

## Overview

### **Media Arts Lab, Session 2: Collaborative Mobile Storytelling, Part 1**

This workshop will be a hands-on exploration of phone-based media production within the historical and cultural history of citizen journalism, locative storytelling, and participatory culture. Learning will be based upon both reflective discussions and hands-on production. Discussions will explore how creative uses of mobile technologies have shaped the media landscape. We will cover the recent history of citizen journalism with a critical look at pivotal moments in world events, from Rodney King and Oscar Grant to the Arab Spring and Occupy Wall Street. We will also discuss how mobile technologies can be used for place-based storytelling. Students will engage in a collaborative and participatory media making project in which they use their cell phones to capture and record content, edit material on Final Cut Pro, upload pieces to an online collaborative map, and connect their work to others via social networking platforms.

On the first day students will be deployed into the surrounding neighborhood in small groups. At least 1-2 people in the group should have a smart phone or a camera phone. Each group will be given a map that outlines the 3-4 block area they are assigned to. Their task is to explore the area and tell a story of place through found artifacts and people they talk to on the street or inside local businesses. Artifacts can be anything from objects, debris, murals, posters, stickers, graffiti, statues, plants, trees, etc. They may interview strangers they encounter along the way (interviewees must give consent to be captured either visually or aurally). Students may be as imaginative and fantastical as they wish in creating the narrative of their place, but they must capture and document everything with their phones, with a strong focus on visual storytelling, documentation of location, and evidence gathering. Students will also be required to document moments of their journey by uploading photos to Instagram or Twitter with **#ourcollabstory**.

## Guiding Concepts & Critical Questions

- What is participatory culture?
- What is citizen journalism and why is it important?
- What role does the individual play in shaping the media landscape?
- How has the use of mobile technologies changed the way we make and receive information?
- How can we use media and mobile technology to make meaning in the places we live?

## Learning Goals: Skills & Literacies

- 1) Understanding of key concepts in new media production and mobile storytelling and their impact on society and power of participation
- 2) Ability to strategize usage of mobile and available technologies
- 3) Ability to use such technologies to capture media for collaborative mapping project

*New Media Literacies: Collective intelligence, networking, design, collaboration*

## Content

1) Intro to key concepts and history of producing media with mobile technologies: sousveillance (*Oscar Grant, Rodney King, Hasan Elahi, Blast Theory, Transborder Immigrant Tool*), citizen journalism (*OWS, Tim Pool, Arab Spring, Witness, Citizen Tube, Storyful*), participatory culture in media production (*Sandy Storyline, Hollow Doc*)

2) Locative Media Project

3) Vocabulary:

Participatory & Collaborative

Open source

Flâneur

Locative media

Collective intelligence

Meme

Social Media – define and describe differences and usage purposes for various platforms – Facebook, Twitter, Instagram, Vine, Tumblr

Sousveillance & Surveillance

Creative Misuse

Linear / Non-linear

Site-specific

Swarm intelligence

Trending Crowdsourcing

Narrative

Crowdmapping

Web 2.0

## Assessments

- Does the student demonstrate an understanding of key concepts through discussion and recorded material?
- Can s/he think in a nonlinear way when compiling, recording, and editing material?
- Can s/he piece together many separate pieces into a cohesive narrative?

### Materials

- Computer, Internet, Projection
- Student journals
- Phones (students)
- Chart paper, markers
- Specially designed maps of the neighborhood
- Handouts with vocab and web links

### Other Resources

Witness <http://www.witness.org/videos/the-source-for-citizen-videos>

Hasan Elahi, "Tracking Transience" <http://trackingtransience.net/>

Sandy Storyline <http://www.sandystoryline.com/>

Ushahidi <http://www.ushahidi.com/>

Citizen Tube on Youtube <http://www.youtube.com/user/citizentube>

Storyful on Youtube <http://www.youtube.com/user/storyful/featured>

Tim Pool & The Journalism Revolution <http://www.youtube.com/watch?v=UkKd9wawhRU>

Blast Theory, "Can You See Me Now?" <http://www.blasttheory.co.uk/projects/can-you-see-me-now/>

Transborder Immigrant Tool, Ricardo Dominguez/bang lab

## Lesson Plan

- A. *Intro: Participatory Culture, Citizen Journalism, & Locative Storytelling (30 min.)*
  - Screen examples: Tim Pool, Oscar Grant, Blast Theory
  - Vocabulary and media examples of each
- B. *Discussion: History and Contemporary Usage (30 min.)*
  - Key Questions:
    - What is participatory journalism and why does it matter?
    - Have you been a citizen journalist and how?
    - How can mobile technologies be used for personal storytelling and exploring a place?
    - How can locative media projects deepen our understanding of ourselves in relation to place and social ties?
  - What is crowdmapping?
- C. *Project Intro and Group Formations, Planning (10 min.)*
  - Intro to Project – Student Guidebook pp. 62-64
- D. *Brainstorming sessions (20 min.)*
  - Mind Mapping: How to make a mind map
  - Think of themes related to neighborhood, place, people and communities, social themes, memes, fantasy in current popular culture and relations to material place
- E. *Deployments and Production (1.5 hrs)*