

Section 2

Chapter 10 - Social Media And Education. Main Challenges, Strengths And Weaknesses Of Mobile Apps In Education

Exemplary case 1

Title: **MYSTY – MyStory**

Description:

MYSTY is an Erasmus+ Project engaged in digital storytelling. The project aims to combine narrative storytelling with digital technology. In classroom pupils should reflect the variety of tradition and society upon telling their own personal stories with the support of digital media.

The practice of digital storytelling emerged in the 1990s and combines narrative with digital technology. The goal of MYSTY is to encourage teachers and pupils to use storytelling as a means of comprehending their own and others' (family) stories in terms of diversity and change. Participants develop this kind of awareness through engaging with the digital storytelling method and through creating their own digital stories on the topics of food, family and festivals.

Participants work on their own and in teams to create a diverse set of digital stories using various tools. By telling a story and listening to other peoples' stories, people become more aware of the variety of experiences and of many things people all over different places and backgrounds.

Project goal

- Creating learning materials for teachers
- Themed digital stories collection
- Pupil guide for digital storytelling



Outcomes

- Improving language skills
- Developing media literacy, internet literacy and IT skills
- Raising awareness regarding diversity in one's own and others' lives
- Intergenerational aspects (story about parents or grandparents, passed on traditions)
- Developing social skills
- Intercultural competence
- Knowledge about self and others

