

Digital storytelling in DH practice to encourage civil participation and reconstruction of the historical narrative

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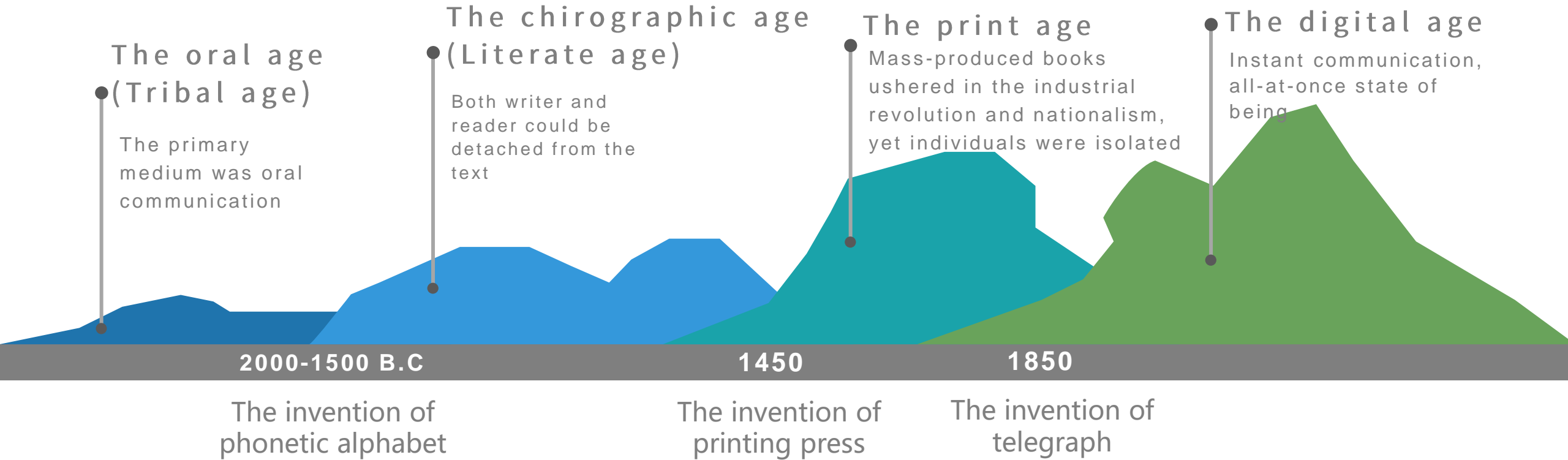
DARIAH ANNUAL EVENT 2022:
STORYTELLING

May 31 - June 3, 2022: Athens, Greece (Hybrid Event)

Session Outline

- The theory of digital storytelling (DS)
 - background, definition
- Crossover of DS and digital humanities (DH)
 - the possibilities of using DS as a guiding concept and an approach in DH
 - the common goals of the two
- Shanghai memory project
 - research subject
 - research methods
 - how DS is applied in the project
 - future work

Marshall McLuhan's Map of the History of Media



From storytelling to digital storytelling

- Storytelling: the interactive art of using **words and actions** to reveal the **elements and images** of a story while encouraging the listener's imagination.¹
 - Single-modal
 - One-way output
- Digital storytelling: a movement or method for creating, expressing, interpreting, and sharing stories and personal experiences using **digital tools**, has been viewed as a "**democratization of culture.**" (Clarke & Adam, 2011)
 - Multi-modal
 - Initiative, interactive, democratize
- It draws attention from the mainstream to the marginalized, the minority, the overlooked and forgotten.



¹ <https://storynet.org/what-is-storytelling/>

The theory of digital storytelling

- Backdrop:

- The "digital turn" (Noiret, 2018)
- Web 2.0 (UGC)
- Evolution of media

- Representative studied fields:

- Media studies: audio-visual story creation using digital media (Lambert, 2018)
- Public history: as a way of collecting historical materials from ordinary people (Burgess & Klæbe, 2009)
- Pedagogy: an effective means of enhancing the interaction between students and teachers, and helping students understand important concepts and knowledge (Robin, 2008)

Examples:

- [The COVID-19 pandemic story by Imperial College, London](#)
- [Bristol Stories](#)
- [University of Houston- Educational use of digital storytelling](#)

Common ground of DS & DH

1

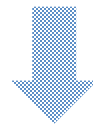
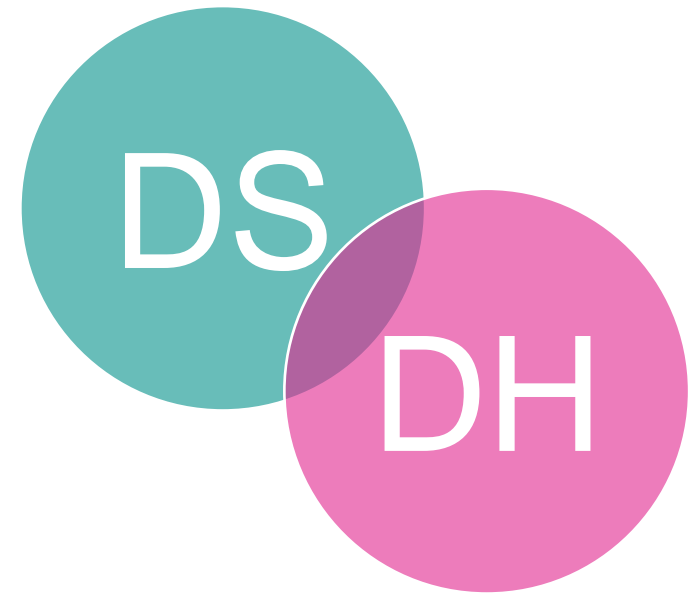
DS provides new opportunities for DH

- encourage dialogue
- make the world comprehensible
- discover new ways of interaction with the support of digital tools (Barber, 2016)

2

DS can serve as a bridge between cultural heritage and DH

- space and time as shared concepts (Münster et al., 2019)



A great potential exists for DH practitioners to employ GLAM collections to reconstruct knowledge and cultural heritage, discover hidden knowledge, and support knowledge creation through the lens of digital storytelling.

Shanghai Memory: A Journey from Wukang Road

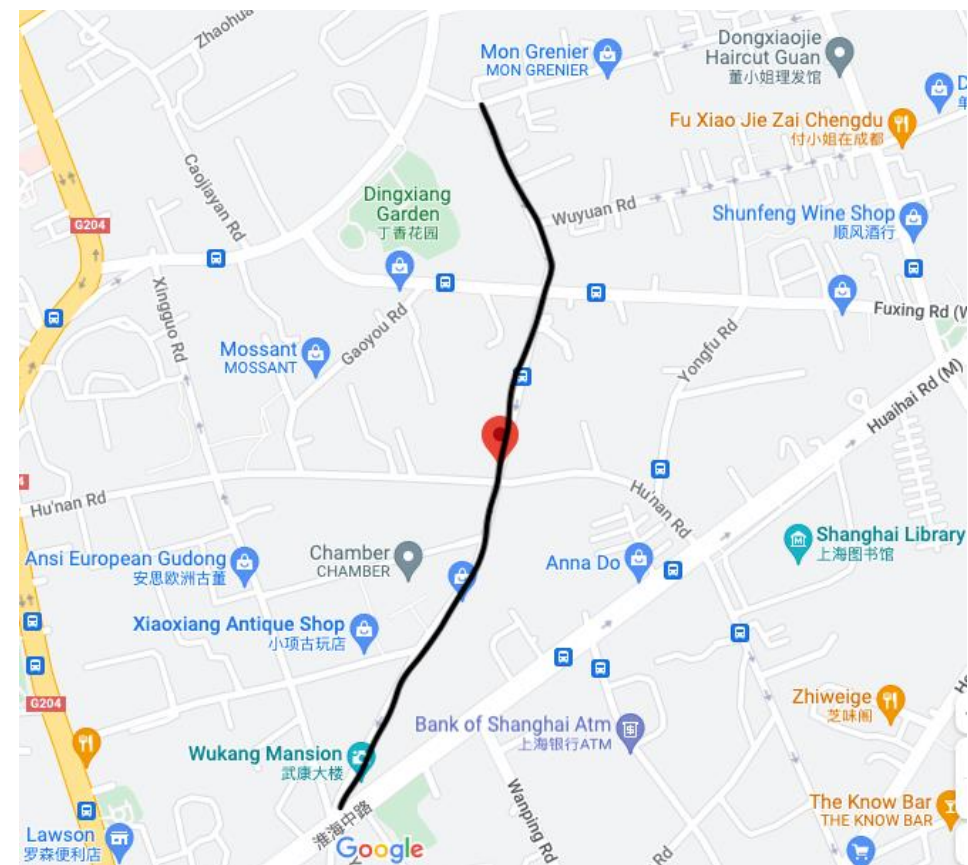
- Length: 1.183 km
- a residential street in the former French Concession
- more than 30 celebrities lived here
- Historical buildings presenting the "old Shanghai"



Wukang Mansions

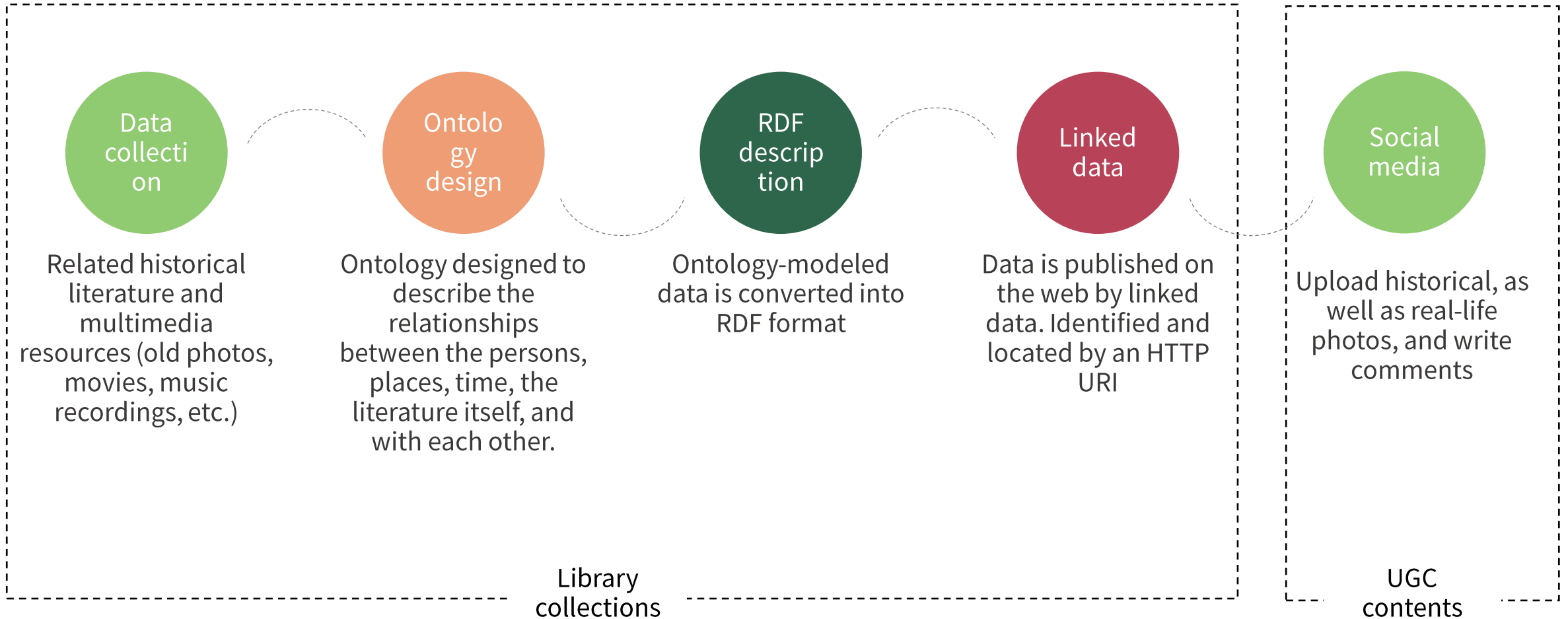


Former Residence of Bajin





Research process and research methods



Project website



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Home 武康路 街道全景 分享空间 知识库 登录/注册

Buildings

建筑照片



武康路113号
巴金故居



武康路391弄1-5号
周璇旧居



武康路393号
黄兴故居



武康路40弄1号
唐绍仪故居

Introduction 简介

1916年建造，为砖木结构的假层四西班牙式小楼。1943年初夏，中国最早的歌影两栖明星、流行乐坛的先驱者——“金嗓子”周璇和养母一起搬进武康路391弄1号，居住在三楼的一套房子里。此前，由于时局关系，周璇已歌影一年多。与此同时，周璇加入张善琨主持的中华电影联合股份有限公司，复出拍片。主演了《渔家女》、《鸾凤和鸣》、《红楼梦》、《凤凰于飞》四部影片，并为百代唱片公司录制了这些影片的全部插曲。1946年春，周璇应香港大中华影业公司之邀赴香港拍片，离开了居住三年多的武康路寓所。

语音简介

普通话



沪语



Person 人物

Event 事件

Related resources 资料

街道全景

Map showing street view and various historical sites in Wukang Road area. Sites marked include: 孔令侃故居, 张乐平故居, 丁香花园, 王元化故居, 正广和老屋, 顾祝同旧居, 湖南路, 巴金故居, 密丹公寓, 郑洞国旧居, 姜村公室, 贝祖诒、蒋士云夫妇旧居 (IE), 周璇旧居, 公司办公楼, 北平研究院旧址, 武康大楼, 宋庆龄故居.

Map presenting spatial information

Audio introduction in mandarin & Shanghainese

Website functions



不安全 - wkl.library.sh.cn

武康路 街道全景 分享空间 知识库 登录/注册

建筑照片

简介 人物 事件 资料

1916年建造，为砖木结构的假层四西班牙式小楼。1943年初夏，中国最早的歌影两栖明星、流行乐坛的先驱者——“金嗓子”周璇和养母一起搬进武康路391弄1号，居住在三楼的一套房子里。此前，由于时局关系，周璇已歇影一年多。与此同时，周璇加入张善琨主持的中华电影联合股份有限公司，复出拍片。主演了《渔光曲》、《鸾凤和鸣》、《红楼梦》、《凤凰于飞》四部影片，并为百代唱片公司录制了这些影片的全部插曲。1946年春，周璇应香港大中华影业公司之邀赴香港拍片，离开了居住三年多的武康路寓所。

语音简介

普通话
00:00 01:11

沪语
00:00 01:07

街道全景

How DS is understood here

Studied field	Digital tools used	Characteristics	Goal	Focus
Media studies, public history, pedagogy	Multimedia technology (video, animation, image, sound, etc.), new media platform	Focus on marginalized people, personal and community records collection, culture democratization	Sources of material in humanities and social science research, as a complement to other research materials	Creation
DH	Knowledge organization methods, knowledge graphs, artificial intelligence, etc.	Integrity of knowledge, culture reconstruction, knowledge organization and discovery	Presentation and dissemination of humanistic research process and outcome	Research

Fu, Y., Zhang, Y., Liu, W., & Zhu, Q. 'Digital Storytelling as a Digital Humanities Method: the Status Quo and the Potential.' Library and Information Service (in press).

To close

✧ Impact of the project:

- Brings together many aspects of memory construction as part of a comprehensive programme of heritage management
- Helps the reconstruction of the city history
- Public library as an advertisement platform and attract citizens
- Working with universities, and getting continuous feedback from researchers and students

✧ Future work:

- DS theory exploration in DH field and practice
- The evaluation of DS in DH as part of the research

References

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Thank you!

- Shanghai memory website: <http://memory.library.sh.cn>
- A journey from Wukang Road website: <http://wkl.library.sh.cn>
- Digital Humanities Platform of Shanghai Library (Demo):
<https://dhc.library.sh.cn>

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