Workshop C: Portable Tales – Digital Story Telling using a Mobile phone

Time: 10.00am – 4pm (full day)

Date: Tuesday 16th October

Venue: lab.3000 Incubator: L3 Emirates House

257 Collins St

Melbourne 3000 Between Elizabeth & Swanston St)

Directions: Take elevator to level 3. Should the front door be closed please ring the doorbell located to the left of the door in the right hand corner.

Includes: Workshop materials, morning tea and lunch)

Parking: Kings Parking 172 – 192 Flinders St (opposite Federation Square) offers parking at $13.00 (daily rate) if you are in by 10:00am and out after 2:00pm. Please call Parking office on 03 9613 0000 for further details

Cost: $235 (includes workshop materials, lunch and morning tea)

Register at www.mlearn2007.org

Workshop Description:
Create a narrative to play on your mobile phone! Engage your audience through storytelling using this accessible technology for assignments, excursions, and much more. Using open-source software, participants will develop a simple story. Capture and edit images on a digital camera or mobile phone. Add voiceover and select background music to enhance your film then compose all elements into an exciting and entertaining Movie. Finally through compressing the file you can download your tale onto a Mobile phone to share with the world!

Mobile Storytelling can be integrated into all areas of the education curriculum, the corporate setting or personal life as the program is heavily focused on literacy, creativity and design.

All course participants will be provided with a CD of their digital story with all the free software used for the workshop.

Pre-requisites
Basic Computer skills
Bring with you:

- Mobile phone with built in camera
- Ensure the phone has either Bluetooth or a USB cord connection

Intended Audience:
Participants will be delegates who are interested in the possibilities that multimedia, design and story telling can hold for computer and mobile phone technology.

Presenters:

Jane Fischer

Jane has come to the lab.3000 Incubator after teaching in the secondary education system. She has considerable experience in teaching design and art from the middle to senior years. She is currently the Education Manager at the lab.3000 Incubator, a government funded organisation, hosted by RMIT University. In her role at the Incubator she is responsible for the integration of innovative programs in Design and emerging technologies to pilot or introduce into the education system.

A dedicated Educator, she has worked at a variety of schools in both Queensland and Victoria, including Regional, State and Independent Schools. She was also involved in an advanced placement in the last 3 months of her Education Degree.

Working within traditional school networks Jane continually made use of E-learning, modern software and mobile technologies to aid VCE students in their studies and university/TAFE entries. At RMIT, she was one of twelve applicants recently selected as an E-Learning Leader. This application process involved submitting a detailed project application and attending a panel interview. Through this position Jane was trained over a 12-month period in the delivery of E-Learning to university students and teachers. She brings to her role at the Incubator skills in E-Learning to facilitate and devise strategies in support of her colleagues. Jane's specific interests are in the area of mobile learning and mobile technologies including mobile phones and iPods.

Kirsty Waugh

Kirsty Waugh has been appointed as an Education Programs Teacher at the lab.3000 Incubator. Kirsty has over six years of experience in training upper management within two successful retail companies. She also brings extensive experience in the arts with a Bachelor of Fine Arts and is currently completing a Graduate Diploma of Education (Primary) at La Trobe University. Kirsty has participated in many educational programs such as the reading recovery program for ESL students at Fitzroy Primary School.

Anthony Norman

Anthony Norman comes from a diverse educational background. Over the last ten years, Anthony has run his own tennis business, a private music studio and worked for several different businesses and schools. He also has a Bachelor of Music and a Bachelor of Teaching. Anthony is excited to be a lab.3000 Education Programs Teacher and looks forward to being at the forefront of innovation in education.

NB: Workshops may be cancelled if insufficient numbers register to attend.