Digital Story Telling
Sea Country Guardian Activity

![Sea Country Guardians]

Australian Government

**Great Barrier Reef
Marine Park Authority**

Funded by the Australian Government's Caring for our Country

The Sea Country Guardian messages

Combining traditional and Western knowledge

Using Traditional knowledge and country as an economic resource

Artwork by Patricia Galvin and Shenoa Sultana

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Real projects about real people, real places and real events.	Involve your audience in the planning and research	Ownership – talk to people who own the project, are interested in it or own it yourself

A. Real Job

Who is the Audience?	What is the Message?	How does the Storyline unfold?

P. Plan the story?

Who is involved? What happened? What is the problem? What do people do now?	Events or sequence Arguments for and against Main part of the story	Key message What do you want people to do? Ending
Introduction	**Main steps**	**End**

Telling a story very powerfully

Sharing Sea Country messages with the community

Showing off organisation and ICT skills to your family

Working together

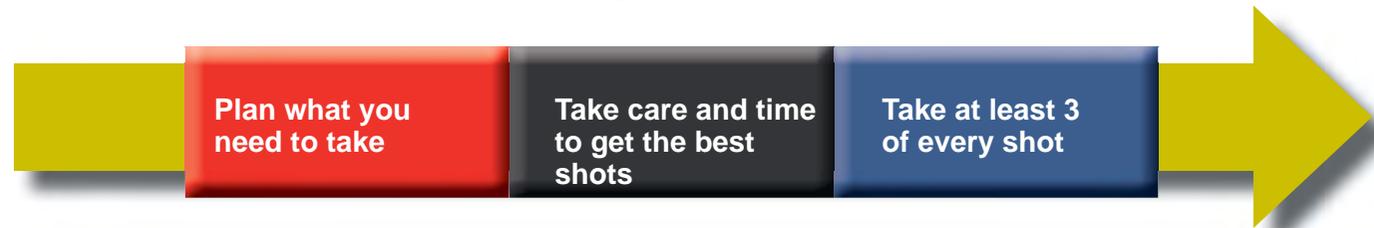Putting in extra effort

Ideas for a project
Build a virtual tour of your Sea Country Project

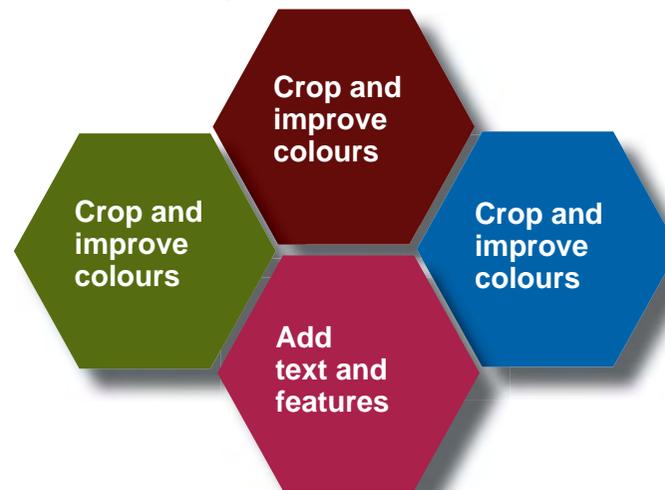Persuade local fishermen to bring their rubbish home

Build a video about your Sea Country skills

P. Photos - take photos or scan old ones

| Plan what you need to take | Take care and time to get the best shots | Take at least 3 of every shot |

I. Improve your photos?

Crop and improve colours

Crop and improve colours

Crop and improve colours

Add text and features

D. Drafting and finishing

Draft

Check the story

Check the graphics

Improve

Add voice and music

Add dynamic movement (scroll & zoom)

Celebrate

Final touches and polish

Show and distribute

Hints

Digital story telling is a fun way of celebrating a Sea Country Guardians event or telling the story behind the event. Media will engage both the audience and producers. Media gets stronger messages to more people.

Planning is the most important way of getting the most powerful story and clearest messages. Getting good photos is a great start towards a polished product.

Do multiple drafts improving each time, adding features, improving the media and voiceovers or other sound bytes.

Video is great to add into products if you have the time, skills and software. Video takes more time and effort whereas often photos and a great voice-over can do the job.

Any software you have is great to use. There is free reliable software if you don't own any (see next page for details).

Practicing on small productions is the best way to learn skills and figure out how to get great effects, before you start a big production.

Sharing how things are done and helping each other use software will help you learn faster than following lots of tutorials. Search You Tube for video tutorials too.

Share your products on DVDs if you can. They are cheap to reproduce and take very little time to make, once the video is made.

Think about putting your stories on the web, say YouTube or a Blog.

Programs

There are free and easily-available programs which can help people make digital stories.

Picasa – Free from Google which helps you organise photos, edit photos, touch up old photos and make collages, slideshows and videos.

Photostory 3 – Free from Microsoft to enable you to build a video in 5 easy steps with voice-overs, transitions and music. Buy the plugin that lets you burn DVDs for US$19.99

Powerpoint – enable you to great terrific graphics and slides and movies.

Movie Maker 2 – Free from Microsoft to make movies in a clean interface.

Movie Maker 2.6 – use this Vista version if the earlier version will not run

Windows Live Movie Maker – came with Windows 7 but works in other platforms. It is not as good or flexible as Movie Maker 2.6 but is easy to use. It runs on Vista and Windows 7 but not on XP.

iPhoto, iMovie 6 and iDVD is the matching software that is free on the Mac.

2: Activity Leaders Guide

2.1 In Brief

You can use digital story telling as a project, or you can enhance projects by telling digital stories about them. There are many reasons for providing young people and their families with opportunities to learn digitally. People who can learn to tell digital stories will develop new economic and lifestyle skills, important for community life.

Digital stories are a multimedia story, presented as a video, Powerpoint or perhaps designed on a computer and printed. In this activity it is suggested that a video made from still photos with voice and music overlays is easy, quick and very effective communication. Video is a great medium to share, as most houses in a community have a DVD player.

PowerPoint is a great tool for making simple story books from photos and some words. You can make these books in your language too.

A six step process for digital story telling focuses on planning the product before sitting at the computer.

The R A P P I D process

Real Job

Audience and story

Plan the story

Photos – taking and improving

Improve the story

Drafting and finishing

This kit points to tutorials or "How to's" to help people learn the tricks of the software. To learn software, explore and try things while doing a real project. Video tutorials are good learning tools too. Probably the least effective way to learn is the long and wordy "Step by step" tutorials. They are hard to read and boring, and often your computer will not be set up exactly the same way as the writer. Learning neat tricks and then showing people around you is often the quickest way.

2.2 Digital story telling - the learning experience

If the group have had little experience in creating digital stories or using the software, it may be useful to provide time to let people see the process and practice skills so their planning for the larger project is informed by experience. People should build a real project, even when learning - about themselves, their family or something that is special to them; and one that has a real audience and purpose. This encourages people to try hard to master graphic effects and learn how to make great looking products everyone will be proud of. Creating a simple product also lets people see what the end looks like and motivates the planning process. Working with personal photos is very motivating, though often Internet searching for photos reveals some interesting and funny ones to work with.

Suggestions for small projects include:

Using the software to enhance photos and make photo collages

Making a 10-picture movie showing off family members

A simple "how to" movie about a simple process; eg, cooking on the coals

Research one plant or animal and make a short set of slides into a movie Practice a voice over. The Internet has photos to use.

Build a short children's story. Make 5-10 funny photos of children acting, and build a story from the photos

Create a virtual tour of your community or a place that is special to you

Learning strategy: Direct teaching and quick planning

Have 2-3 samples ready of what you want the group to make. Point out any effects you created and why the products look good.

Have some photos organised on the computer in a place where everyone can find them or undertake an activity to generate pictures. Store photos for people in organised folders.

Do a short demo of how to get started.

Then let people play to create effects. Encourage people to help each other and explore ideas for cool effects. When people help each other, they are reinforcing their own skills and learning how to communicate technical information.
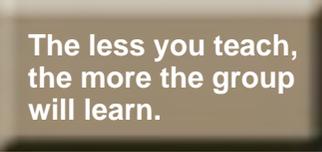
> **The less you teach, the more the group will learn.**

2.3 A real job - plan the project

As a group leader, you need to plan out what your group will be doing. This is not to suggest you plan for your group members; that is their learning experience. You need to plan how you will facilitate both the development of products and process of learning.

The key to motivating people over a period of time is to encourage them to work on projects that are personal and important to them. The more the emotional commitment, the greater the commitment to creating a highly polished and well told story.
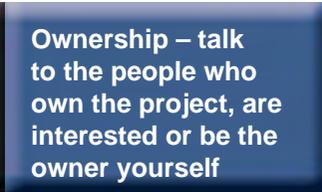
R. Real job

| **Real projects about real people, real places and real events.** | **Involve your audience in the planning and research** | **Ownership – talk to the people who own the project, are interested or be the owner yourself** |

There are three qualities of a great project:

> Realness - a project that counts, contributes to something happening in the community, or is celebrating a real event with original photos or footage.

> Audience – the teams know who will see the product and they involve the audience in the planning.

> Ownership – the project is owned by the person doing it or a community group they belong to. This motivates people to build in accuracy and to check with others when striving for the best quality product.

Planning the topic or task is the first big step.

Be organised

As a group leader you may need to organise the resources for the project, access to technology, and access to people who have a stake in the project. Make a checklist of organisational jobs, using the following as a start.

> Access to computers. Your group may need time at computers without you there. Make sure the computers can burn DVD's.

> Access to the software – perhaps Photostory 3, Powerpoint 2007, and Picasa. You might encourage your group to look at Movie Maker for fancy front ends. You may have to negotiate installation on computers.

> Storage – make sure your team can leave photos and half completed work on the machine or server; so they can edit their product over several days. If not, be sure they can store photos and products on memory sticks or back up external drives.

> Make sure the work is backed up often. Change the version name occasionally so there are older copies to return to if something goes wrong. eg, Stingray movie 1, Stingray movie 2 etc.

> Access to cameras and the cables to connect to a camera to the computer.

Make sure the computer manager has not restricted the computers. Things that can happen are:

- Computer data is wiped every reboot or day.

- Very limited storage per user.

- Not allowed to make directories to organise data.

- Not allowed to plug in a memory stick, external drive or a camera.

- Not allowed to search Google images.

- Not allowed to access You Tube videos for the tutorials.

Make some rules about backing up photos so that you are sure you have all copies of photos before deleting them and handing the camera to someone else to use. Also make rules about directory use on public access computers, so people can find their work easily. These are not really rules, but rather ways to protect work.

You need to make tutorials readily available – most are online or digital, so you may have to negotiate putting tutorials on computers or bookmarking online tutorials. You may want to print some of the resources of this kit to help people learn as they work.

You might have to help provide some access to people in the community who are either the subject of the stories or who know how to use the technology and can help your group.

2.4 Audience and story

Deciding on a topic
Often you will have a clear purpose and audience from the project you are doing; eg celebrating a beach cleanup. So often most of the "what we will do" decisions are already made. Even so, there will be many minor decisions to make to develop a storyline.

You may need to facilitate the planning process with your group. This will be the most important job, you take on. Some teams or individuals will know instantly what they want to do. Others will struggle with explaining what they want to achieve and how.

ꓤ. Audience and story?

Your process should answer three questions?

Who is the Audience?	What is the Message?	How does the Storyline unfold?
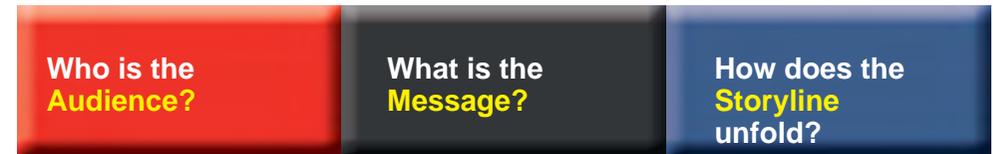
Who is the audience?

This is often an easy question to answer because the project itself or the key messages are formed with the audience in mind. It is important to have a real audience and it helps if you can name the people you want to view your work. At least know what your audience likes. For example:

Tourists on the monthly tour bus, who rarely see national parks and pristine communities or Indigenous communities.

Young children under 5 at the Child Care Centre.

Local fishermen who dump rubbish over the side of their boats.

My next employer.

Knowing the audience helps make decisions like:

What style suits this group? Fun fonts or serious fonts? Cartoons or photos?

What will attract my audience so they listen?

What effects, ideas or messages grab my audience?

What can this audience do to help solve a problem? Are the suggestions practical?

What is the message?

It is important the message is really clear so you stick to it. A clear message helps develop powerful opening and closing scenes and get that eye-catching title. Sometimes you will need to fire up an idea for a story. You might want to create an emotional attachment to an issue or idea.

For environmental messages, you might look for images on Google Images that shock people into discussion; eg, images of animals trapped in marine debris, or piles of rubbish on beaches. Brainstorm headlines or movie titles that would capture attention. Eg: Please don't do this to me!

For issues in the community, you might put a big sheet of paper on the wall and give everybody a pen to write headlines on it. Letting people have a few goes gives owner-ship. It is useful to look at multiple sides of the story: for example – what fisherman say, what tourists say, what animals would say, what National Parks officers would say etc. Use several pieces of butcher's paper and encourage everyone to write a headline on each page.

To help tell a traditional or other story, you can ask people to talk about why the story is important and why they want to tell it.

If celebrating an event and you have lots of photos already, ask people to choose their favourite 2 or 3 photos and organise everyone's favourites in one folder. Then run a slideshow to look at what story is told. You can do this by looking at the folder and clicking "slideshow" in the menu bar at the top of the window. You can also use Picasa to run a slide show.

Talk about what story was told in the pictures and use this to record ideas for potential themes, sequences or highlights. Rearrange the order of the photos to tell a different story by adding a number (1 2 3 etc) to the start of the photo name. They should show in order of the numbers you use.
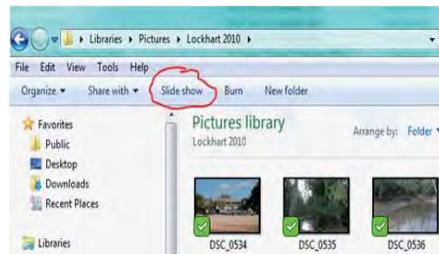
Brainstorming for ideas

Brainstorming will generate a large list of ideas from which people can choose. You will generate a broader range of better ideas with brainstorming.

If you have a topic to work with, say; Our Sea Country Kayaking Trip; you can improve the messages by using something like a Hot Potato which generates ideas in categories: What I saw, what I did, what we learned, what it meant to me.

If you don't yet have a definite topic, you could use an open strategy. For example if your project was "Looking after Sea Country" messages to share in the community, you might use a simple round robin brainstorm to generate large numbers of messages, so people could choose or vote on the best ones.

Round robin

A strategy where each person has equal time and all the group brainstorm one topic.

Give every person in a circle the chance to contribute one idea. Allow the person to "pass" if they wish.

A variation is to divide into small groups of 2-3. Each group records ideas on a piece of paper for 3-5 minutes. Each group passes their paper to the next group. The group adds different ideas to the list for 5 minutes and passes on. It continues till each group has seen each paper.

Hot potato

A variant of round robins enabling small groups to work on different sub topics of the main question.

The group might quickly brainstorm alternative viewpoints about an issue: the young people, the Traditional Owners, National Parks, tourists. Each category is listed on a page and groups take one page each.

Each group records ideas on their piece of paper for 3-5 minutes. The paper is sent onto another group. The group adds different ideas to the list for 5 minutes and passes on. It continues till each group has seen each paper.

Alpha ladder
Use the letters of the Alphabet to brainstorm key issues or fill in content on a topic.

Place the letters A-Z in columns leaving room for 2-3 ideas beside each letter.

For example, if you were asking young people to brainstorm ideas for a video about why they are suited to a particular career, you could ask them to brainstorm something about that career for each letter.

Then ask them to share their ladders with someone else and use the talk to add ideas to their own ladder.

Ask people to use the ladder of ideas to write a sentence or two with the key message or messages for their video.

An alpha ladder will make sure a wide range of creative ideas are available to choose from.
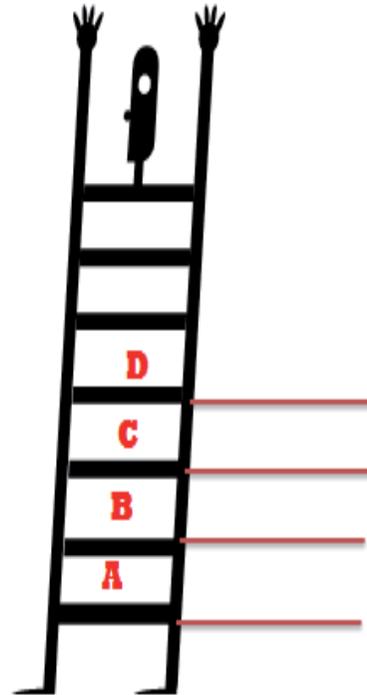
How does the storyline unfold?

This is just the first cut about how the story might unfold. It is the beginnings of a plan.

Is there a sequence that makes best sense?

Does the story have a natural linear sequence? For example: an instructional video on how to make a fishing lure.

Is the story about arguing an issue from many views? You might state the issue, argue from 3 sides, and draw a conclusion. Or leave the audience to draw their own conclusion.

Is the story celebrating an event? This could have a random order of scenes based on themes. For example a Naidoc Day video might celebrate songs, dance, food and hunting where order is not as significant, but clustering ideas/photos together helps the audience see what Naidoc Day is about.

A flashback can be powerful. Start with an existing problem and flash back to how past generations would deal with it. Move on to current solutions.

Your task as leader of this activity is to help the group make broad decisions about the general shape of the final product.
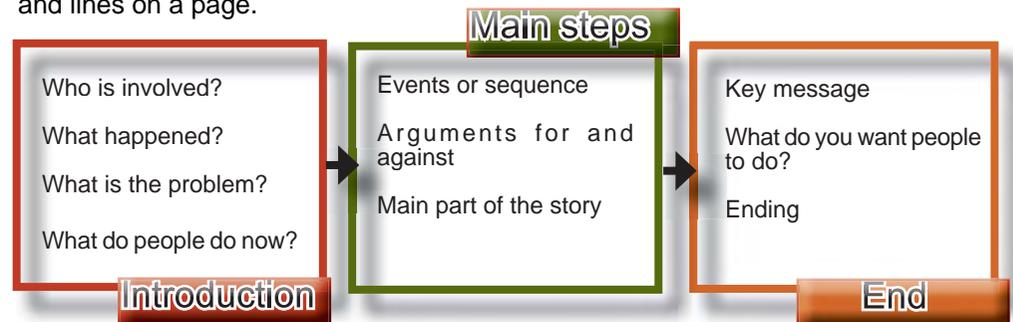
2.5 The Plan

The plan for a story is called a "story board" by people making a movie or writing a story. It outlines what might happen in each "scene" or chapter. If you are making a movie from still photos, it enables you to find or take photos that fit each chapter. Some film producers use story boards to set up scenes using the sequence of actions. Teachers use story boards to assist young writers to organise the story events and ideas before starting writing.

P. Plan the story?

Great technique – building a story board
A handy tool to use to organise a story board is the concept map. If you have a computer, you might use Inspiration, a digital concept mapping tool to organise your story. All schools have a site licence for Inspiration. Otherwise you can draw bubbles and lines on a page.

Main steps

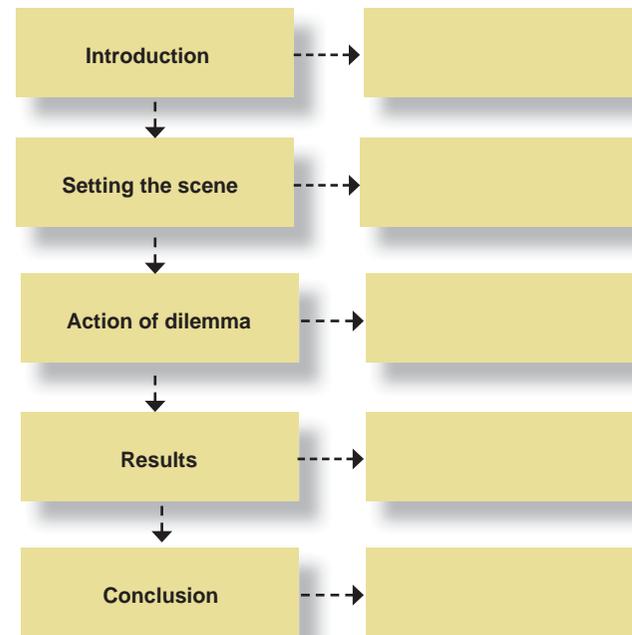| Introduction	Main steps	End
Who is involved?	Events or sequence	Key message
What happened?	Arguments for and against	What do you want people to do?
What is the problem?	Main part of the story	Ending
What do people do now?		

A workshop and meetings in Hopevale with members of the Men's Group led to the idea. Led by Russell Gibson, they will plan a beach visit and be trained by Tangaroa Blue for data collection and analysis.

For the Men's Group, participation is about developing skills and confidence, 40 providing a time to talk and join into a worthwhile community event. The goal is for the men to develop sufficient confidence to take their families on a beach clean up and mentor/train other people.

The 5 W's and a H strategy (Who, What, When, Where, How and Why) was used by the Men's Group to plan out the overall concept and the first visit to the beach. The following diagram describes the overall project plan which resulted from the process.

There are a couple of examples below.

My preferred sea country career

My hero in our community

My hero in our community

My hero in our community

My hero in our community

My hero in our community

My hero in our community

My hero in our community

Shock your audience introduction	
The consequences of not acting	
What the community can do to help	
How to begin	
The rewards for everyone and sea country	

Introduction	
Setting the scene	
Action of dilemma	
Results	
Conclusion	

Other planning

This is the detailed plan of how each person or team gathers the photos, footage, voice clips and data. Once the basic storyline is decided, the details need to be filled in.

This is the time when each person needs to plan the photos needed. If there are already photos to select from, they need to be chosen and organised to tell the story.

It is also a time to plan text or voiceovers. Rough notes are okay, for when the photography is done, the required text and/or voiceovers will become much clearer.

All good plans have a time line. Set time goals for when photos will be taken and what needs to be done before they are taken. (Check the camera is available, charge the battery, check the cables are there etc.) Keep it fun so people stay interested.

All good plans have a job list – who is going to take which photos and bring them back to the group. What will happen to them and who takes responsibility for backing up and organising a central store.

2.6 Photos

There are many ways to digitise paper photos needed for the movie or other multimedia product.

Easiest is to use a digital camera. You can take lots of photos for free and may just need some cropping and minor adjusting to be ready to use.

P. Take photos or scan interesting photos

You can scan existing photos, drawings or even flatten flowers, leaves etc. You need a scanner or a printer with a scan function and the right software for this.

Take photos of photos in even light and try not to take photos of glossy or laminated photos in bright light, as you will get reflections across the photos. Move the photos around to stop reflections from lights or windows. Photos under glass are best taken out of the frame if possible. Be careful as photos can stick to glass and tear. It may be better to switch the flash off when taking photos of photos.

If people have done drawings or paintings, you can photograph these and use them.

You can take stills from video clips with some software.

Taking great crisp photos is necessary for a great product. Three qualities are essential.

Focused subjects and no blurry shots.

Good lighting gives good colour.

Good backgrounds make good photos.

Encourage people to

Take time to take a shot and to practice pressing the shutter without shaking the camera.

Not point at light sources when photographing: that includes sun, windows and doors. Make sure windows and doors are not "in-shot".

Watch for shadows, especially on people's faces.

Watch what is in the background. Avoid half an object in the background, posts sticking out of people's heads etc.

It can be difficult to take good photos of people but with a few simple tricks you can improve your odds of taking interesting photos.

Have the person's face in focus.

Take a close up shot.

Don't have the person look straight in the camera lens.

Make sure the light highlights the face and does not put it in shadow.
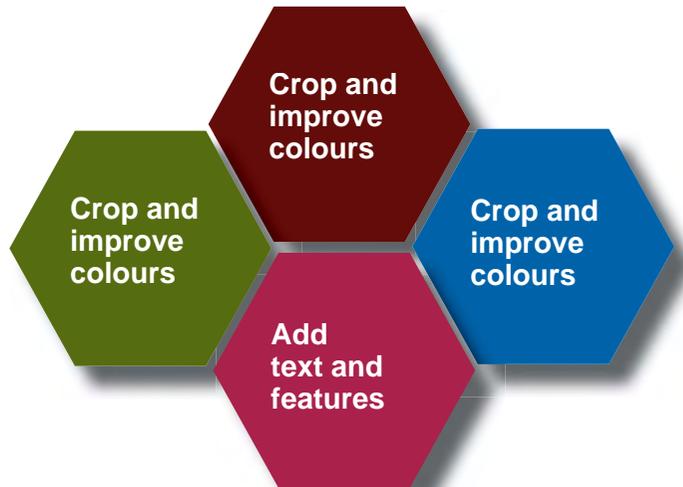
Get subjects to look to one side of you and tilt their face. Play with angles to get the interesting features of a face. Look at the examples– one looks like a criminal shot and one tells a story of an interesting person. Faces can tell stories if the photographer takes time to capture the person's mood or interesting features.

It is possible to edit photos to improve your original shot. You can crop out background or unnecessary bits and you can add light to some photos and add dark contrasts to rescue over exposed photos. Over exposed photos, those with too much light are very difficult to fix. The key is always to take good photos in the first place. Encourage your group to look at what they take and if necessary, take a new shot.

2.7 Improve your photos

I. Improve your photos?

Crop and improve colours

Crop and improve colours
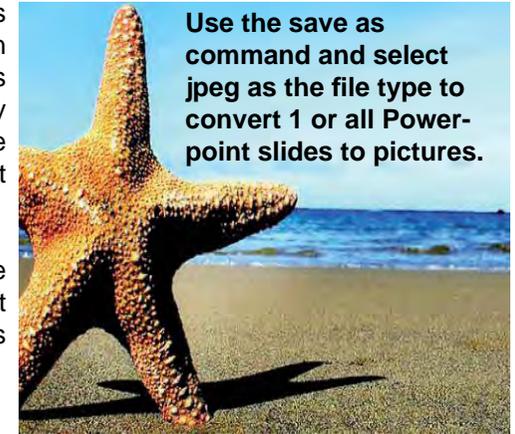
Crop and improve colours

Add text and features

Editing photos can take as long as people are willing to spend. Only use the software features you need to make a good photo.

If you use a photo storage program like Picasa it is very time efficient to do simple crops and colour/light enhancement. That is the minimum. If you have more time, especially for feature photos, it is great to add text and make collages of photos. The software does all the work for you.

Adding backgrounds and standout text is often best done in Powerpoint. You can make amazing frames and graphic effects in Powerpoint. You have so much flexibility and it is so easy to do. It is worth the time to make Powerpoint slides and then export slides as a jpeg picture.

The more time you put in, the better the result. This may be useful for important slides like the title slide or the slide that is the main message.

Use the save as command and select jpeg as the file type to convert 1 or all Power-point slides to pictures.

There are tutorials about how to create these effects included in the Resources section at the end of this guide.

Caring for the reef starts in my country

Water flows They all begin in my country

Powerpoint built graphics

2.8 **Drafting and finishing**

D. Drafting and finishing

This is where all the bits come together. Your planning will have resulted in a collection of parts. It is time to put them together following your story board plan.

Drafting is all about checking.

1. Is the storyline logical? Are the slides in the right order?

2. Are the front and closing slides and main impact slides the most powerful they can be?

3. Are the graphics as good as they can be?

4. Do the transitions between slides look stylish and suit the audience? Or do they overwhelm the message?

5. Will a voice over and music background make it even better?

As an activity leader, you should use any process that will help improve the quality of the story. The planning you supported in the first two stages of this project comes together here

Draft

Check the story

Check the graphics

Improve

Add voice and music

Add dynamic movement (scroll & zoom)

Celebrate

Final touches and polish

Show and distribute

If you are making a story from still photos and slides made into images these ideas may help your group members assemble a great story.

2.9 **Everything in one place**

No matter what software you use, place copies of all the graphics you will use in one folder. Then you have backups and people won't be distracted by trying to find the photos they need.

You can use Picasa to make an "Album" of the images for your Photostory. This way the photos stay in their original place but also appear to be together in one album.

2.10 **Put them in order**

Use Picasa to move the photos in your album (or folder) around. Just drag them about. Do this in Library view.


Encourage your participants to add captions to the bottom of each picture so you can "tell" a story. Do this in Picture view.

When you "Play" the story in Picasa, you will see the captions on the screen. Encourage everyone to "play" the story for others and get feedback on either captions or order.
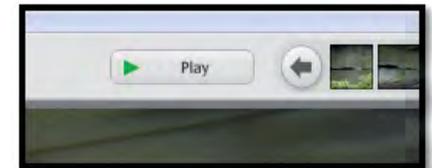
If you have used Powerpoint to make pictures more interesting and created slides, you can drag the order of the slides about in Powerpoint before you "save them as" pictures.
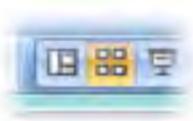
Use either the Normal view (far left icon) or the slide sorter (middle icon). You can play the PowerPoint to see how the order of the final video might look. Save as jpegs after the slides are in order, saves them with numbers in the title so they are very easy to import into your video program in the right order.

You can also put the photos into your movie making program and put them in order in there.

Adding effects in your video maker
Photostory 3 and Movie Maker 2.6 both enable you to do some basic photo manipulation. It is clumsy and there is not much fine control. Some people like these programs and put captions on photos inside the movie program.

In your movie making program you will be able to put transitions between the slides and time them. The sense of movement through creative zooming is a great effect and really adds emphasis to your messages as well as creating visual interest for your viewer.

The key to effects is to be simple and consistent. Don't change transition types every slide. Your viewer may get sea sick!

Think about timing – making longer transitions enables readers to read the screen, especially for longer phrases of text.

There are both video and paper-based tutorials about using the software included in this kit

2.11 **Learning the software through concept building**

Having a conceptual ("big picture") understanding of what you are doing and what your screens tell you really helps you learn to use software quickly. As a project leader, it may be useful to set aside a short "teaching session" to discuss some concepts. It helps people visualise what they doing and what the product will be like. It also will provide you with a common language about the software your group can use.

The key to movie making software is always the timeline. This timeline enables you to see the production around the images. You can edit the timeline, move things about and control what happens when.

Timeline is the core concept

Photostory 3 is a wizard of 7 distinct steps that make a timeline. You can introduce timelines from the second step, "Adding pictures" where pictures can be moved about. Towards the end of the process you control other things. For example, when music is played, when voiceovers happen and how long transitions last.

In Movie Maker 2, there is a similar timeline process. It provides menus of things you can do but you provide the process. It is not a wizard like PhotoStory 3. You have finer control in Movie Maker 2 than PhotoStory. If people in your group want to put in some time to fine tuning their products they may enjoy using Movie Maker 2. Movie Maker 2 uses the story board idea to place objects like transitions into the timeline, something that will make sense to your team if they made a story board to begin their design.
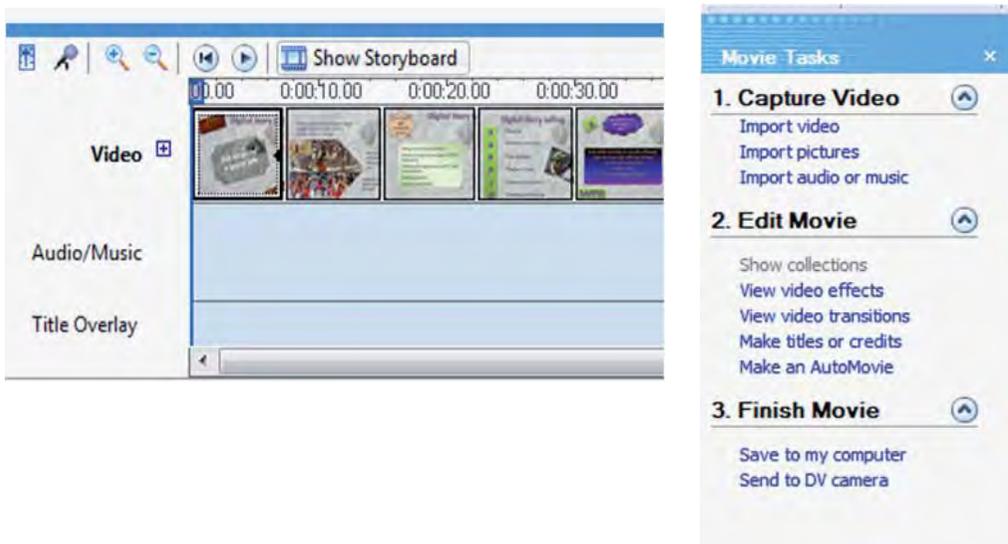
Learning the software through experimenting and helping each other

Often the most effective way to learn the software is by trying to use it and "figuring out" how it works.

Knowing how to "see" all the clickable icons and menus helps you unpack all the things the software can do. So encourage people to look around the screen and hover their mouse over options – a little popup often tells you what the icon means.

Often simple "how to" videos off of you tube or the site where the software came from is helpful. (We recommend some here.)

Provide time for "show and tell", where people show off an effect they have made or a trick they worked out. That way, highly relevant tips are shared for the task in hand in a way that the group easily understands.

Encourage people to ask each other for help. That way, the group leader does not have to know everything or help everybody at once.

As said before, working on a real project is motivational, ensuring people strive to learn all the great effects.

2.12 Resources

Programs

There are free and easily-available programs which can help people make digital stories.

Picasa – Free from Google which helps you organise photos, edit photos, touch up old photos and make collages, slideshows and videos.
For Windows or Mac start here – Picasa is on the right. Lots of goodies
http://www.google.com.au/intl/en/options/
— — — — — — — — —
Picasa only – takes you to both Windows and Mac versions
http://picasa.google.com.au/intl/en/

Photostory 3 – Free from Microsoft to enable you to build a video in 5 easy steps with voice-overs, transitions and music.
http://www.microsoft.com/windowsxp/using/digitalphotography/photostory/default.mspx
— — — — — — — — —
Buy the plugin that lets you burn DVDs for US$19.99
http://www.roxio.com/enu/products/photostory/overview.html
— — — — — — — —
Powerpoint – enable you to great terrific graphics and slides and movies.
Movie Maker 2 – Free from Microsoft to make movies in a clean interface.
www.microsoft.com/windowsxp/downloads/updates/moviemaker2.mspx

Movie Maker 2.6 – use this Vista version if the earlier version will not run
http://www.microsoft.com/downloads/details.aspx?familyid=d6ba5972-328e-4df7-8f9d-068fc0f80cfc&displaylang=en

Windows Live Movie Maker – came with Windows 7 but works in other plat forms. It is not as good or flexible as Movie Maker 2.6 but is easy to use. It runs on Vista and Windows 7 but not on XP.
http://windowslive.com/desktop/moviemaker

iPhoto, iMovie 6 and iDVD is the matching software that is free on the Mac.

Story Boarding

Storyboarding a book on You Tube.
http://www.youtube.com/watch?v=IQR2IeSu9aY

Sample Storyboards as collections of images.

http://www.storyboards.com.au – includes some story boards of ads. Eg a Magnum ad: http://www.storyboards.com.au/?level=album&id=96 - *A Use the rubbish tin* ad advertisement.
http://www.storyboards.com.au/?level=album&id=66 - great example.

Layout and design techniques

http://www.learningfutures.com.au/sites/default/files/ICT%20mini%20task%20resources%20-%20design%20content.pdf Originally written for Nauruan students. Contains great layout and design tips.

Picasa 3

http://picasa.google.com/support/bin/static.py?hl=en&page=guide.cs&guide=16027&from=16027&rd=1 The range of help articles from Picasa. Try Edit your photos as your first sample. The tutorial is interactive.

Video Tutorials

http://www.youtube.com/watch?v=rskC6c_5L1M – great introductory video about the software.

http://www.youtube.com/watch?v=_YrxdC6fenQ – great getting started including installation.

http://www.youtube.com/watch?v=0eK5g2CEXeY – editing in Picasa.

http://www.youtube.com/watch?v=zWgVNzV1OYc – making a collage.

http://www.youtube.com/watch?v=sOOkONjzcss&feature=related – backing up photos with Picasa – a must see, must do.

Using Powerpoint as a photo editor

http://lifehacker.com/5359713/use-powerpoint-as-a-photo-editor-in-a-pinch
A little advanced but a neat way of adding a great effect to your photos in Powerpoint.

http://successbeginstoday.org/wordpress/2007/06/using-powerpoint-as-a-photo-editor/ Bit of a complex way of making photo effects.

http://www.learningfutures.com.au/sites/default/files/ICT%20mini%20task%20resources.pdf -A little bit of Powerpoint help at the end.
Many strategies included to help peole design great projects. Originally written for Nauru.

Using Photostory 3

Quick succinct tutorial – from Microsoft. Create your first Photostory.

http://www.microsoft.com/windowsxp/using/digitalphotography/photostory/tips/firststory.mspx

Good tutorial

http://www.jakesonline.org/photostory3.pdf - Great tutorial with screen shots.

Video tutorials

http://www.youtube.com/watch?v=s0oH9qE9qEY Good introduction video.
http://www.youtube.com/watch?v=fTt5WMHYSsE&feature=related funky

music noise but effective.

Create a Story from a Single Still Photo with Photo Story 3 – great tips on making a panning motion across an image.

http://www.microsoft.com/windowsxp/using/digitalphotography/photostory/tips/create.mspx

Using Movie Maker 2

Easy tutorial for beginners

http://www.microsoft.com/windowsxp/using/moviemaker/getstarted/default.mspx

Video tutorials on Movie Maker 2

http://www.youtube.com/watch?v=JZXK68NS7gU - Professional tutorial – looks great.

http://www.youtube.com/watch?v=PkB728qb8os&feature=related – making a movie from photos.