

The dignified pirouette: maintaining balance in a collaborative project

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This poster presentation, taking the form of a digital story, relates the experiences of one of the collaborators in a collaborative project. The voices of other participants are present in this narrative account.

This poster presentation draws upon theories of storytelling and collaboration in its telling and uses emergent technology.

Preparation

The three strands woven together create a digital story as the poster, and reflection via narrative on a collaborative process, as the topic.

The first strand is that of storytelling.

Stories structure the perception of events, provide heroes and villains, accentuate details, resolve contradictions, teach new members, and legitimate social orders. As 'images' become more important in the corporation, story becomes more important with them. The story brings the image to life and action (Deetz, 1992, p. 310).

The second strand is that of digital storytelling:

Digital Stories combine the storyteller's own voice with images, music, and sound effects to grab the audience's attention and help bring the person's experience to life.

(Digital Clubhouse Network)

The digital story becomes a personal narrative that tells how, from the perspective of an instructional designer/team leader, in a collaborative project with another institution; the greatest learning was done when the project offered an opportunity to collaborate *within* one institution rather than *between* two institutions. In telling this story I use also the voices of those with whom I collaborated, and by so doing, draw out the shared learnings from this project.

The third strand is that of collaboration.

The project was one of eight, funded under the Educational Capability Development Fund (ecdf) in New Zealand. Its aim was to develop collaborative capability amongst two like institutions and to produce learning objects for delivery to ITO (Industry Training Organisations).

The theme of collaboration is very 'present' in New Zealand at the moment and such projects aim to develop the capability. However, differences in thought arise over the very term 'collaboration' and we struggle to determine exactly what collaboration is, and means.

Execution

This poster in the form of a digital story, outlines the main events of the collaborative process from the view of one person, but with the voices and thoughts of others. It asks "what happened?" and tries to set one view, one record that in the many stories and views allows the voice of the author/s to be heard.

References

Deetz, S. (1992). *Democracy in an age of corporate colonisation. Developments in communication and the politics of everyday life*. New York: State University of New York Press.

Digital Clubhouse Network. Retrieved, May 30, 2005, from http://www.digiclubnyc.org/digital_storytelling/

Bio notes

Cheryl Brown is an Instructional Designer in the Centre for Learning Technologies at Wintec, in Hamilton New Zealand. She has an interest in collaboration, learning objects, deconstruction, digital storytelling and learning support.

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