EXPRESS

Digital storytelling in the classroom

A Classroom Tutorial to Engage Students in Day-to-Day Learning

Adobe

Contents

Digital storytelling with Adobe Photoshop Elements 5.0

An introduction to digital storytelling

–Excerpted from "DigiTales: The Art of Digital Storytelling" by Bernajean Porter

About digital storytelling

Digital storytelling is an emerging communication form that blends the ancient art of oral storytelling with a palette of technical tools. Authors weave their story voices with images, graphics, video clips, music, and sound to weave personal tales. The finished digital story should be remembered for its soul, not the bells and whistles of the technology tools.

Digital storytelling involves a number of familiar traditional skills, including finding a topic, conducting credible and extensive research, and then preparing a tightly written script that will be turned into a voice narrative. Students are also expected to master a variety of digital media—shooting video and photographs, creating and editing images, gathering digital interviews, creating and editing music or sounds, and and researching on the Internet as well as intentionally mixing titles, transitions, and other special effects together into a structured, effective, compelling communication piece.

Students will discover their artistic talents and originality in a unique and enchanting way through digital storytelling. Even more important, students discover they have something worth sharing with others as they learn the joyful art of creating effective, memorable pieces of communication.

Digital storytelling in the classroom

There is increasing urgency to develop communication skills that translate raw information into valuable knowledge for ourselves as well as others. When using resources such as the thousand pieces of video clips and still images found at unitedstreaming (www.unitedstreaming.com) or the millions of visual and audio resources found at the Library of Congress, teachers can guide students in making biographical, historical, current event, or science facts come alive through digital storytelling.
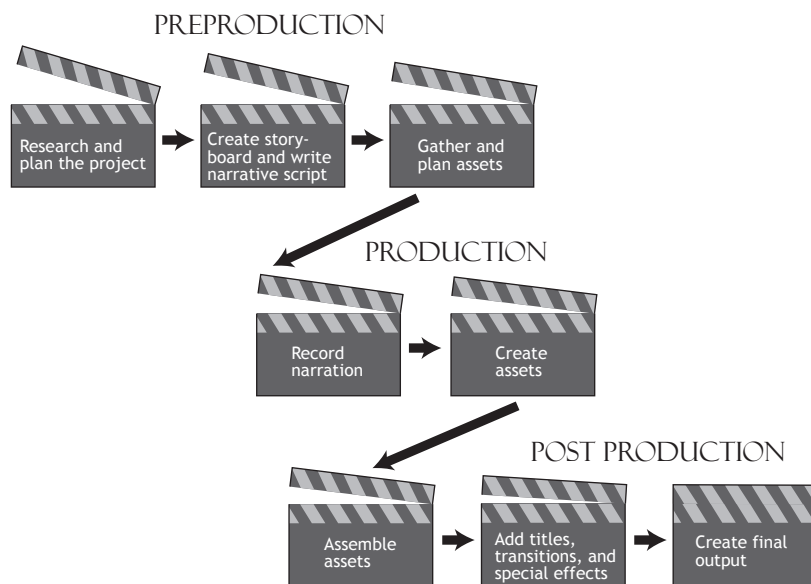
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A few project ideas that you might find useful:

- Stitch images together into docudramas, using the author's narrative voice and primary source images to tell a story of people and events as though the author was actually there.

- Have students tell what historical, scientific, literary, or current political/social hero they most want to be like, and why.

- Turn a current event into a tall tale that would be told many years in the future.

- Interpret existing poems such as *The Midnight Ride of Paul Revere* or *O Captain, My Captain,* or other famous writings such as the *Preamble of the U.S. Constitution* to illuminate a deeper understanding of the meaning.

- Create a montage of photos, images, and sounds of scientific or historical topics to promote understanding of complex ideas through showing, not telling.

- Relate the cause and effect of a dilemma such as stem cell research.

All of these nonfiction digital stories would use personal narratives that also incorporate a lesson. The lesson connects the information to the students, to their communities, or to humanity.

The act of telling our personal story of an event or topic provides a "sense-making" process that increases its sticking power and enables us to deal with a myriad of data details. Designing information requires a new type of grammar beyond writing words that helps students to deepen their understanding of content and increases their visual, sound, oral language, and information literacy skills.

Digital stories need to reflect the author's full intellectual, emotional, and personal engagement with the subject—not just a reporting of facts and information. As students practice the craft of designing information through mixing colors, images, symbols, voice tones, music, sound, and artful pacing, they should also strive to crystallize their perspectives into memorable digital stories that reveal meaning and understanding out of the data and complexity.

PREPRODUCTION

Research and plan the project → Create story-board and write narrative script → Gather and plan assets

PRODUCTION

Record narration → Create assets

POST PRODUCTION

Assemble assets → Add titles, transitions, and special effects → Create final output

Stages of digital storytelling

Plan the project (preproduction)

Research and plan the project

As with all writing, planning is instrumental to the process. Planning is one of the most time-intensive components in creating a story.

Preproduction involves identifying the topic for the digital story, researching that topic, and processing the information found. As with most writing projects, this stage can be one of great deliberation for many students.

All topics require some research. The research allows students to gather background and contextual information and collect assets for the project. Research must focus on credible sources, and you should help students understand the authenticity and legitimacy of the information they gather. Students need to keep track of their sources so they may attribute them in the finished work.

🕐 *Allow at least one hour of class time for students to research and plan the project, with up to an additional four hours for them to work independently outside of the classroom.*

Create a storyboard and write a narrative script

The second part of the planning or preproduction phase involves creating storyboards and narrative scripts to clearly outline the content and flow of the digital story. The film, television, and animation industries use storyboards to allow the creator to visualize a project before the work begins. A storyboard is a series of drawings or rough sketches that outline the plot or major components of a digital story. The ability to visualize a project is a very important skill for media students. Building storyboards helps students organize their digital story early so that there is clear guidance when they begin to produce it. More time spent in this phase will save students time when they start producing the digital story.

A digital story includes more than pictures and video. The story itself, which is often personal reflections, thoughts, or opinions, plays an important role in the finished product. The story should be more than a recitation or description of the images; it should be a personal interpretation. It's good practice for students to create an outline and a draft before producing a final version of the script.

🕐 *Allow at least 30 minutes of class time for students to create the storyboard and narrative script, with up to two additional hours for them to work independently outside of the classroom.*

Gather and plan assets

Students need to think carefully about the assets for their projects so the audience is presented with the most relevant information. To help students better understand the relevance of each asset, they can ask themselves "Why is this important?"

After deciding which assets are most important to the story, students compile a list of assets they have on hand and those they'll need to create. Students may try to address every detail gathered in the research phase, so you may want to remind them to focus on what is most relevant. Thoughtfully selected clips and images can add weight to a story or provide a powerful backdrop that words alone may not adequately portray.

Important: Students may need to obtain permission to use assets they've gathered. For example, the assets in the tutorial project are used with permission from Discovery Education unitedstreaming and are cleared for use with video editing software. When compiling digital content to include in their digital stories, students should be aware of the following conditions:

- **Copyrights**—Copyright law protects original works and compositions, including writings, songs, pictures, and video images. It is important for students to understand that easy access to items on the Internet doesn't grant them the license to use whatever they find. Giving students access to royalty-free images and videos is the easiest way to keep them from running afoul of copyright laws. Subscription-based services, such as www.unitedstreaming.com, provide access to editable video clips and images that may be used for specific circumstances.

- **Public domain works**—A public domain work isn't protected by copyright and may be used freely. Works enter into the public domain after their copyright has expired or if the work was produced by the U.S. Government. For example, a map or brochure produced by the National Park Service is a product of the U.S. Government and its contents are not protected by copyright law. Students may copy and use public domain content, but they should also attribute the source.

- **Fair use**—The fair use doctrine allows for the use of copyrighted works in teaching, scholarship, research, comment, and criticism. Although academic use of copyrighted works is allowed, there are limits. For example, an entire book may not be photocopied and distributed to a class, yet a copy of a single page distributed from the same book may be considered fair use.

When in doubt, it's a good idea to seek the permission of a copyright holder before using any work that isn't your own.

🕐 *Allow at least one hour of class time for students to gather assets for the project, with up to an additional two hours for them to work independently outside of the classroom.*

Record the narration and create assets (production)

Record the narration

Once students have compiled a list of relevant assets (video clips, audio clips, and still images), and they have a general idea of the sequence in which they'll be presented, the project moves into the production phase. In this phase, students record their narrations and create any still images or clips they need.

With Adobe® Photoshop® Elements, students can alternatively record individual narrations for each slide—rather than for the entire project—during the post-production phase.

The narration is based on the scripts students created earlier in the process. When recording narration, students should avoid ambient noise such as traffic, fans or air conditioning, or telephones. Ambient noise can be distracting to viewers may take away from the central theme of the story.

To record the narration, students will need a microphone attached to the computer. If they'll be recording a single narration for the entire project, they'll also need any audio editing and recording tool, such as Adobe Audition® or Microsoft® Sound Recorder. (To use Sound Recorder, choose Start > Programs > Accessories > Entertainment > Sound Recorder.) Audio editing and recording tools vary greatly in their capabilities, and they are beyond the scope of this tutorial. Make sure that the tool students use to record their narration can save files in a format supported by Photoshop Elements:

- mp3 Audio (.mp3)
- Windows Media (.wma)
- Windows WAVE (.wav)

Allow at least 30 minutes of class time for recording the narration, with up to one additional hour for students to work independently outside of the classroom.

Create assets

If any of the video, audio, or image components are conceptual—students have them on the storyboard but don't yet have the actual assets—they'll create them in this phase of the process. Students will need a digital camera to create still images, and they'll need a video camera to shoot video. For capturing and editing the video, they'll need video editing software, such as Adobe Premiere® Elements. Once the assets are complete, students will be ready to build their digital story.

Note: If the assets are mostly video clips, students should use Adobe Premiere Elements to create their digital story-telling project. If the assets are mostly still images, they should use Photoshop Elements.

An important element is an interview. While students may choose to record the interview subject's voice and their own voice together, more advanced editing techniques allow them to use only the subject's voice if they desire. Again, guide students to avoid distracting ambient noise. Most video cameras allow you to attach a microphone, which can be useful for interviews, especially if the interview subject doesn't have a strong voice.

Allow two to four hours of class time for students to create assets for the project, with up to an additional four hours for them to work independently outside of the classroom.

Tutorial: Create a digital story with Photoshop Elements

In this tutorial, students complete the post-production phase to bring the pieces of the project together to form a coherent story. The tutorial guides students through the following tasks:

- **Set up a new project and add images.** Set up a slide show and add images to the storyboard in Photoshop Elements.

- **Add video.** Add dimension to the story by inserting video clips between still images.

- **Change the order of assets.** Learn several ways to reorder still images and video clips.

- **Adjust transitions and add effects.** Create visually appealing or subtle transitions from one slide to the next, and add pan and zoom effects.

- **Add the narration.** Add a prerecorded audio clip for the entire project, or record an individual narration for each slide.

- **Add a sound track.** Add one or more audio clips to create background music for the slide show.

- **Create the title and credits.** Frame the composition by adding a title and credits.

- **Create the final output.** Export the final project as a file or burn it to disc.

In this tutorial, the sample project provides a compelling story about space exploration. Sources for the project include clips and images from the Discovery Education online service, www.unitedstreaming.com, and information from NASA.

You can view the completed version of this project on the Adobe website at www.adobe.com/go/digitalstory telling_pse5pre3/. Files for the project can be downloaded from the same location. Students can adapt the steps for use with their own files; keep in mind that Photoshop Elements supports the following formats:

Image formats				
.jpg	.jpe	.jpeg	.png	
.tif	.tiff	.psd	.pdd	
Video formats				
.avi	.mpg	.mpeg	.mpe	.wmv
Audio formats				
.mp3	.wav	.wma		

🕐 *Allow at least two hours of class time for post-production, with up to three additional hours for students to work independently outside of the classroom.*

Set up a new project and add images

You'll create your digital story in Photoshop Elements as a slide show. You'll start by adding the images for the slides.

1 Start Photoshop Elements. In the startup screen, click Make Photo Creations. Alternatively, if Photoshop Elements is already open, click Create in the shortcuts bar.

Click Make Photo Creations in startup screen to begin new project.

2   Choose Slide Show from the menu list.

3   Click OK in the Slide Show Preferences dialog box to accept the default settings.

4   The Slide Show Editor dialog box opens. Click Add Media in the shortcuts bar, and select Photos And Videos From Folder. Navigate to the Space folder, inside the digital_storytelling_support folder that you downloaded for this tutorial, and click Open.

💡 *If you added media to the Photoshop Elements Organizer, you can add it to a project by clicking Add Media and choosing one of the Organizer options.*

5   Select all of the images in the Space images folder, and click Open. The images appear in the storyboard at the bottom of the Slide Show Editor.

💡 *To quickly select all of the files, click the first file, hold down the Shift key, and then click the last file.*

Added images appear in storyboard at bottom of Slide Show Editor. Images courtesy of Discovery Education, unitedstreaming. © 2005.

6   Click the Play button ▶ to preview the slide show.

7   Click Save Project in the shortcuts bar. In the Name text box, type **Space Exploration** and then click Save. The slide show is saved to the Photo Browser. (Click the Photo Browser button in the shortcuts bar of the Organizer.)

Add video

Next you'll add video clips to the slide show. Adding video is similar to adding images.

1   Click the first slide in the storyboard to select it.

2   Click Add Media in the shortcuts bar, and select Photos And Videos From Folder. Navigate to the space_movie1 folder that you downloaded for this tutorial and click Open.

3   Choose Videos from the Files Of Type pop-up menu, select the video clip, and click Open. The video clip is added to the storyboard. Repeat steps 2 and 3 to add the space_movie2 video clip to the storyboard.

Change the order of assets

You'll reorder the still images and video clips so they follow the storyboard you created in the preproduction phase.
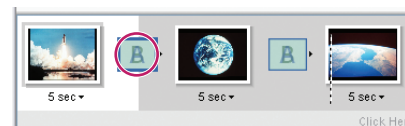
- Click Quick Reorder above the first image in the storyboard, and drag thumbnails to a new position. Click Back to return to the main Slide Show Editor window. Quick Reorder is the easiest way to change the order of multiple slides because it allows you to view the entire slide show at once.

- Click the Slide Order pop-up menu above the storyboard, and choose a sort method.

- In the storyboard, drag a thumbnail to a new position.

Adjust transitions and add effects

Next you'll create a more interesting presentation by varying the transitions and adding pan and zoom effects to slides.

To adjust transitions

1   Click the first transition in the storyboard. Transitions are represented by the small boxes between slides.

Transition icons appear between slides. Images courtesy of Discovery Education, unitedstreaming. © 2005.

2 In the Properties palette, click the Transition pop-up menu and select Wipe. Click the Direction pop-up menu and choose the top to bottom option ⬇.
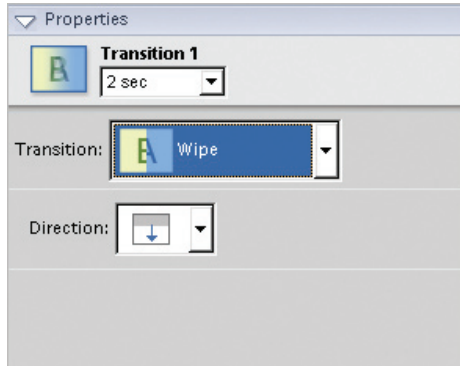

Set transition attributes in Properties palette.

3 Click the Transition 1 pop-up menu and choose 3 Sec to create a slower transition.

4 Set attributes for other transitions, experimenting with different transition types and durations.

💡 *Hold down the Ctrl key to select multiple transitions so you can edit them as a group.*

To add pan and zoom effects

1 Select a slide in the storyboard.

2 In the Properties palette, select Enable Pan & Zoom, and make sure that the Start thumbnail is selected.

3 In the main preview window, drag a corner of the Start bounding box to resize it, and then drag the box to the area of the image where you want the initial focus to be.
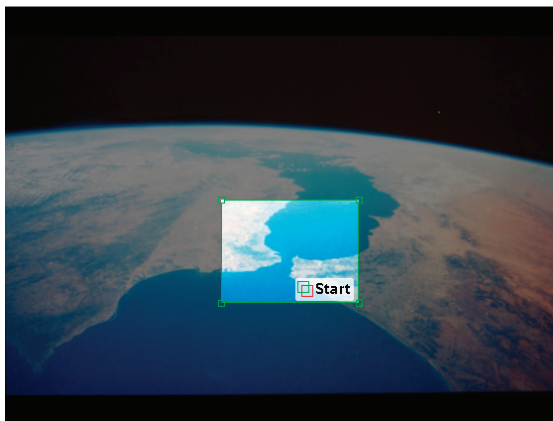
Start bounding box establishes where focus of pan and zoom begins.
Image courtesy of Discovery Education, unitedstreaming. © 2005

4 In the Properties palette, click the End thumbnail. Then resize and move the End bounding box until it surrounds the area where you want the pan and zoom to end.

End bounding box establishes where focus of pan and zoom ends.

5 Click the Play button ▶ to preview the effect.

6 Experiment by adding pan and zoom effects to other slides. In the Properties palette, explore the other options for pan and zoom effects, such as adding an additional effect to a slide or swapping the start and end points.
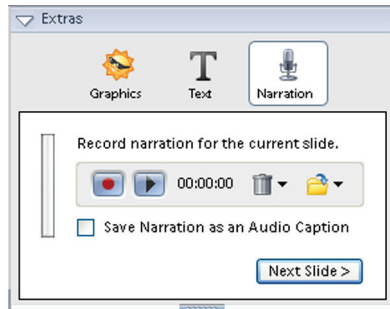
Add the narration

If you already recorded a narration for the entire project, you'll import it as a single audio clip. Alternatively, if you have a microphone attached to the computer, you can record individual narrations for slides. If you want the narration to play over a soundtrack, record individual narrations.

To add a narration for the entire project

1 Click Add Media in the shortcuts bar, and select Audio From Folder. Navigate to the narration audio clip that you created, and click Open. The narration is added to the project and appears below the storyboard.

2 Drag the narration clip so that it's positioned below its corresponding slides.

3 Click the Play button ▶ to listen to the narration. To adjust the volume, select the audio clip below the storyboard and drag the volume slider in the Properties palette.

To add individual narrations for slides

1   In the Extras palette, click the Narration tool.

Click Narration tool in Extras palette.

2   Select the first slide, and then click the Record button ⏺ in the Extras palette. Narrate the slide, and then click the Stop button ⏹. The length of the narration automatically sets the duration of the slide.

💡 *If you select Save Narration As An Audio Caption, the narration is saved with the still image. You won't need to record it again if you use the image in other slide shows.*

3   Click the Play button ▶ in the Extras palette to listen to the narration. Create additional narrations for other slides. To delete a narration, click the Delete icon 🗑.

Add a soundtrack

The sound track can be as simple as one audio clip that plays for the duration of the slide show, or you can add multiple audio clips and set a duration for each.

Keep in mind that you can't overlap audio clips, so if the narration is a single audio clip for the entire project, you can add a soundtrack before and after the narration.

1   Click Add Media in the shortcuts bar, and select Audio From Organizer.

2   In the Add Audio dialog box, select the Mozart_Sonata_in_C_Major.mp3 clip, and click OK. The audio clip is added to the project and appears below the storyboard.
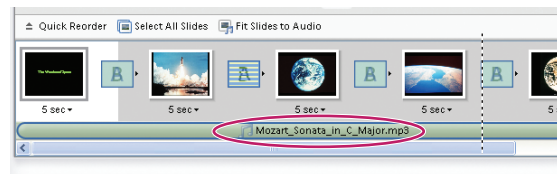
Audio clip appears below thumbnails in storyboard. Images courtesy of Discovery Education, unitedstreaming. © 2005.

3   Click the Mozart_Sonata_in_C_Major.mp3 clip below the storyboard, and note its properties in the Properties palette.

4   If you want to add additional audio clips, start by adjusting the duration of the first audio clip. Place the cursor over the clip's right edge, and when the Trim-in cursor ⊣ appears, drag to the left until the clip ends below the first transition. Then right-click the clip and deselect Repeat Soundtrack Until Last Slide. To add another audio clip, click the area below the storyboard. Reposition audio clips by dragging them.

💡 *You can also adjust a clip's duration by dragging the Trim Audio Start and End sliders in the Properties palette.*
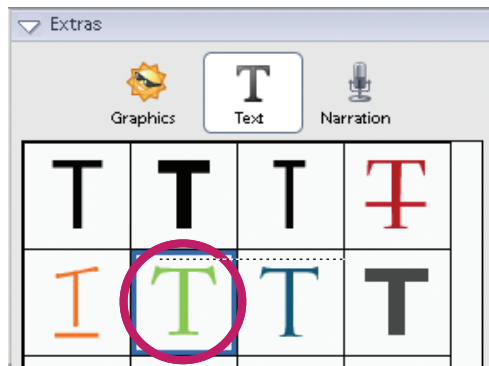
5   Click the Play button ▶ to hear the narration and the soundtrack together. If necessary, adjust the volume of an audio clip by selecting it below the storyboard and dragging the volume slider in the Properties palette.

Create the title and credits

Next you'll insert blank slides and use them to create the title and credits. The title and credits should complement the story and provide information about the topic without distracting from the central theme.

1   Select the first slide, and click Add Blank Slide in the shortcuts bar. Photoshop Elements adds a blank slide after the selected slide.

2 Drag the first slide to the right of the blank slide.

3 Click the blank slide, and in the Properties palette, click Background Color. Select a color and click OK.

4 In the Extras palette, click the Text tool T and then double-click the green "T."

Text Edit window

5 In the Edit Text dialog box, type **The Wonders of Space** and then click OK.

6 Drag the text frame to the top of the slide. Press the Shift key while you drag to keep the text centered.

7 With the text frame selected, note the text attributes in the Properties palette. Increase the point size to 48 and click the color swatch to select a different color. If desired, adjust the opacity.

8 Select the last slide in the storyboard and click Add Blank Slide in the shortcuts bar. Add text and adjust colors as you did with the title slide. Make sure to attribute any sources used.

Create separate slides for credits, and set each slide to a Custom duration of .5 seconds. If desired, you can use image slides instead of blank slides.

Create the final output

So you can share your digital story with others, you can export it as a file, or you can burn it to disc, either DVD or VCD, depending on your setup.

To export the project as a file

You'll export the project as a Windows Media Video (WMV) file, which is compatible with Windows-based computers and can be played with Windows Media Player.

1 In the Slide Show Editor, click Output in the shortcuts bar.

2 In the Slide Show Output dialog box, select Save As A File, and select Movie File (.wmv).

3 From the Slide Size pop-up menu, select Medium (640x480).

Note: A larger output size typically produces better results, but it also creates a larger file size.
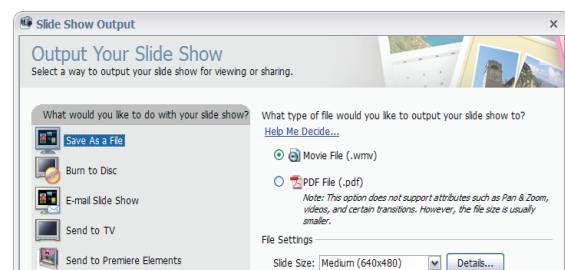
Select options for desired output format.

4 Click OK and specify a location for the file. In the File Name text box, type **MySlideShow.wmv**. Click Save.

Photoshop Elements builds the video file through a process called *rendering*. Rendering takes up a considerable amount of system resources, so you may not be able to perform other tasks during this process.

5 After the file is rendered, click Yes in the Windows Media File Save dialog box to add the file to the Photoshop Elements Organizer.

To burn the project to DVD

If you have a DVD burner and Adobe Premiere Elements, you can burn the project to a DVD. Otherwise, you can burn the project to a VCD (video CD), which can be played on computers and most newer DVD players.

1 In the Slide Show Editor, click Output in the shortcuts bar.

2 In the Slide Show Output dialog box, select Burn To Disc and then select DVD and NTSC. Click OK.

3 In the Save Slide Show As WMV dialog box, specify a location for the file. In the File Name text box, type `MySlideShow.wmv`. Click Save. After the file is rendered and saved, it opens automatically in Adobe Premiere Elements.

4 In Adobe Premiere Elements, type `MySlideShow` in the New Project dialog box, specify a location for the project, and click OK.

5 Open the DVD Templates, if not already so and choose Auto-play DVD With No Menus, and click OK.

For longer movies, create a menu so that viewers can select various scenes. Choose Apply A Template For A DVD With Menus, select a template, and then customize it. For details, see Adobe Premiere Elements Help.

6 In the DVD Layout panel, click Burn DVD.

7 In the Burn DVD dialog box, do the following:

• Select Burn To Disc.

• For Disc Name, type `MySlideShow`.

• Choose a DVD burner from the Burner Location pop-up menu.

• Select Fit Contents To Available Space.

8 Insert a DVD into the drive, and click Burn.

To burn the project to VCD

1 Insert a blank CD into the drive you'll use to burn the disc.

2 In the Slide Show Editor, click Output in the shortcuts bar.

3 In the Slide Show output dialog box, select Burn To Disc, and then select VCD. Click OK.

4 In the Burn dialog box, select a destination drive, select NTSC for the video format, and click OK.

Acknowledgements

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Student guide

Get started

To prepare for your digital storytelling project, you need to select a topic and complete the following tasks:

• Research and plan the project

• Create a storyboard and narrative script

• Gather and create assets

• Record the narration (optional)

After you've completed these tasks, you can start the post-production work using Adobe® Photoshop® Elements.

Stages of digital storytelling
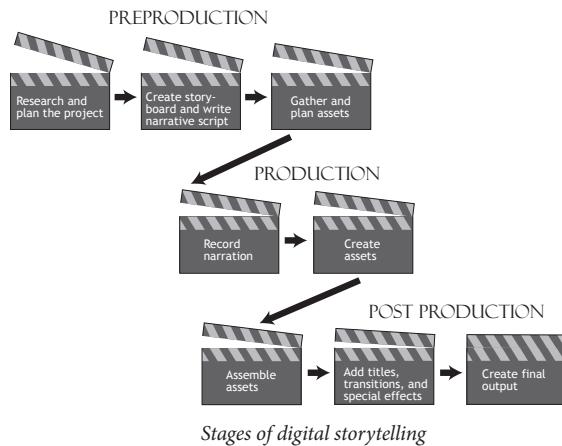
Set up a new project and add images

1 Start Photoshop Elements. In the startup screen, click Make Photo Creations. Alternatively, if Photoshop Elements is already open, click Create in the shortcuts bar.

Click Make Photo Creations in startup screen to begin new project.

2 Choose Slide Show in the list at the left, and click OK.

3 Click OK in the Slide Show Preferences dialog box to accept the default settings.

4 The Slide Show Editor dialog box opens. Click Add Media in the shortcuts bar, and select Photos And Videos From Folder. Navigate to the Space folder, inside the digital_storytelling_support folder that you downloaded for this tutorial, and click Open.

5 Select all of the images in the Space folder, and click Open. The images appear in the storyboard at the bottom of the Slide Show Editor.

Added images appear in storyboard at bottom of Slide Show Editor. Images courtesy of Discovery Education, unitedstreaming. © 2005.

6 Click the Play button ▶ to preview the slide show.

7 Click Save Project in the shortcuts bar. In the Name text box, type **Space Exploration** and then click Save. The slide show is saved to the Photo Browser. (Click the Photo Browser button in the shortcuts bar of the Organizer.)

Add video

1 Click the first slide in the storyboard to select it.

2 Click Add Media in the shortcuts bar, and select Photos And Videos From Folder. Navigate to the space_movie1 folder that you downloaded for this tutorial and click Open.

3 Choose Videos from the Files Of Type pop-up menu, select the video clip, and click Open. The video clip is added to the storyboard. Repeat steps 2 and 3 to add the space_movie2 video clip to the storyboard.

Change the order of assets

- Click Quick Reorder above the first image in the storyboard, and drag thumbnails to a new position. Click Back to return to the main Slide Show Editor window. Quick Reorder is the easiest way to change the order of multiple slides because it allows you to view the entire slide show at once.

- Click the Slide Order pop-up menu above the storyboard, and choose a sort method.

- In the storyboard, drag a thumbnail to a new position.

Adjust transitions and add effects

To adjust transitions

1 Click the first transition in the storyboard. Transitions are represented by the small boxes between slides in the storyboard.
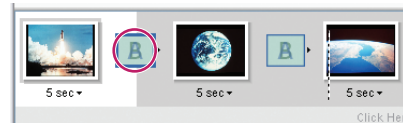
Transition icons appear between slides. Images courtesy of Discovery Education, unitedstreaming. © 2005.

2 In the Properties palette, click the Transition pop-up menu and select Wipe. Click the Direction pop-up menu and choose the top to bottom option ⬇.
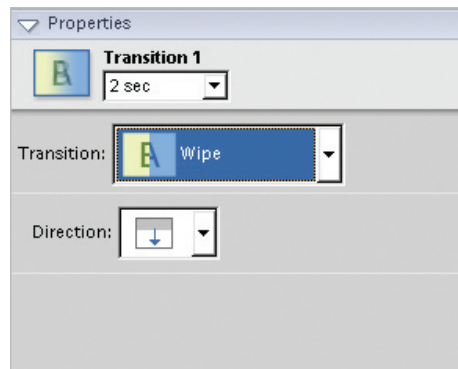

Set transition attributes in Properties palette.

3 Click the Transition 1 pop-up menu and choose 3 Sec to create a slower transition.

4 Set attributes for other transitions, experimenting with different transition types and durations.

To add pan and zoom effects

1 Select a slide in the storyboard.

2 In the Properties palette, select Enable Pan & Zoom, and make sure that the Start thumbnail is selected.
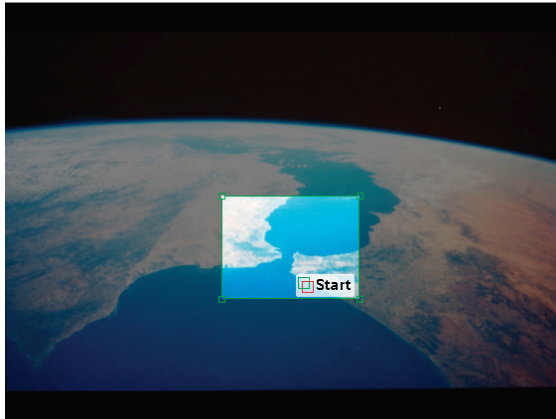
Start bounding box establishes where focus of pan and zoom begins. Image courtesy of Discovery Education, unitedstreaming. © 2005

3 In the main preview window, drag a corner of the Start bounding box to resize it, and then drag the box to the area of the image where you want the initial focus to be.

4 In the Properties palette, click the End thumbnail. Then resize and move the End bounding box until it surrounds the area where you want the pan and zoom to end.

End bounding box establishes where focus of pan and zoom ends.

5 Click the Play button ▶ to preview the effect.

6 Experiment by adding pan and zoom effects to other slides. In the Properties palette, explore the other options for pan and zoom effects, such as adding an additional effect to a slide and swapping the start and end points.
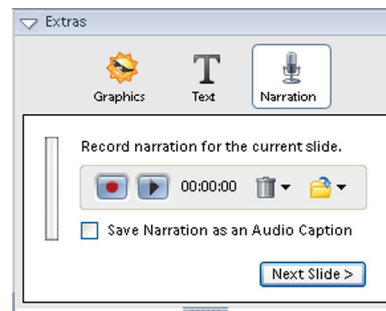
Add the narration

Note: If you want the narration to play over a soundtrack, add individual narrations for slides.

To add a narration for the entire project

1 Click Add Media in the shortcuts bar, and select Audio From Folder. Navigate to the narration audio clip that you created, and click Open. The narration is added to the project and appears below the storyboard.

2 Drag the narration clip so that it's positioned below its corresponding slides.

3 Click the Play button ▶ to listen to the narration. To adjust the volume, select the clip and drag the volume slider in the Properties palette.

To add individual narrations for slides

1 In the Extras palette, click the Narration tool.

*Click Narration tool in Extras palette.*

2 Select the first slide, and then click the Record button ⏺ in the Extras palette. Narrate the slide, and then click the Stop button ⏹. The length of the narration automatically sets the duration of the slide.

3 Click the Play button ▶ in the Extras palette to listen to the narration. Create additional narrations for other slides. To delete a narration, click the Delete icon 🗑.

Add a soundtrack

Note: You can't overlap audio clips, so if the narration is a single audio clip for the entire project, you can add a soundtrack before and after the narration.

1 Click Add Media in the shortcuts bar, and select Audio From Organizer.

2 In the Add Audio dialog box, select the Mozart_Sonata_in_C_Major.mp3 clip, and click OK. The audio clip is added to the project and appears below the storyboard.
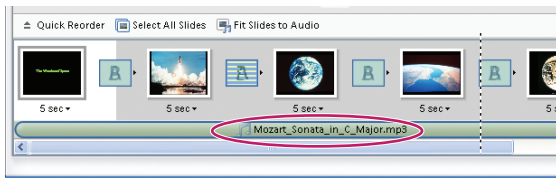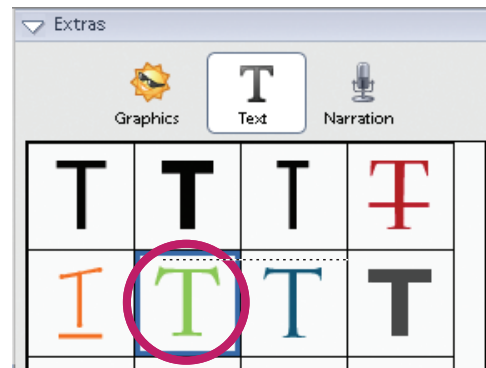

Audio clip appears below thumbnail in storyboard. Images courtesy of Discovery Education, unitedstreaming. © 2005.

3 Click the Mozart_Sonata_in_C_Major.mp3 clip below the storyboard, and note its properties in the Properties palette.

4 If you want to add additional audio clips, start by adjusting the duration of the first audio clip. Place the cursor over the clip's right edge, and when the Trim-in cursor ⊣ appears, drag to the left until the clip ends below the first transition. Then right-click the clip and deselect Repeat Soundtrack Until Last Slide. To add another audio clip, click the area below the storyboard. Reposition audio clips by dragging them.

5 Click the Play button ▶ to hear the narration and the soundtrack together. If necessary, adjust the volume of an audio clip by selecting it below the storyboard and dragging the volume slider in the Properties palette.

Create the title and credits

1 Select the first slide, and click Add Blank Slide in the shortcuts bar. Photoshop Elements adds a blank slide after the selected slide.

2 Drag the first slide to the right of the blank slide.

3 Click the blank slide, and in the Properties palette, click Background Color. Select a color and click OK.

4 In the Extras palette, click the Text tool T and then double-click the green "T."

Text Edit window

5 In the Edit Text dialog box, type **The Wonders of Space** and then click OK.

6 Drag the text frame to the top of the slide. Press the Shift key while you drag to keep the text centered.

7 With the text frame selected, note the text attributes in the Properties palette. Increase the point size to 48 and click the color swatch to select a different color. If desired, adjust the opacity.

8 Select the last slide in the storyboard and click Add Blank Slide in the shortcuts bar. Add text and adjust colors as you did with the title slide. Make sure to attribute any sources used.

Create the final output

Export the project as a file

1 In the Slide Show Editor, click Output in the shortcuts bar.

2 In the Slide Show Output dialog box, select Save As A File, and select Movie File (.wmv).

3 From the Slide Size pop-up menu, select Medium (640x480).
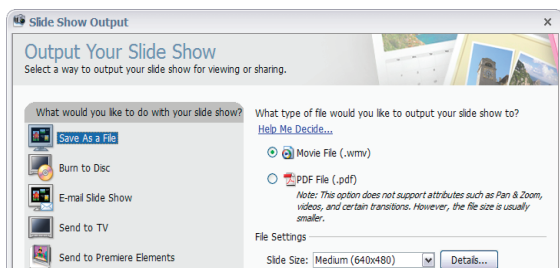
Select options for desired output format.

4 Click OK and specify a location for the file. In the File Name text box, type `MySlideShow.wmv`. Click Save.

5 After the file is rendered, click Yes in the Windows Media File Save dialog box to add the file to the Photoshop Elements Organizer.

Burn the project to DVD

1 In the Slide Show Editor, click Output in the shortcuts bar.

2 In the Slide Show Output dialog box, select Burn To Disc and then select DVD and NTSC. Click OK.

3 In the Save Slide Show As WMV dialog box, specify a location for the file. In the File Name text box, type `MySlideShow.wmv`. Click Save. After the file is rendered and saved, it opens automatically in Adobe Premiere Elements.

4 In Adobe Premiere Elements, type `MySlideShow` in the New Project dialog box, specify a location for the project, and click OK.

5 In the DVD Templates dialog box, choose Auto-Play DVD With No Menus, and click OK.

6 In the DVD Layout panel, click Burn DVD.

7 In the Burn DVD dialog box, do the following:

• Select Burn To Disc.

• For Disc Name, type `MySlideShow`.

• Choose a DVD burner from the Burner Location pop-up menu.

• Select Fit Contents To Available Space.

• Select Use DVD In USA, Japan (NTSC).

8 Insert a DVD into the drive, and click Burn.

Burn the project to VCD

1 Insert a blank CD into the drive you'll use to burn the disc.

2 In the Slide Show Editor, click Output in the shortcuts bar.

3 In the Slide Show output dialog box, select Burn To Disc, and then select VCD. Click OK.

4 In the Burn dialog box, select a destination drive, select NTSC for the video format, and click OK.

EXPRESS

Digital storytelling in the classroom

A Classroom Tutorial to Engage Students in Day-to-Day Learning

Adobe

Contents

Digital storytelling with
Adobe Premiere Elements 3.0

An introduction to digital storytelling

–Excerpted from "DigiTales: The Art of Digital Storytelling" by Bernajean Porter

About digital storytelling

Digital storytelling is an emerging communication form that blends the ancient art of oral storytelling with a palette of technical tools. Authors weave their story voices with images, graphics, video clips, music, and sound to weave personal tales. The finished digital story should be remembered for its soul, not the bells and whistles of the technology tools.

Digital storytelling involves a number of familiar traditional skills, including finding a topic, conducting credible and extensive research, and then preparing a tightly written script that will be turned into a voice narrative. Students are also expected to master a variety of digital media—shooting video and photographs, creating and editing images, gathering digital interviews, creating and editing music or sounds, and and researching on the Internet as well as intentionally mixing titles, transitions, and other special effects together into a structured, effective, compelling communication piece.

Students will discover their artistic talents and originality in a unique and enchanting way through digital storytelling. Even more important, students discover they have something worth sharing with others as they learn the joyful art of creating effective, memorable pieces of communication.

Digital storytelling in the classroom

There is increasing urgency to develop communication skills that translate raw information into valuable knowledge for ourselves as well as others. When using resources such as the thousand pieces of video clips and still images found at unitedstreaming (www.unitedstreaming.com) or the millions of visual and audio resources found at the Library of Congress, teachers can guide students in making biographical, historical, current event, or science facts come alive through digital storytelling.
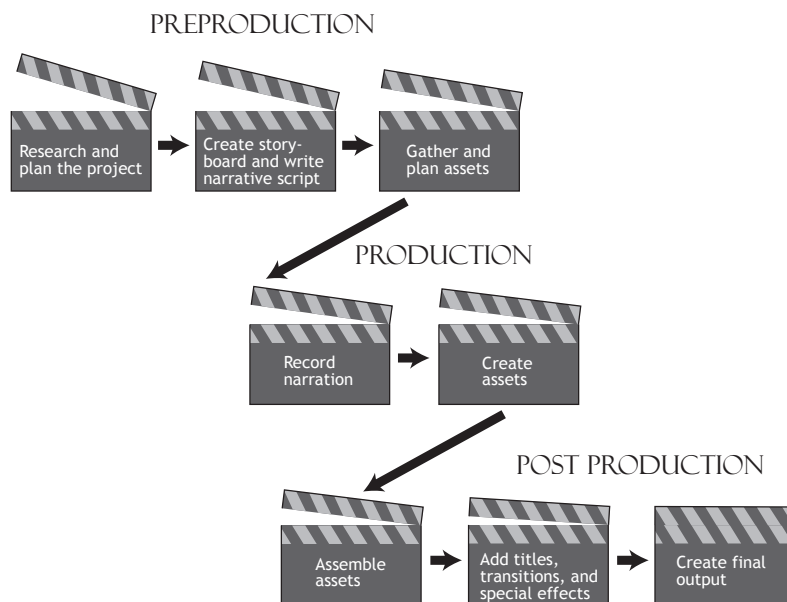
A few project ideas that you might find useful:

• Stitch images together into docudramas, using the author's narrative voice and primary source images to tell a story of people and events as though the author was actually there.

• Have students tell what historical, scientific, literary, or current political/social hero they most want to be like, and why.

• Turn a current event into a tall tale that would be told many years in the future.

• Interpret existing poems such as *The Midnight Ride of Paul Revere* or *O Captain, My Captain,* or other famous writings such as the *Preamble of the U.S. Constitution* to illuminate a deeper understanding of the meaning.

• Create a montage of photos, images, and sounds of scientific or historical topics to promote understanding of complex ideas through showing, not telling.

• Relate the cause and effect of a dilemma such as stem cell research.

All of these nonfiction digital stories would use personal narratives that also incorporate a lesson. The lesson connects the information to the students, to their communities, or to humanity.

The act of telling our personal story of an event or topic provides a "sense-making" process that increases its sticking power and enables us to deal with a myriad of data details. Designing information requires a new type of grammar beyond writing words that helps students to deepen their understanding of content and increases their visual, sound, oral language, and information literacy skills.

Digital stories need to reflect the author's full intellectual, emotional, and personal engagement with the subject— not just a reporting of facts and information. As students practice the craft of designing information through mixing colors, images, symbols, voice tones, music, sound, and artful pacing, they should also strive to crystallize their perspectives into memorable digital stories that reveal meaning and understanding out of the data and complexity.

PREPRODUCTION

Research and plan the project → Create story-board and write narrative script → Gather and plan assets

PRODUCTION

Record narration → Create assets

POST PRODUCTION

Assemble assets → Add titles, transitions, and special effects → Create final output

Stages of digital storytelling.

Plan the project (preproduction)

Research and plan the project

As with all writing, planning is instrumental to the process. Planning is one of the most time-intensive components in creating a story.

Preproduction involves identifying the topic for the digital story, researching that topic, and processing the information found. As with most writing projects, this stage can be one of great deliberation for many students.

All topics require some research. The research allows students to gather background and contextual information and collect assets for the project. Research must focus on credible sources, and you should help students understand the authenticity and legitimacy of the information they gather. Students need to keep track of their sources so they may attribute them in the finished work.

🕐 *Allow at least one hour of class time for students to research and plan the project, with up to an additional four hours for them to work independently outside of the classroom.*

Create a storyboard and write a narrative script

The second part of the planning or preproduction phase involves creating storyboards and narrative scripts to clearly outline the content and flow of the digital story. The film, television, and animation industries use storyboards to allow the creator to visualize a project before the work begins. A storyboard is a series of drawings or rough sketches that outline the plot or major components of a digital story. The ability to visualize a project is a very important skill for media students. Building storyboards helps students organize their digital story early so that there is clear guidance when they begin to produce it. More time spent in this phase will save students time when they start producing the digital story.

A digital story includes more than pictures and video. The story itself, which is often personal reflections, thoughts, or opinions, plays an important role in the finished product. The story should be more than a recitation or description of the images; it should be a personal interpretation. It's good practice for students to create an outline and a draft before producing a final version of the script.

🕐 *Allow at least 30 minutes of class time for students to create the storyboard and narrative script, with up to two additional hours for them to work independently outside of the classroom.*

Gather and plan assets

Students need to think carefully about the assets for their projects so the audience is presented with the most relevant information. To help students better understand the relevance of each asset, they can ask themselves "Why is this important?"

After deciding which assets are most important to the story, students compile a list of assets they have on hand and those they'll need to create. Students may try to address every detail gathered in the research phase, so you may want to remind them to focus on what is most relevant. Thoughtfully selected clips and images can add weight to a story or provide a powerful backdrop that words alone may not adequately portray.

Important: *Students may need to obtain permission to use assets they've gathered. For example, the assets in the tutorial project are used with permission from Discovery Education unitedstreaming and are cleared for use with video editing software. When compiling digital content to include in their digital stories, students should be aware of the following conditions:*

- **Copyrights**—Copyright law protects original works and compositions, including writings, songs, pictures, and video images. It is important for students to understand that easy access to items on the Internet doesn't grant them the license to use whatever they find. Giving students access to royalty-free images and videos is the easiest way to keep them from running afoul of copyright laws. Subscription-based services, such as www.unitedstreaming.com, provide access to editable video clips and images that may be used for specific circumstances.

- **Public domain works**—A public domain work isn't protected by copyright and may be used freely. Works enter into the public domain after their copyright has expired or if the work was produced by the U.S. Government. For example, a map or brochure produced by the National Park Service is a product of the U.S. Government and its contents are not protected by copyright law. Students may copy and use public domain content, but they should also attribute the source.

- **Fair use**—The fair use doctrine allows for the use of copyrighted works in teaching, scholarship, research, comment, and criticism. Although academic use of copyrighted works is allowed, there are limits. For example, an entire book may not be photocopied and distributed to a class, yet a copy of a single page distributed from the same book may be considered fair use.

When in doubt, it's a good idea to seek the permission of a copyright holder before using any work that isn't your own.

⏱ *Allow at least one hour of class time for students to gather assets for the project, with up to an additional two hours for them to work independently outside of the classroom.*

Record the narration and create assets (production)

Record the narration

Once students have compiled a list of relevant assets (video clips, audio clips, and still images), and they have a general idea of the sequence in which they'll be presented, the project moves into the production phase. In this phase, students record their narrations and create any still images or clips they need.

The narration is based on the scripts students created earlier in the process. When recording narration, students should avoid ambient noise such as traffic, fans or air conditioning, or telephones. Ambient noise can be distracting to viewers may take away from the central theme of the story.

To record the narration, students need a microphone attached to the computer and any audio editing and recording tool, such as Adobe® Audition® or Microsoft® Sound Recorder. (To use Sound Recorder, choose Start > Programs > Accessories > Entertainment > Sound Recorder.) Audio editing and recording tools vary greatly in their capabilities, and they are beyond the scope of this tutorial. Make sure the tool students use can save files in a format supported by Adobe Premiere® Elements:

- Dolby AC-3 (.ac3)
- Macintosh Audio AIFF (.aif, .aiff)
- mp3 Audio (.mp3)
- MPEG Audio (.mpeg, .mpg, .mpa, .mpe, .m2a)
- QuickTime (.mov, .m4a)
- Windows Media (.wma)
- Windows WAVE (.wav)

⏲ *Allow at least 30 minutes of class time for recording the narration, with up to one additional hour for students to work independently outside of the classroom.*

Create assets

If any of the video, audio, or image components are conceptual—students have them on the storyboard but don't yet have the actual assets—they'll create them in this phase of the process by using a digital camera and Adobe Premiere Elements. Once this step is complete, students should have all the assets necessary to build their digital stories.

When students shoot footage, guide them to avoid overusing camera effects, such as panning or zooming, that can disorient the viewer. At first it is best to focus on the content. Students can add effects in the post-production phase.

An important element is an interview. While students may choose to record the interview subject's voice and their own voice together, more advanced editing techniques allow them to use only the subject's voice if they desire. Again, guide students to avoid distracting ambient noise. Most video cameras allow you to attach a microphone, which can be useful for interviews, especially if the interview subject doesn't have a strong voice.

⏲ *Allow two to four hours of class time for students to create assets for the project, with up to an additional four hours for them to work independently outside of the classroom.*

Tutorial: Create a digital story with Adobe Premiere Elements

In this tutorial, students complete the post-production phase to bring the pieces of the project together to form a coherent story. The tutorial guides students through the following tasks:

- **Set up a new project.** Create a new project and organize the assets. Asset management is an important, though often overlooked, aspect of a project. When working with different types of assets—stills, video, audio—students need a system for keeping track of the content.

- **Assemble and edit assets.** Assemble and trim video clips, audio clips, and still images in the Timeline.

- **Add transitions and effects.** Create visually appealing or subtle transitions from one clip to the next and add interest with effects.

- **Add the narration.** Audio is an important part of a digital story. Students can add narration or other sound files that relate to the story.

- **Create the title and credits.** Frame the composition by adding a title and credits. The title and credits complement the story, providing information about the topic without distracting from the central theme.

- **Create the final output.** Prepare the digital story for distribution by burning it to a DVD or saving it as a Windows® Media or QuickTime file.

In this tutorial, the sample project, "The Lewis and Clark Expedition," provides a compelling story based on a student's first-person interpretation of historic events. Sources for the project include clips and images from the Discovery Education united-streaming online service, www.unitedstreaming.com, and information from the National Park Service. You can view the completed version of this project on the Adobe website at www.adobe.com/go/digitalstory telling_pse5pre3/. Students can adapt the steps for use with their own files.

🕐 *Allow at least two hours of class time for post-production, with up to three additional hours for students to work independently outside of the classroom.*

Set up a new project

First students will create a project folder and then create a new project in Adobe Premiere Elements.

1 Create a folder and name it `Storytelling`.

2 Inside the new folder, create another new folder called `Media`. Copy the contents of the tutorial folder into the Media folder. (Tutorial files are available online at www.adobe.com/go/digitalstorytelling_pse5pre3/).

**3** Start Adobe Premiere Elements and click New Project on the startup screen.

Click New Project on startup screen to start project.

4 Name the project `Lewis and Clark` and save it to the Storytelling folder you created. This folder becomes the default location for project files.

5 Click the Get Media From button on the taskbar, and choose Files Or Folders.

6 In the Add Media dialog box, navigate to the Storytelling/Media folder and select all the assets in it (video, audio, and still image files). Then click Open. Double-click any asset in the Media panel to preview it in the Monitor panel.

💡 *To quickly select all of the files, click the first file, hold down the Shift key, and then click the last file.*

7 Click the Folder icon at the bottom of the Media panel to create a new folder for organizing video clips. Name the folder **Video** and drag video clips from the Media panel into it.

8 Create additional folders named Audio and Stills, and then drag the remaining assets from the Media panel into the appropriate folders.
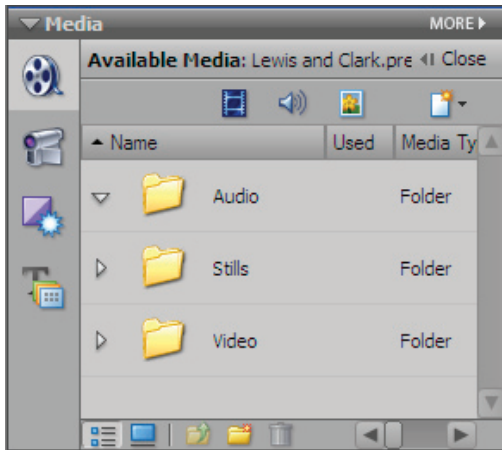

Organize assets in folders.

Assemble and edit assets

Now that the assets are easily accessible, the next step is to place them on the Timeline and edit them according to the storyboard. These steps show how to trim footage and close gaps that appear between files on the Timeline.

1 From the Media panel, drag the Video folder to the Video 1 track on the Timeline. The video clips are placed on the Timeline in the sequence in which they're listed in the folder.

Note: You can also drag individual video clips to the Timeline.
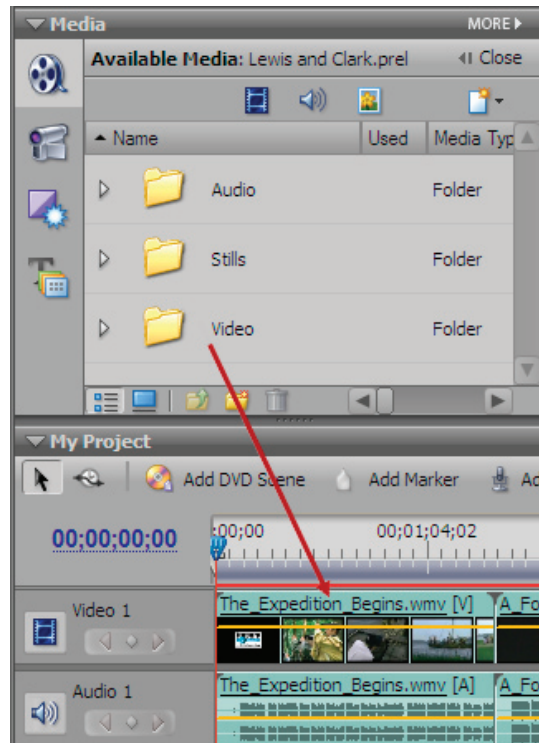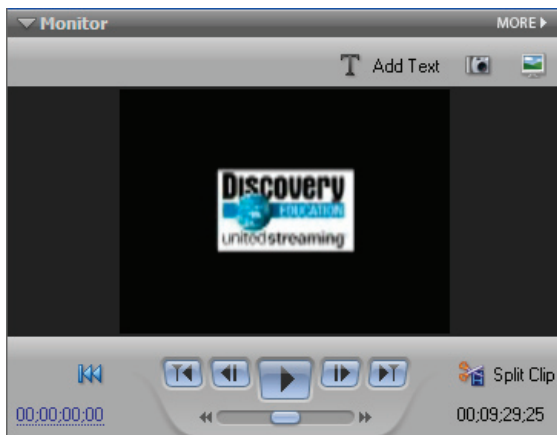

Drag Video folder onto the Timeline.

2 Press the spacebar to preview the video clips. The current-time indicator moves from left to right as the video clips are played. Press the spacebar again to stop playback. You can also find playback controls in the Monitor panel, just below the preview area.

3 Double-click the The_Expedition_Begins.wmv clip on the Timeline. The clip appears in the Monitor panel and its properties are listed in the Properties panel.

Properties panel displays information about clip selected on Timeline.

**4** Click the Play button ▶ and play the clip to the end. Note: The clip is nearly three minutes long.

Current-time indicator (bottom right) in the Monitor panel

5 In the Timeline panel, click the Zoom In control 🔍. Use the scroll bar at the bottom of the Timeline to magnify the end of the Expedition Begins clip.

6 Position your cursor over the end of the clip until the Trim-Out tool 🔺 appears. Drag to the left so the clip ends before the fadeout (00;00;02;02).

7 Choose File > Save.
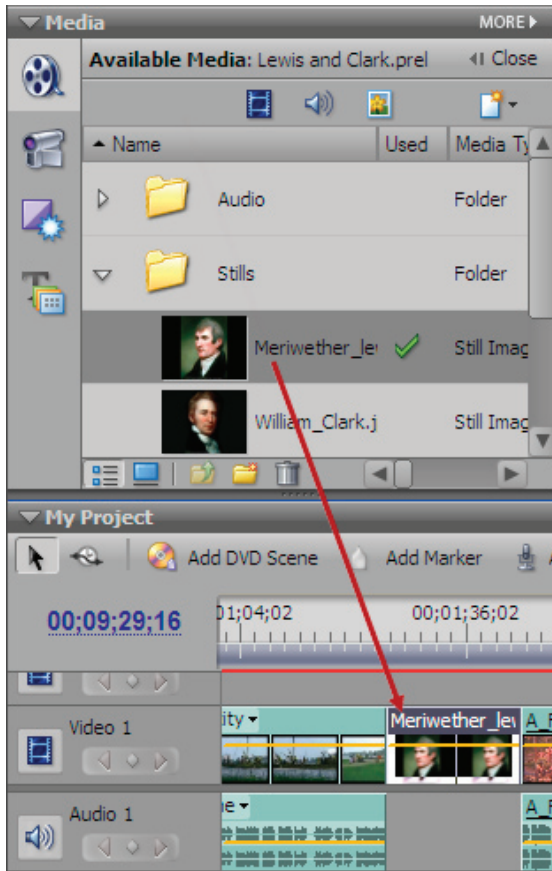
Add transitions and effects

Use transitions to create visual interest between frames in the digital story. Next you will add a transition that dissolves from one screen to the next and then a zoom effect. You can use these same steps to add different types of transitions and effects.

1 Drag the border of the Effects And Transitions panel to enlarge it and view its contents. In the Search text box, type **cross**. All effects and transitions that include "cross" in their names appear.
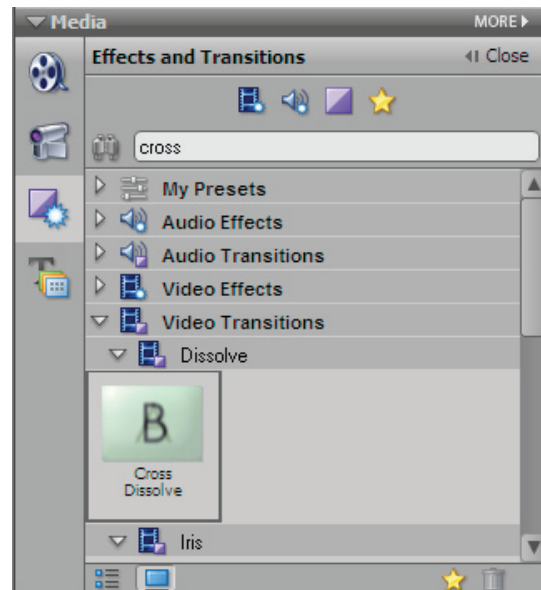
Search for effects and transitions with names that include "cross."

2 Select the Cross Dissolve transition and drag it to the end of the From Shore to Shore clip on the Timeline.

3 Move the current-time indicator just before the transition. Press the spacebar to preview the transition, and then press the spacebar again to stop playback.

4 Clear the Search text box, and then click the arrow next to Video Transitions. Experiment with other transitions by dragging them between clips on the Timeline.

5 In the Media panel, expand the Stills folder. Drag the Meriwether_lewis.jpg file from the folder to the beginning of the Video 1 track on the Timeline. Other content on the Timeline shifts to the right.

Drag image from Media panel to add it to Timeline. Media courtesy of Discovery Education, © 2005.

6 In the Effects And Transitions panel, click the arrow next to Presets. Click the arrow next to Horizontal Image Zooms. Select the 1024x768 Zoom In effect preset, and drag it on top of the Meriwether_lewis.jpg image on the Timeline.

7 Click in the Timeline panel to make it active. Press the Home key to move the current-time indicator to the beginning of the Timeline. Press the spacebar to preview the effect preset. Press the spacebar again to stop playback.

8 Add the remaining still images from the Stills folder to the Video 1 track. Experiment by adding other transitions and effects to clips and images such as William_Clark.jpg.

9 Choose File > Save.

Create the title and credits

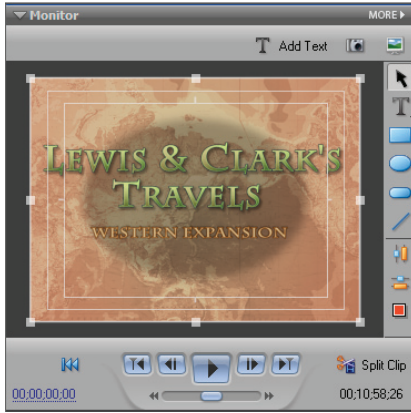The title and credits complement a story. The following steps show how to create a title and credits for the project.

1 Click the Timeline panel, and then press the Home key to view the first frame in the project.

2 In the Media panel, click the Title Templates button. In the Templates window, expand the Travel folder and then expand the World Travel folder. Double-clicking the World travel_ltitle opens the title in the Preview window.

3 Drag the template onto the Video 1 track, before the first frames. Double-click the title frame on the Video 1 track to make it editable.

4 In the Titler Tools panel, click the Selection tool, and then select the two text frames. Use the Horizontal Center tool to center-align the text frames on the Stage.

5 Click the Type tool T, select the words "World Travels," and type **Lewis & Clark's Expedition**. Add a return after the word "Clark's." Select the words "Travel Sub Title" and type **Western Expansion.**

Use Titler to create title for project.

6 In the Media panel, right-click World travel_ltitle and choose Rename. Type **Storytelling_title** in the text box.

7 On the Timeline, drag the current-time indicator to the end of the last frame of the Video 1 track.

8 Click the Titles Templates button in the Media taskbar. Make sure the Travel folder and the World Travel folder are expanded. Double-click World Travel_roll to preview. Drag the title template to the end of the last frame of the Video 1 track and double-click the title frame to make it editable.

9 Click the Type tool, select the words "World Travels," and type **Project Team**. Add a return after the word "Project." Replace each of the Travel List items with the names of individuals who worked on the project. If the project includes assets, add credits for them.

Important: If the project contains content you didn't create, make sure you've obtained the required permissions from the owner to use the content and you credit the owner appropriately.

10 In the Media panel, right-click World travel_roll and choose Rename. Type **Storytelling_roll** in the text box.

Slow the speed of the credits by extending the duration of the credits clip on the Timeline.

11 Choose File > Save.

Create the final output

You can burn projects to DVD or export them as movie files that are compatible with Windows and Mac OS video players.

Burn the project to DVD

If your computer has a DVD drive capable of creating DVDs, you can burn a DVD from Adobe Premiere Elements.

1 With the project open in Adobe Premiere Elements, click the DVD button in the taskbar.

2 In the DVD Templates dialog box, choose Auto-Play DVD With No Menus, and then click OK. The DVD Layout dialog box appears.

Note: For longer movies, you can create a menu where the viewer can select various scenes. Choose the Apply A Template For A DVD With Menus option, and then choose and customize a template.

3 In the DVD Layout dialog box, click Burn DVD.

4 In the Burn DVD dialog box, do the following:

• Choose Burn To Disc.

• For Disc Name, type **Lewis and Clark's Expedition**.

• Select a DVD drive from Burner Location.

• Choose Fit Contents To Available Space.

• Set Use DVD In to USA, Japan (NTSC).

5 Insert DVD media into the drive you selected, and click Burn.

Burning a DVD can take a surprisingly long time. The amount of time depends on several factors, including the length and complexity of the project, the type and speed of the media you're using, and the speed of your DVD burner.

Export the project to a movie file

1 Click the Export button in the taskbar and choose Windows Media. The Export Windows Media dialog box appears.

Note: To export a QuickTime movie, which is generally used on Macintosh computers, choose QuickTime from the Export button menu and modify these steps accordingly.

2 In the Export Windows Media dialog box, choose the LAN preset in the panel on the left. This preset optimizes the movie file for viewing across a local area network.

Note: If you expect that viewers will access the movie file across a slower network, choose the preset that corresponds with the type of connection they'll most likely use.
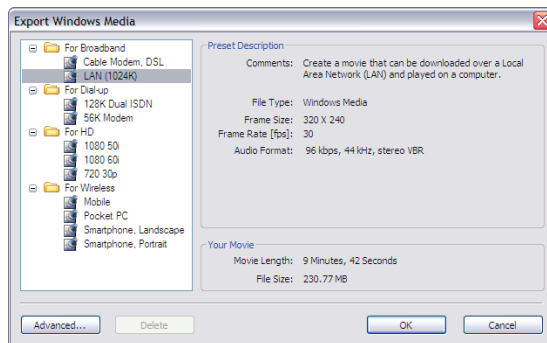
Select LAN preset to optimize movie file for viewing over local area networks.

3 Click OK. In the Save File dialog box, name the file **Lewis and Clark**, specify a location for the file, and then click Save.

Congratulations! You've imported and assembled video, audio, and still image files into a digital story you can now share with others.

Acknowledgements

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IRC. "Meriwether Lewis, co-leader of the expedition." unitedstreaming. www.unitedstreaming.com, 2005.

Porter, Bernajean. DigiTales: The Art of Telling Digital Stories. www.digitales.us. Sedalia, Colorado: http://bjpconsulting.com, 2005.

Student guide

Get started

To prepare for your digital storytelling project, you need to select a topic and complete the following tasks:

• Research and plan the project

• Create a storyboard and narrative script

• Gather and create assets

• Record the narration

After you've completed these tasks, you can start the post-production work in this tutorial, using Adobe® Premiere® Elements.


Stages of digital storytelling
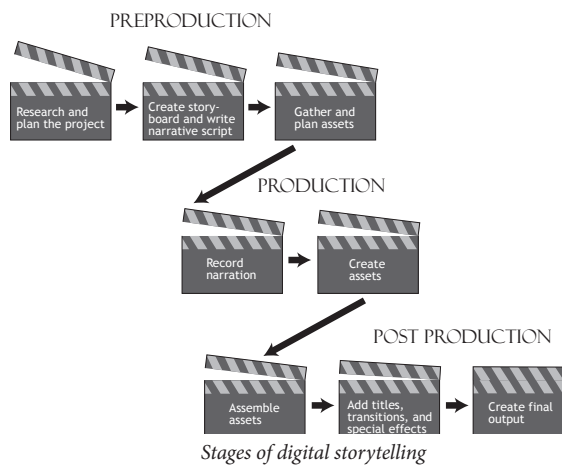
Set up a new project

1 Create a folder and name it **Storytelling**.

2 Inside the new folder, create another new folder called **Media**. Copy the contents of the tutorial folder into the Media folder. (Tutorial files are available online at www.adobe.com/go/digitalstorytelling_pse5pre3/).

3 Start Adobe Premiere Elements and click New Project on the startup screen.

*Click New Project on startup screen to start project.*

4 Name the project **Lewis and Clark** and save it to the Storytelling folder you created. This folder becomes the default location for project files.

5 Click the Get Media From button in the taskbar, and choose Files Or Folders.

6 In the Add Media dialog box, navigate to the Storytelling/Media folder and select all the assets in it. Click Open. Double-click any asset in the Media panel to preview it in the Monitor panel.

7 Click the Folder icon at the bottom of the Media panel. Name the folder **Video** and drag video clips from the Media panel into it.

8 Create additional folders named Audio and Stills, and then drag the remaining assets from the Media panel into the appropriate folders.
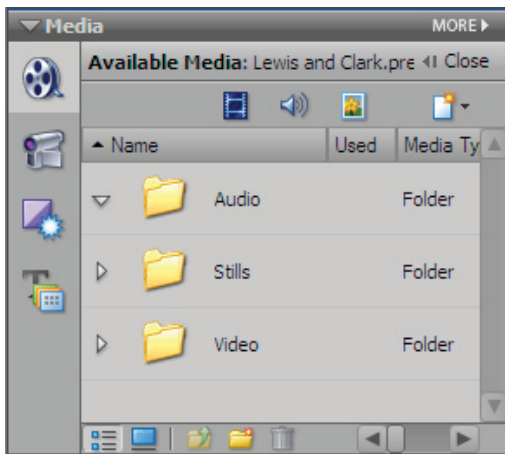
Organize assets in folders.
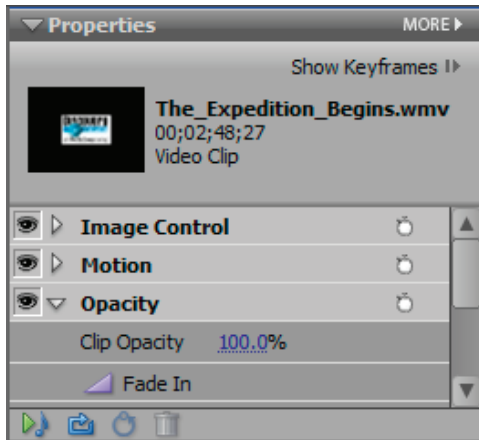
Assemble and edit assets

1 From the Media panel, drag the Video folder to the Video 1 track on the Timeline.
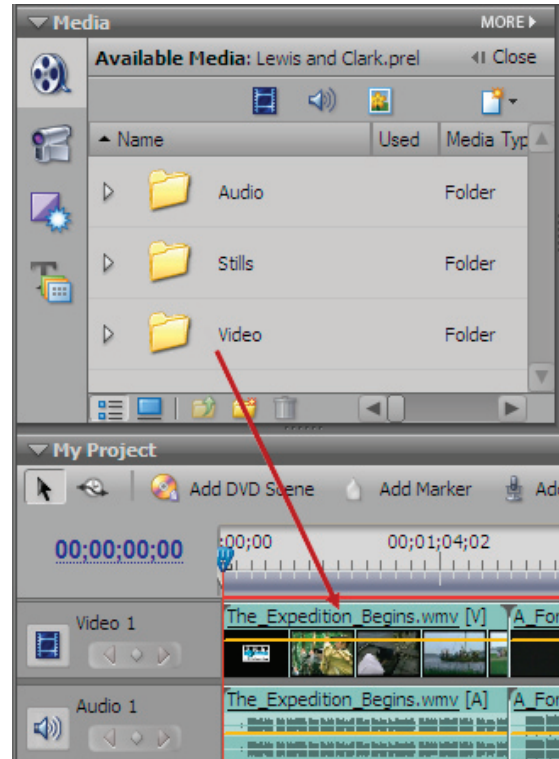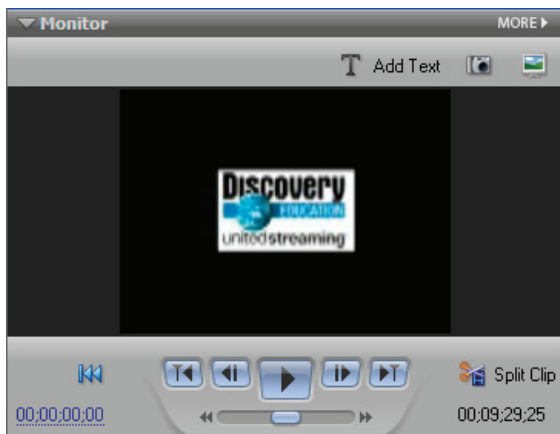

Drag Video folder onto Timeline.

2 Press the spacebar to preview the video clips. Press the spacebar again to stop playback.

3 Double-click the The_Expedition_Begins.wmv clip on the Timeline. The clip appears in the Monitor panel and its properties are listed in the Properties panel.

Properties panel displays information about clip selected on Timeline.

4 Click the Play button ▶ and play the clip to the end. Note: The clip is nearly three minutes long.
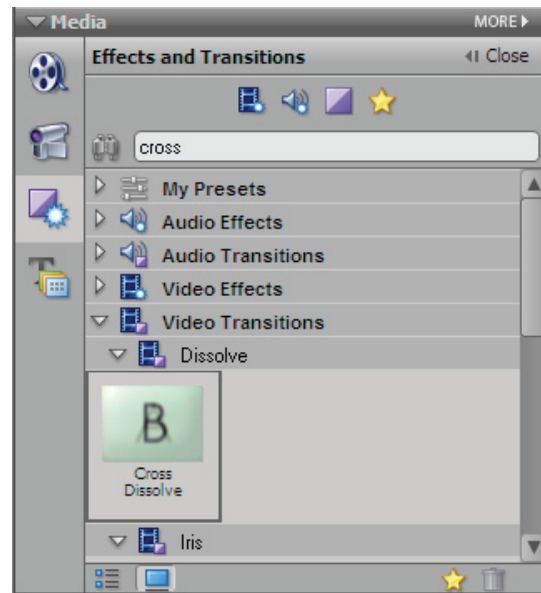

Current-time indicator (bottom right) in the Monitor panel

5 In the Timeline panel, click the Zoom In control 🔍. Use the scroll bar at the bottom of the Timeline to magnify the end of the Expedition Begins clip.

6 Position your cursor over the end of the clip until the Trim-Out tool ⬌ appears. Drag to the left so the clip ends before the fadeout (00;00;02;02).

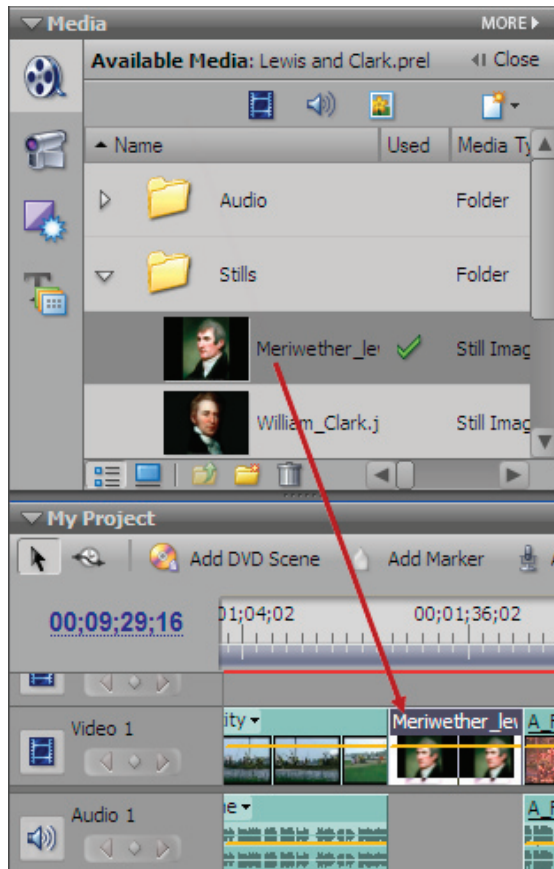**7** Choose File > Save.

Add transitions and effects

1 Drag the border of the Effects And Transitions panel to enlarge it and view its contents. In the Search text box, type **cross**.

Search for effects and transitions with names that include "cross."

2 Select the Cross Dissolve transition and drag it to the end of the From Shore To Shore clip in the Timeline.

3 Move the current-time indicator just before the transition. Press the spacebar to preview the transition, and then press the spacebar again to stop playback.

4 Clear the Search text box, and then click the arrow next to Video Transitions. Experiment with other transitions by dragging them between clips on the Timeline.

5 In the Media panel, expand the Stills folder. Drag the Meriwether_lewis.jpg file from the folder to the beginning of the Video 1 track on the Timeline. Other content on the Timeline shifts to the right.

Drag image from Media panel to add it to Timeline. Media courtesy of Discovery Education, © 2005.

6 In the Effects And Transitions panel, click the arrow next to Presets. Click the arrow next to Horizontal Image Zooms. Select the 1024x768 Zoom In effect preset, and drag it on top of the Meriwether_lewis.jpg image on the Timeline.

7 Click in the Timeline panel to make it active. Press the Home key to move the current-time indicator to the beginning of the Timeline. Press the spacebar to preview the effect preset. Press the spacebar again to stop playback.

8 Add the remaining still image from the Stills folder to the Video 1 track. Experiment by adding other transitions and effects to clips and images.

9 Choose File > Save.

Create the title and credits

1 Click the Timeline panel, and then press the Home key to view the first frame in the project.

2 In the Media panel, click the Title Templates button. In the Templates window, expand the Travel folder and then expand the World Travel folder. Double-clicking the World travel_ltitle opens the title in the Preview window.

3 Drag the template onto the Video 1 track, before the first frames. Double-click the title frame on the Video 1 track to make it editable.

4 In the Titler Tools panel, click the Selection tool ⬉, and then select the two text frames. Use the Horizontal Center tool 📊 to center-align the text frames on the Stage.

5 Click the Type tool T, select the words "World Travels," and type `Lewis & Clark's Expedition`. Add a return after the word "Clark's." Select the words "Travel Sub Title" and type `Western Expansion.`

Use Titler to create title for project.

6 In the Media panel, right-click World travel_ltitle and choose Rename. Type `Storytelling_title` in the text box.

7 On the Timeline, drag the current-time indicator to the end of the last frame of the Video 1 track.

8 Click the Titles Templates button in the Media ttaskbar. Make sure the Travel folder and the World Travel folder are expanded. Double-click World Travel_

roll to preview. Drag the title template to the end of the last frame of the Video 1 track and double-click the title frame to make it editable.

9 Click the Type tool, select the words "World Travels," and type `Project Team`. Add a return after the word "Project." Replace each of the Travel List items with the names of individuals who worked on the project. If the project includes assets, add credits for them.

10 In the Media panel, right-click World Travel_roll and choose Rename. Type `Storytelling_roll` in the text box.

11 Choose File > Save.

Create the final output

Burn the project to DVD

1 With the project open in Premiere Elements, click the Create DVD button in the taskbar.

2 In the DVD Templates dialog box, choose Auto-play DVD With No Menus, and then click OK. The DVD Layout panel appears.

3 In the DVD Layout panel, click Burn DVD.

4 In the Burn DVD dialog box, do the following:

• Choose Burn To Disc.

• For Disc Name, type `Lewis and Clark's Expedition`.

• Select a DVD drive from Burner Location.

• Choose Fit Contents To Available Space.
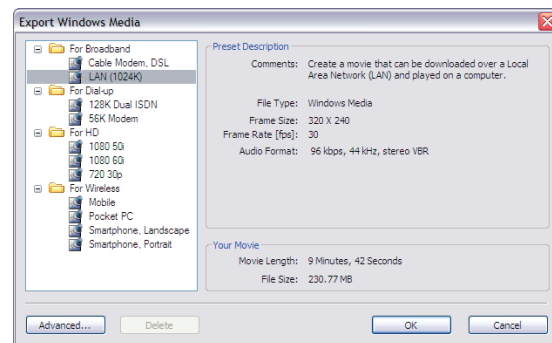
• Set Use DVD In to USA, Japan (NTSC).

5 Insert DVD media into the drive you selected, and click Burn.

Export the project to a movie file

1 Click the Export button in the taskbar and choose Windows Media. The Export Windows Media dialog box appears.

Note: To export a QuickTime movie, choose QuickTime from the Export button menu and modify these steps accordingly.

2 In the Export Windows Media dialog box, choose the LAN preset in the panel on the left. This preset optimizes the movie file for viewing across a local area network.

Select LAN preset to optimize movie file for viewing over local area networks.

3 Click OK. In the Save File dialog box, name the file `Lewis and Clark`, specify a location for the file, and then click Save.

Congratulations! You've imported and assembled video, audio, and still image files into a digital story you can now share with others.