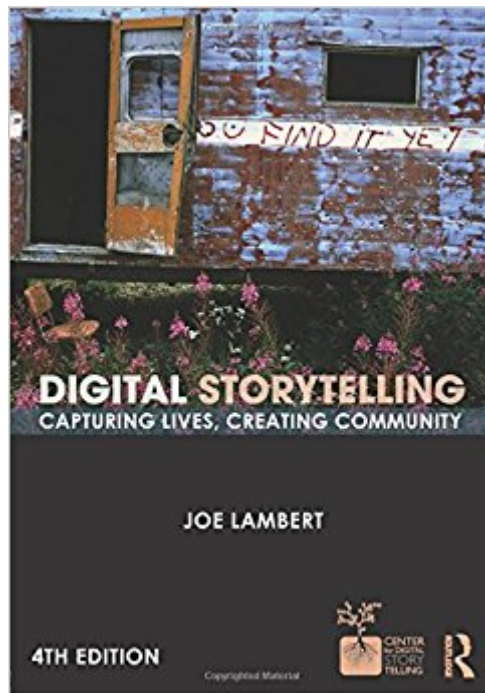




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# Digital Storytelling: Capturing Lives, Creating Community (Digital Imaging And Computer Vision)



## Synopsis

Listen deeply. Tell stories.Â This is theÂ mantra ofÂ the Center for Digital Storytelling (CDS) in Berkeley California, which, since 1998 has worked with nearly 1,000 organizations around the world and trained more than 15,000 people in the art of digital storytelling. In this revised and updated edition of the CDS's popular guide to digital storytelling, co-founder Joe Lambert details the history and methods of digital storytelling practices. UsingÂ a "7 Steps"Â approach, Lambert helps storytellers identify the fundamentals of dynamic digital storytelling--from seeing the story, assembling it, and sharing it.Â As in the last edition, readers of the fourth edition will also find new explorations of the applications of digital storytelling and updated appendices that provide resources for budding digital storytellers, including information about past and present CDS-affiliated projects and place-based storytelling, a narrative-based approach to understanding experience and landscape. A companion website further brings the entire storytelling process to life. Over the years, the CDS's work has transformed the way that community activists, educators, health and human services agencies, business professionals, and artists think about story, media, culture, and the power of personal voice in creating change. For those who yearn to tell multimedia stories, Digital Storytelling is the place to begin.

## Book Information

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## Customer Reviews

Joe Lambert founded the Center for Digital Storytelling (formerly the San Francisco Digital Media Center) in 1994, with his wife Nina Mullen and colleague Dana Atchley. Together they developed a

unique computer training and arts program around the Digital Storytelling Workshop. This process grew out of Joe's long running collaboration with Dana on the solo theatrical multimedia work Next Exit. Since then, Joe and his organization have traveled the world to spread the practice of digital storytelling.

Covers all aspects of storytelling. Good resource for projects

Joe has found a way to help me be clear about what story I want to tell now, and how to tell that story effectively and efficiently. I bet you can find diamonds between these covers too!

I felt this was a great review of the uses and implementation of digital storytelling. There are other texts that might be better within specific disciplines like education (my bias). For video game design, narration, etc - I found this workable and sophisticated.

Needed for school.

Very easy reading .. Good instructional book.

Good information, but the book is filled with typos.

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