Digital Storytelling:
Using Archives to Teach Project Management and Design Thinking

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Big ideas start here.

Enrollment: 14,799
- 6, 929 undergraduate students
- 7,870 graduate students

Dietrich College of Humanities and Social Sciences
- 1,688 students
- 11% of student body

Humanities Majors:
- English, History, Statistics and Data Science, Modern Languages, Psychology, Economics, Social and Decision Sciences

Archives Lab

- Rebranding archival research for a hands-on university
- Promote the archives as a center for applied learning
- Support exploratory and non-traditional projects
- Promote the idea that the archives can support learning outcomes outside of the history department

IDeATe

Integrative Design, Arts and Technology

- Connects diverse strengths across Carnegie Mellon University to advance education, research, and creative practice in domains that **merge technology and arts** expertise.

- Supports eight interrelated undergraduate areas: Game Design, Animation and Special Effects, Media Design, Sonic Arts, Design for Learning, Innovation and Entrepreneurship, Intelligent Environments, and Physical Computing.

Introduction to Media Synthesis and Analysis (62-150)

- Introduction to Textile Media

- Introduction to Mediascapes

- Introduction to Digital Storytelling + Archives

# Introduction to Digital Archives and Storytelling (62-150 C)

This practicum partners IDeATe student teams with the university's library digital archives to develop cross-platform, multimedia stories that draw connections between the past and present.

- Learning cross-platform, media **project management**
- Using **design thinking** and interaction design methodologies
- Understanding nuances across the spectrum of print and digital **storytelling**
- Learning basic storytelling forms for cross-platform, **interactive experiences**

Design Thinking

Design thinking is an iterative process in which we seek to understand the user, challenge assumptions, and redefine problems in an attempt to identify alternative strategies and solutions that might not be instantly apparent with our initial level of understanding.

-Interaction Design Foundation
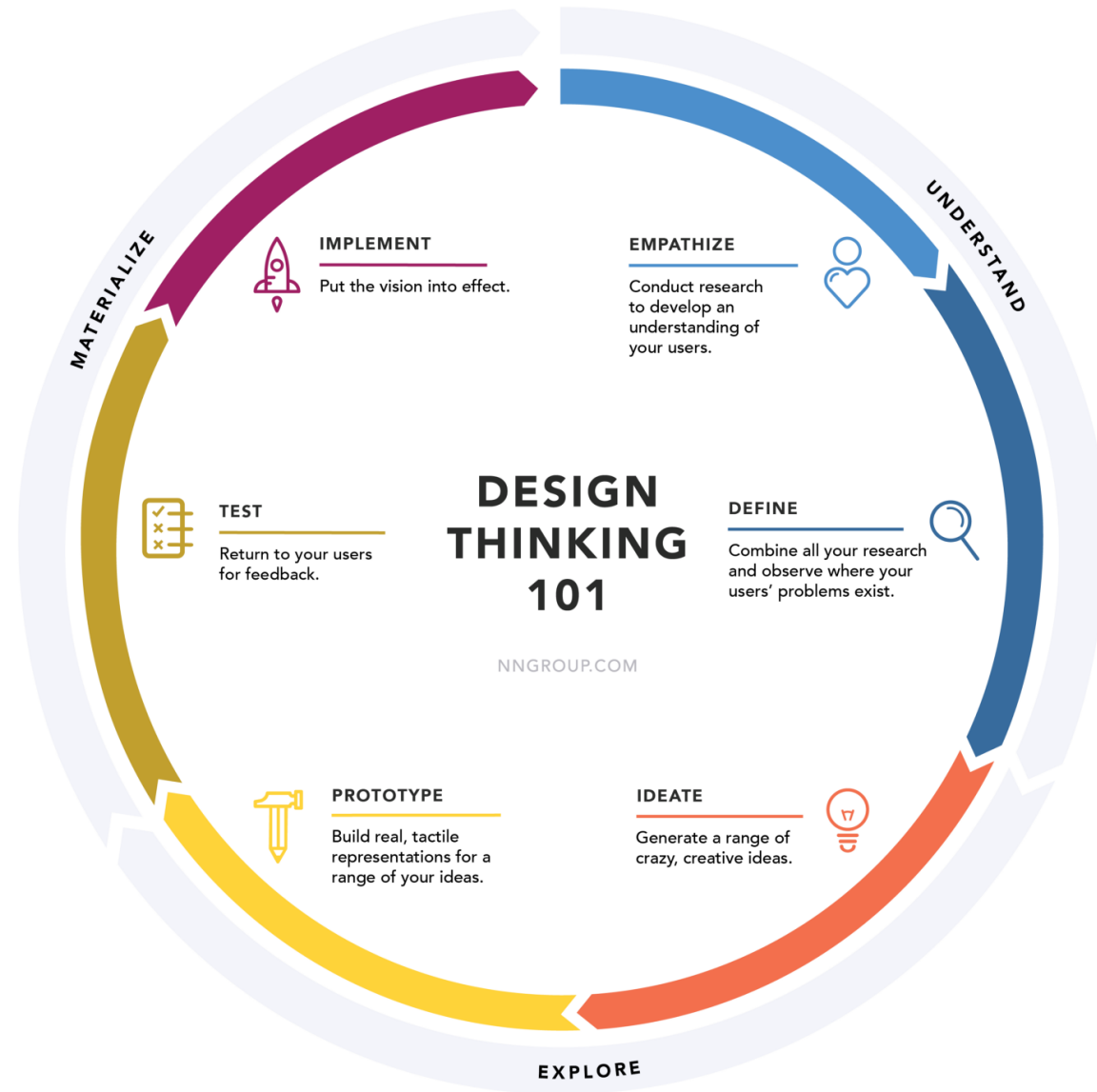
Project Management

A project is **temporary** in that it has a defined beginning and end in time, and therefore defined scope and resources.

And a project is **unique** in that it is not a routine operation, but a specific set of operations designed to accomplish a singular goal. So a project team often includes people who don't usually work together – sometimes from different organizations and across multiple geographies.

Project management, then, is the application of knowledge, skills, tools, and techniques to project activities to meet the project requirements.

-Project Management Institute
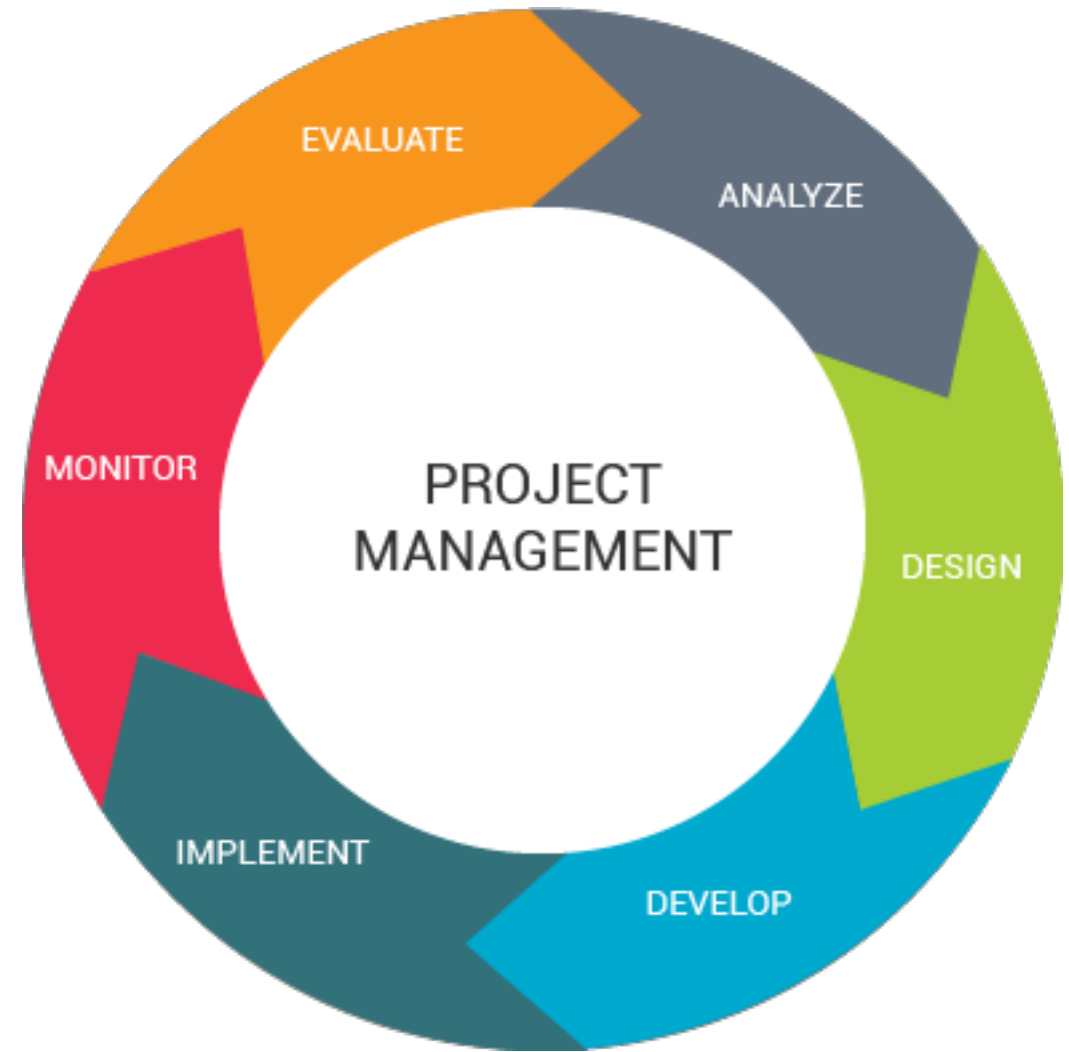
Why archives?

- Existing Content
  - "Warehouses of stories"
- "Design Is Constraints"
  - Students will always encounter the unexpected
- Teamwork
  - Lots of content, lots of interpretations

Define

Identify

Research

Refine
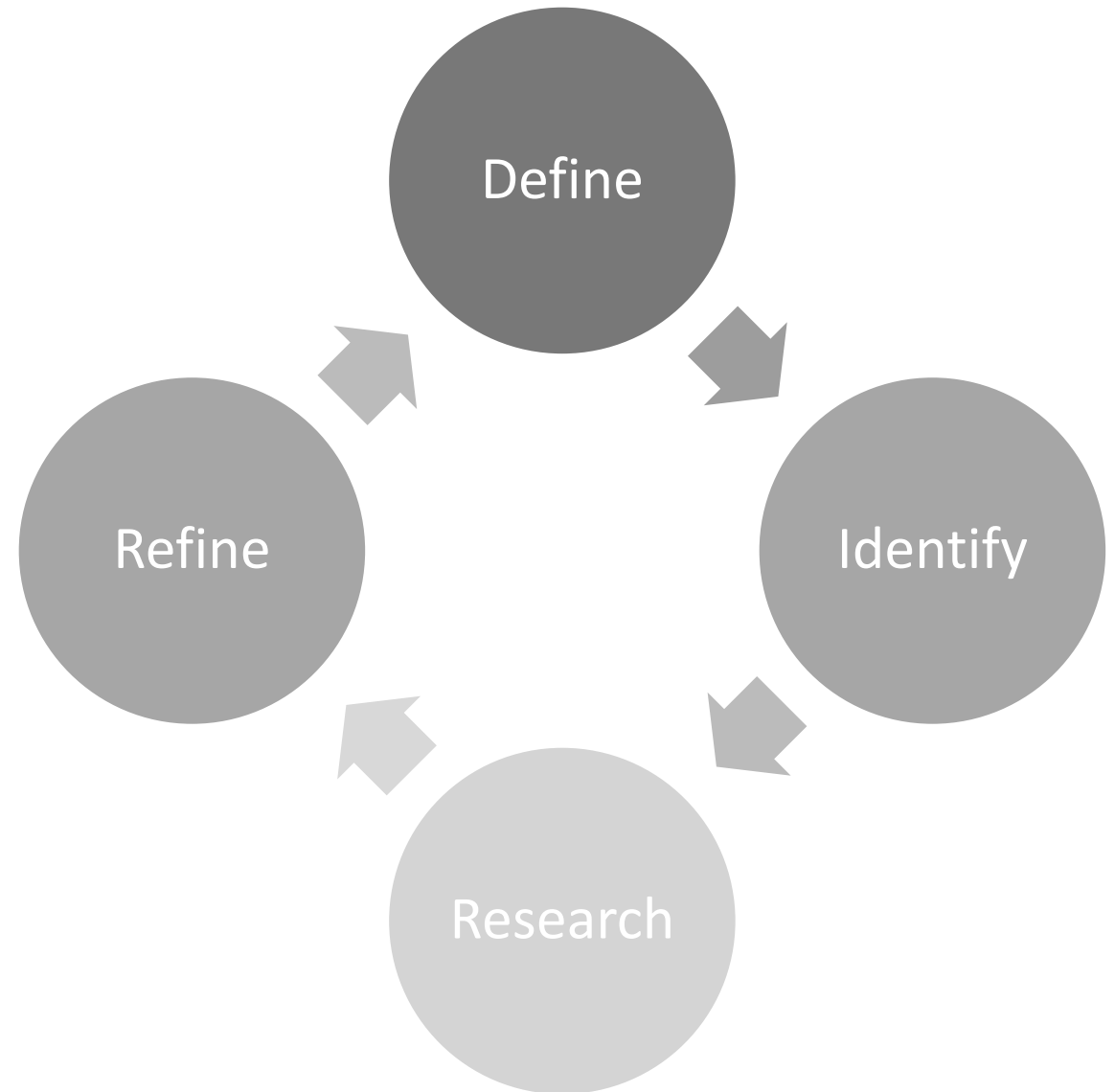
Course Structure
Part 1

- Introductions and Examples
- How to Tell a Story
  - Reading, Prototyping, Tool Demos
  - Scene Construction using archival document sets
  - Introduction to Archival Research

Course Structure
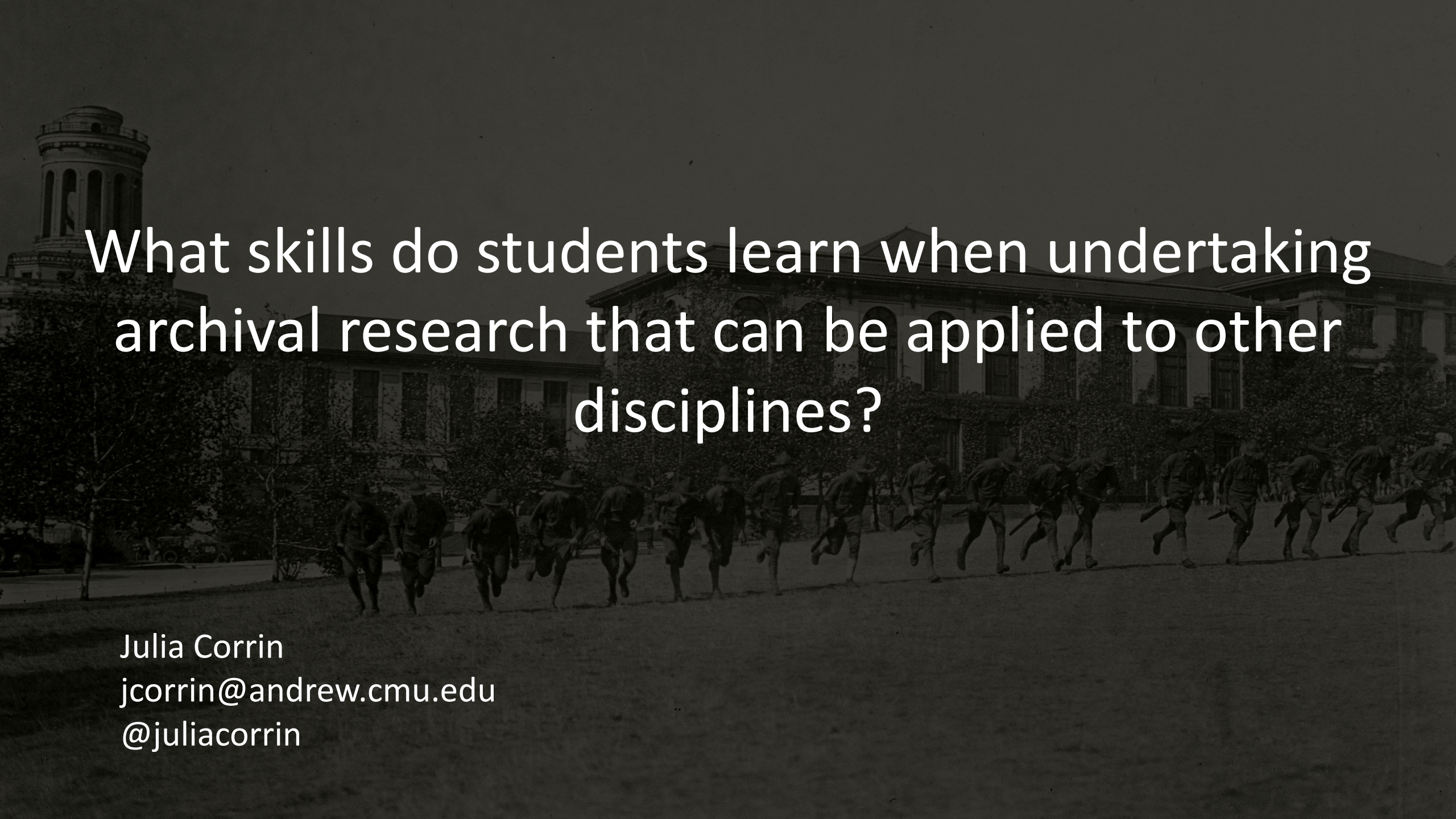## Part 2

- Project Management and Design Thinking
  - Planning
  - <u>Archival Research</u>
  - Presentations
- Storytelling!
  - Prototyping
  - Soft-Launch
  - Problem Solving
  - Final Projects

GOVERNMENT TELEGRAM

October 12, 1918.

Surgeon General's Office,
Attention of Generals Noble or Caldwell,
Washington, D. C.

Influenza epidemic greatly increases service demanded by medical officers. They ask Carnegie Institute of Technology to assume responsibility for S. A. T. C. of University of Pittsburgh and Duquesne University and Air Service School for Radio Mechanics in addition to casuals going through city. Ready to do anything if proper military instructions come from your office designating the Commanding Officer from whom we can receive official orders. Urgent reply requested.

(S) ARTHUR A. HAMERSCHLAG

President, Carnegie Institute
of Technology.

Iterative Research and Problem Solving

- How will you share research between team members?
  - Development of documentation plan and a "capture" mechanism
- How do you coordinate visits across the team and research goals?
  - Need to visit in person, during specific windows
- What if you can't find what you're looking for?
  - Periodic check ins with archivists to brainstorm other avenues
  - Adjusting project plan to meet current circumstances
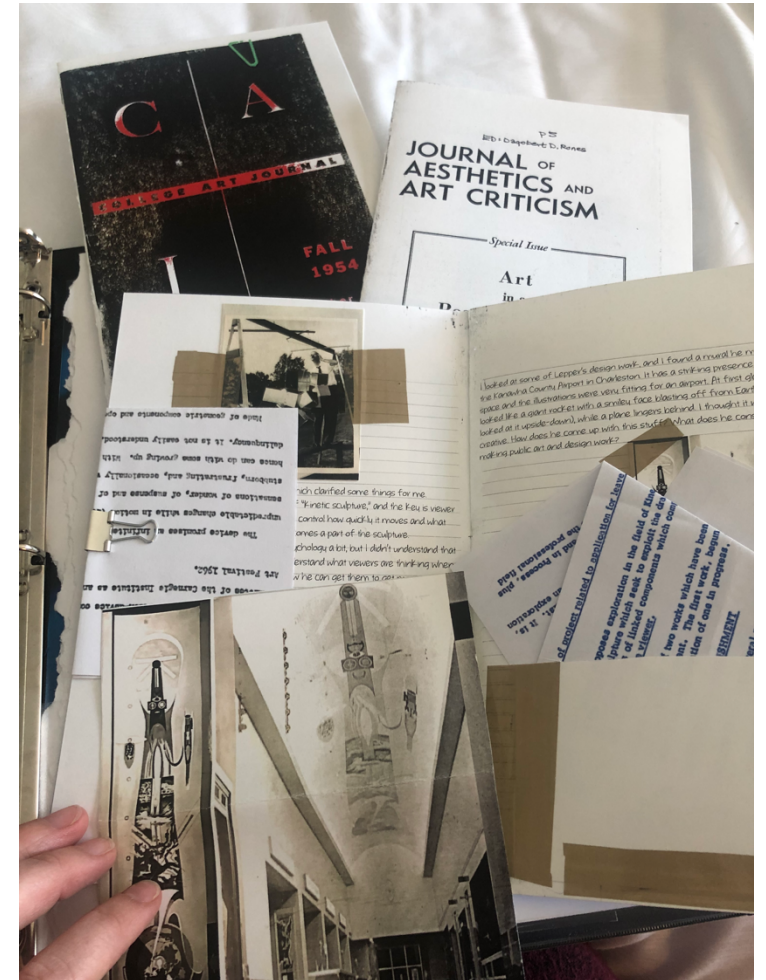
What skills do students learn when undertaking archival research that can be applied to other disciplines?

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