Digital storytelling is the practice of using digital technology to tell stories that have a purpose and present a particular point of view. Unlike traditional stories, digital stories are presented through a mix of modes: text, visuals, audio and video.

**Digital**
Discuss issues, gather information, and seek help with a community.

**Visual**
Understand, produce, and communicate through visual images.

**Global**
Read, interpret, respond, and contextualise messages from a global perspective.

**Technology**
Use technology to improve learning, productivity, and performance.

**Information**
Find, evaluate, and synthesize information.

Digital storytelling can be implemented as a formative or summative assessment. For example, in a 12-week period of teaching, a formative task could be embedded halfway through the module as a 'story circle', a type of group work to facilitate group discussion. While the students would be tasked with the submission of a final digital story at the end of the teaching period.

To truly put digital storytelling into practice, consider Lambert's (2013) seven elements framework for developing an engaging learning experience for students. This framework involves:

- **Emotional Content**
- **Dramatic Question**
- **Point of View**
- **Learning Experience**
  - **Script**
    - Creating a digital story is not about the technology, but the quality of the writing.
  - **Technique**
    - Choose a technology that you and your students feel comfortable with.
- **Gift Of Your Voice**
- **The Soundtrack**
- **Economy Of Words**
- **Pacing**