνίζω. Διώχνει το αγχος μου και περνάω τέλεια. Επιπρόσθετα, μου αρέσει πολύ γιατί διασκεδάω με τους φίλους μου.

Όταν πηγαίνεις για ψώνια, κάνεις θεραπεία. Ξεχνάς όλα τα προβλήματα σου και ζεις τη στιγμή.

# Photo from students' accounts of Microsoft Sway



ψάχναμε για μια παλιά χελώνα, ψάξαμε παντού για να βρούμε αυτό το συγκεκριμένο ζώο. Το βρήκαμε τελικά στο Pet Smart. Ερωτηθήκαμε με τη χελώνα και τον πήραμε σπίτι. Τον ονομάσαμε Bernard Dr Shelly Junior.

# Research Contribution of the work

- This project unlike the previous research was focused on the teaching of Greek in an L2 classroom.
- It added the specific use of Microsoft Sway usage and added to the literature.
- This research project aligned to the previous research conducted in terms of the importance of students collaborating and using cooperative learning to create work together.

Thank you!

