Microsoft Photo Story Project Guide

Introduction

This handout discusses how to create a "video" using Microsoft Photo Story for digital storytelling projects. Photo Story allows a person to make an annotated video from a series of still images and save it to play in Windows Media Player. The files can also be used in podcasting. This guide consists of a number of resources, including:

- What is Digital Storytelling?
- The Six-Step Process
- References and Tutorials
- Photo Story Screen Guide
    - Start a Story
    - Import and Arrange Pictures
    - Add Titles to Images
    - Narrate and Add Motion
    - Add Music
    - Save the Story
- Using Photo Story for Podcasts

What is Digital Storytelling?

Digital storytelling is an engaging and exciting way for students to use technology and digital tools to tell a story. It is usually a 2-4 minute video consisting of images, text, narration, and/or music. Digital stories are an excellent 21st century alternative to paper-based reports and a step above a typical PowerPoint slideshow.

Sample educational uses of digital storytelling for students include:

- Student autobiography and historical biographies
- Steps in a science experiment
- A compilation of the results of a sport season
- An illustrated explanation of a math concept
- A video of a story the student has read
- An advertisement for a marketing class
- A video portfolio as part of a senior's graduation project

The Six-Step Process

Before students get involved in the six main steps in building a story in Photo Story, it is important that they "storyboard" their project. A storyboard allows the student to put his/her plans on paper and provides the model for the story. By storyboarding, the student will save valuable time during the development process. Their storyboard will be their graphic organizer that outlines the sequence and describes the steps in their project. Once the planning process is complete, they can move to the hands-on technical work in Photo Story. The facilitator may also include the storyboard as part of the project approval process.

Start a Story: Upon opening the Photo Story software, there are three choices (Begin a New Story, Edit a Project, Play a Story).

Import and Arrange Pictures: During this step, users will browse their computer or other storage location for images to include in their story. NOTE: As part of the preparation, during the storyboarding process, a good practice would be to find the images and move them to a common location to make importing easier. During this step, users can also do basic image editing such as cropping, color enhancements, effects, etc…

Add Titles to Pictures: Each image can have its own annotated text. This can be a single title for the image or a sentence describing the image, etc….

Narrate and Add Motion: Users can add their voice or record other sounds to engage the viewer. At this point, customized motion can be added to individual images.

Add Music: Photo Story provides a variety of packaged music or users can import their own music file as background music.

Save the Story: The final step is to save the story. However, in the previous steps the user has the option to save the project as they go along. In this final step, users can choose the type of file, select file quality settings, review the estimated file size, etc…

References and Tutorials

Educational Uses of Digital Storytelling
http://www.coe.uh.edu/digital-storytelling/examples.htm

FAQ's On Digital Storytelling
http://electronicportfolios.org/digistory/faq.html

Digital Storytelling: Photo Story 3 Tutorial
http://millie.furman.edu/mll/tutorials/photostory3/index.htm

Flow Chart for Storyboarding
http://www.eduplace.com/graphicorganizer/pdf/flow.pdf

Sample Storyboard Template
http://www.open.ac.uk/crete/movingwords/pdf/storyboard.pdf

Sample Photo Story Podcast
http://podcasts.shelbyed.k12.al.us/fpack/2007/04/02/photo-story-podcast-example/

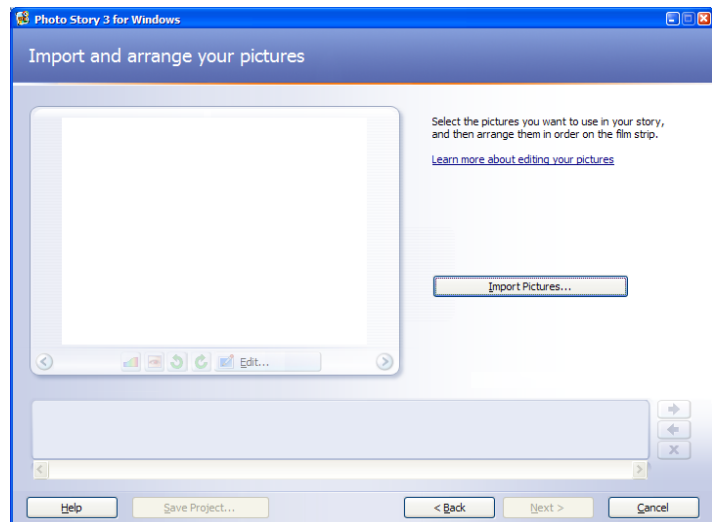# Photo Story Screen Guide

Opening Photo Story

Users can:
- Begin a new story
- Edit a project
- Play a story

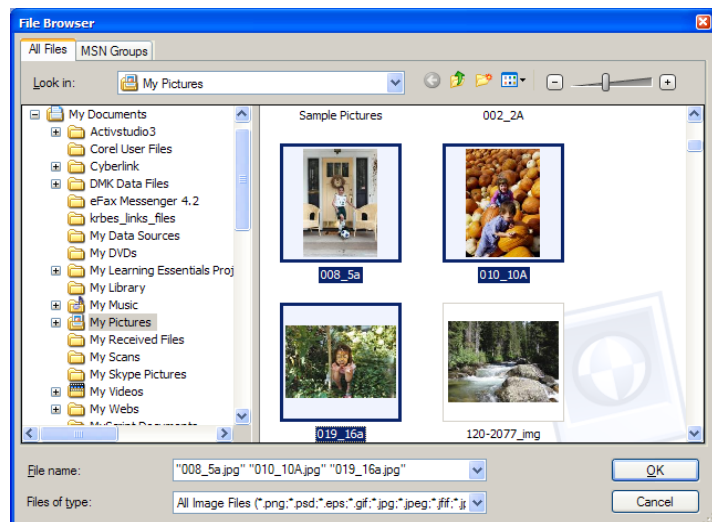Once the selection is made, choose **Next** to begin importing and arranging images.

Import and Arrange Pictures

Choose the **Import Pictures** bar to navigate to stored images on your computer or in another location.
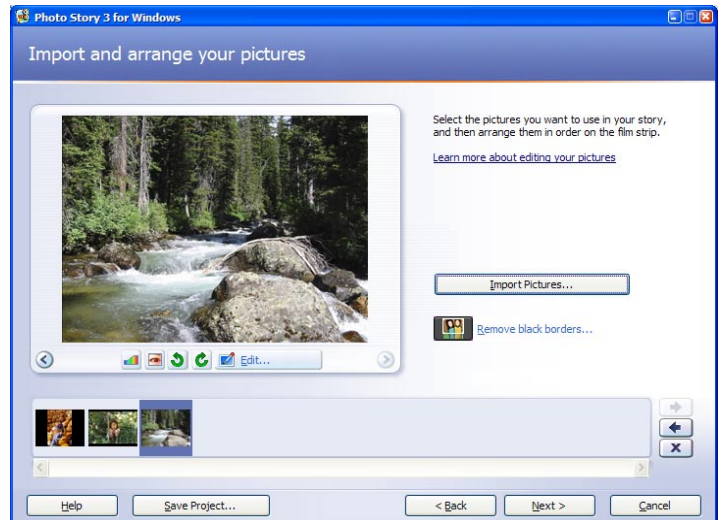
Import and Arrange Pictures

When navigating to find images, use the Ctrl key to select multiple images to import at the same time. Then hit the **OK** button to get back to the project to begin arranging and editing your selected images.

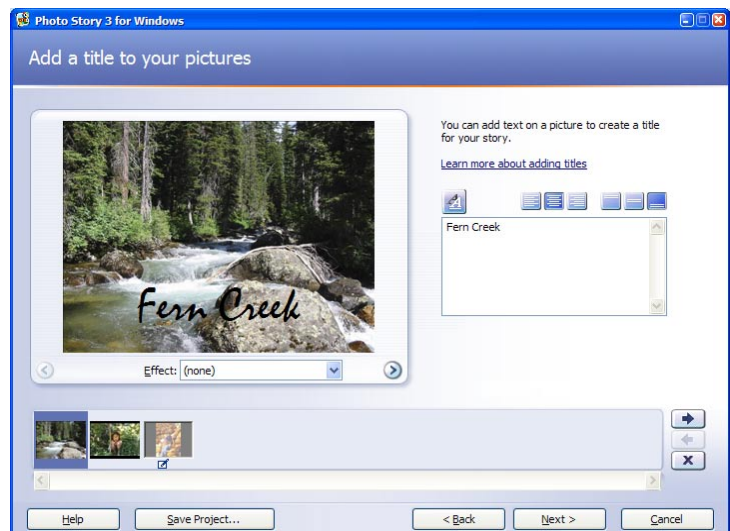**Copyright © 2008**

Import and Arrange Pictures

Images can now be arranged appropriately by dragging and dropping them in the image box at the bottom of the screen.

This screen also allows image editing with color level, red-eye and rotation available in the image window. Choose **Edit** in the image window for advanced features such as cropping and special effects like black and white, color pencil, sepia, etc… Any editing changes can be corrected through the same process.
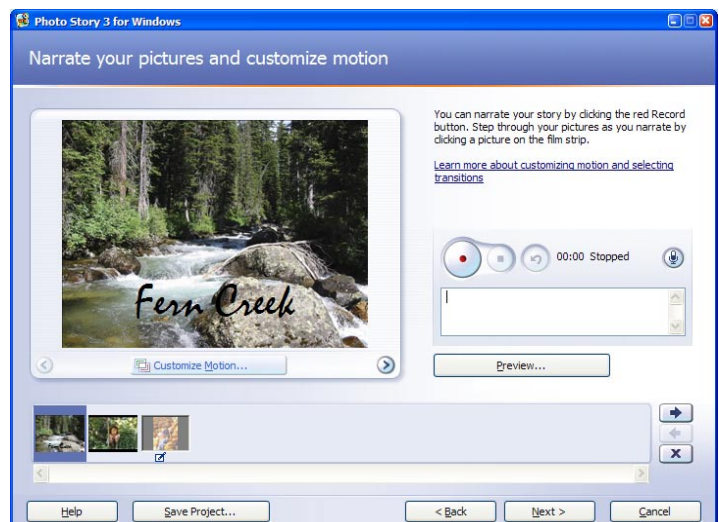
Add Titles to Pictures

Users can annotate pictures with text. For a presentation it may be good to add a title to the first slide. Depending on the story's content, other slides can have different annotations. There are a variety of text fonts from which to choose.
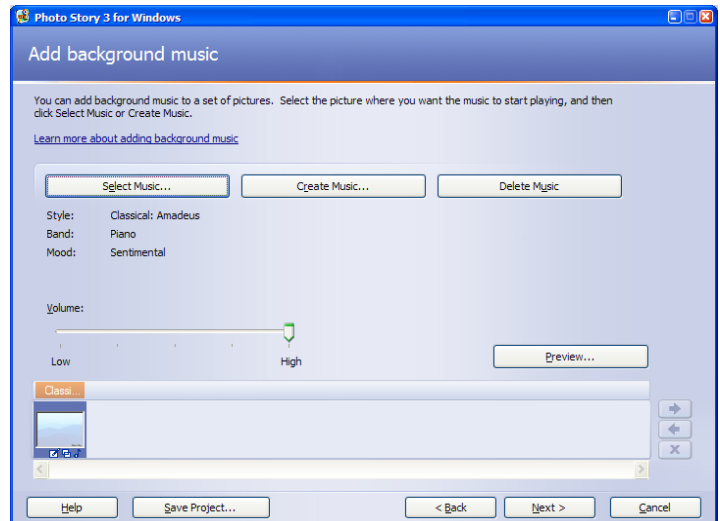
Narrate and Add Motion

Users can add voice narration to pictures using a microphone. This step also allows for customized timed motions including picture transitions.
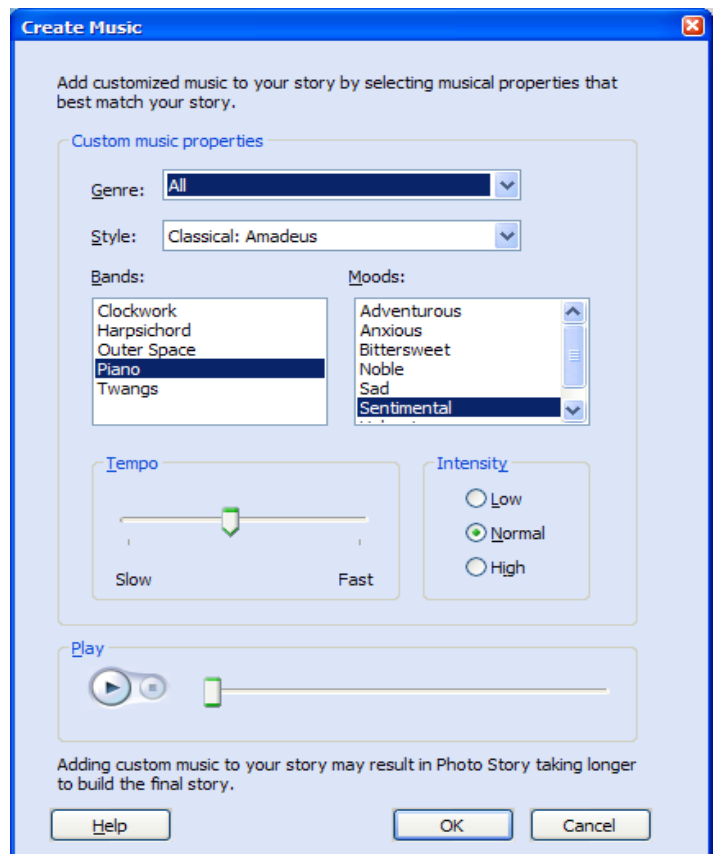
Copyright © 2008

Add Music

There are two choices for music. To add your own music, choose the **Select Music** button and navigate to the sound clip on your computer. Or, you can use packaged music that is a part of the Photo Story program by choosing **Create Music.**

Add Music (Create Music)

As you create music, using the packaged music, you can select genre, style, bands, moods, etc… You can also preview your music using the Play button.

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Save the Story

You can, and should, save your project as you go along by choosing the **Save Project** button on any screen (this saves it in a standard .wp3 editable format). However, the final step for saving, allows you to save as an uneditable Windows Media Video (.wmv file), 640 X 480 is the default and is generally the best for viewing on the computer, full screen.

There are also selections for how you would like your story to be viewed, such as in an e-mail, etc… After you choose the location and file name, select, **Next**, and the story gets "built" (see image below) and is then ready for viewing.