ISTE | Interview with Bernajean Porter

Research

Store

ISTE Home	Home	Membership	Special Interest Groups	SIG Newsletter	Archives	2008	January	
About ISTE								
Advocacy	Interview v	Interview with Bernajean Porter						
Educator Resources	We recently s	We recently sat down with Bernajean Porter, longtime ISTE member and founder of the Web site Digitales.us. Bernajean						
Membership		is currently planning to start a new SIG on Digital Storytelling.						
Affiliates								
All-Inclusives		1.16	Il us a little bit about yourself and he	w you got involved in educational tech	mology:			
Awards and Recognition				ter fourteen years of teaching lots of gra				
ISTE 100		-	-	school flame who offered to take me to a nd this twilight zone of stuff in Dallas fo				
Join or Renew			-	ween hardware and software again as I t	-			
Member Campaigns			=	s was the wave of the future and I should	-			
Member Networking		Well, I plunged into getting a masters degree from Lesley College that immediately landed my job with Colorado Department of Ed as their Senior Technology Consultant. Believe me yearning for new						
Member Resources		thing	s to learn has never been a problem sin	ce.				
My Profile		2. H	ow long have you been an ISTE mem	ber, and why did you join?				
Podcasts								
Special Interest Groups	-	-		ing from others with my interests. In tho				
SIG Newsletter		days programming and MECC software organized most technology uses. I am proud to be a founder of TIES, an affiliate organization of ISTE, which I founded to support ed-tech leadership in Colorado. I as also honored to be named one of						
Current Issue	ISTE's Consu	ultants that Work Awards	in 1991.					
Archives	3. What do y	ou love about digital sto	orytelling?					
2008								
January				nical fad but as a way of nourishing our cleasing our own story into local and glo	bal			
2007			lerstandings, build positive relationship					
2006	people of diff	erent communities or cul	tures. Our world could use a LOT more	e of that!				
Join a SIG	At the end of	the day who we are as a	people are the stories we tell ourselves.	Storytelling is a vehicle we use to make				
SIG1to1 (1 to 1				er to whatever we are learning or trying				
Computing)			kills that support 21st century skills and	in a LOT of learning results. There are a a multitude of national and state	t			
SIGAdmin			u weave the voice narration, images an					
(Administrators)			essence of meaning or value this experi an essential element that organizes the	, ,				
SIGCT (Computing Teachers)		nique from other types of		entre narrar ve making digital				
SIGDE (Digital Equity)	II-in a more have							
SIGHC (Handheld		0 0 1	6 6	ents and teachers in writing processes, I orkshop model as a way to package the				
Computing)	-		nmunity learning also provides a unique					
SIGILT (Innovative	•		e 1	n understanding and passion to embrace find their lesson learned or wisdom in th	e			
Learning	-			izing their narratives from good to great				
Technologies)			hings that really matter has an extraord					
SIGIVC (Interactive Video Conferencing)	World Wide V	6	d and related meaningfully to quite lite	rally a world community through the				
SIGMS (Media	17: 11 T (Services that was D' 'T' '	Stamtalling accurate 11	a ta maatan a aat -f door oo ' 1' 1'''				
Specialists)		0,0	Storytelling camps enables participant presses needed to coach others in creati	s to master a set of dynamic media skills ng all kinds of exemplar multi-media				
SETSIG (Special	products beyo	ond storytelling. Our stud	ents deserve teachers prepared to help	them communicate and illuminate their				
Education Technology)	ideas and und	lerstandings beyond just	using words.					
SIGTC (Technology Coordinators)	4. What are	some ways that people o	an start getting involved now?					
SIGTE (Teacher	Of course ma	king your own personal s	storytelling from start to finish by shari	ng a defining moment, a memorable				
Educators)	experience, o	r a person that has touche	ed your life is always a good first exper	ience. Developing the story prompt you				
SIGTel (Telelearning)				needs to be told. Teams of teachers have difference for the kids in their classroom				
SIG Council	-	-						
Volunteer		-	e content or curriculum connections so erience with a science concept at Story-					
NECC			It shows an incredible example of what					
NETS	effective mult	ti-media products after th	ey personally learn their own digital st	prytelling skills.				
Career Center	Mv book. Die	giTales: The Art of Tellin	g Digital Stories, provides sten-by-sten	detailed processes for beginners wanting	g to			
News & Events			hops. A number of colleges are now us		-			
Professional Development	storytelling te well.	extbook. And using the re	sources offered on my website will be	an immediate place for getting started as				
-	wcii.							
Publications	5. Tell us a li	ttle bit about your Web	site, Digitales.us:					

My new website — www.DigiTales.us — organizes a lot of rich resources to inspire and jump start beginners in experiencing the magic of merging the ancient art of oral storytelling with a palette of digital tools. Even if you are reading and writing other multimedia forms than digital storytelling, you'll find the Seven Storysteps; Take Six:

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Elements of Good Storytelling; and the many Storymaking templates worth browsing. And everyone always enjoys the StoryKeepers Gallery showcasing many digital storytelling examples of adult and student stories. My website also offers teachers a comprehensive researched-based set of scoring guides organized around types of communication to assess and coach quality in any digital products

6. What is your vision for the Digital Storytelling SIG?

First I believe there will be powerful benefits locally and nationally from creating intentional story fields. Story fields are fields of influence created through the collections of storytelling that then permeate psycho-social space and influence the lives of those connected to them. (www.co-intelligence.org/I-powerofstory.html) I hope to develop a community of practitioners to share and expand this emerging communication mode in ways that not only serve their students (learning and communication skills) but also build capacity to serve their local communities. Storytelling is not just a language arts skill or even an expression mode for learning a multitude of 21st century standards. Storytelling is considered a vital skill for developing native intelligence, communicating an understanding of what we know and

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understand and building community. Together I believe we can raise the bar of narrative storytelling skills, inspire and guide others, provide events and services, and create our own virtual campfires to support us in learning forward how digital storytelling serves our humanity.

The Digital Storytelling ISTE SIG will be launched at NECC 2008. One first group task will be organizing ourselves as an international storytelling corps actively engaging and leading others in a national EdTech 2009 narrative storytelling event. "The Story of Us" will build an archive of personal digital narratives gathering the history and many "stories" of education technology thus far. These stories are expected to capture the arduous and winding journey of how efforts, successes, challenges, and celebrations of education technology have served our kids over the years featured at NECC 2009 (Washington D.C.) marking thirty years of ISTE.

7. Where do you see your profession going in the next 5 years?

While digital storytelling camps are still considered an emerging learning experience in the scope of most schools's present urgent agendas, I love training this communication skill and digital storytelling events to expand as a very effective teacher training strategy that will develop teachers skills in reading and writing multi-media. Daniel Pink's book, Whole New Mind: Why Right Brainers Will Rule the World, names "story" as one of six key attributes essential in our market place. We have a lot of room to grow in embracing and excelling in the communication form of digital storytelling.

I am also presently forging a number of partnerships with vanguard projects like Rachel Kessler's Soul of Education, to support and celebrate the personal narrative stories of how their programs and efforts are making a difference for kids. Data (numbers) does not really tell the whole story of how we are doing. I want to lend my talents to making their successes visible by helping teachers and students learn to effectively use the narrative digital storytelling mode. I believe that our public often generously funds an initiative when they hear and understand the personal narrative stories of how it impacts our kids. Hard to get the same spirit and enthusiasm around the impersonal numbers that many of our data reports presently provide. We need both kinds of data but I have found it is the stories we tell and the experience of viewing personal expressions created by our students that really inspires urgent enthusiasm to support more of what has made this happen.

Educators and parents work hard to serve our kids. The news stories don't always shine on our many, many daily successes and endless classroom heroes. We need to step up purposely creating our own story field by distributing our own storytelling of how educators and communities continually make a difference for kids. Our students deserve to have their own voices heard beyond the classrooms as well. I want to be part of that effort for a long time! So many stories, so little time!

8. What is your favorite Ed Tech tool?

I love any tool that invites creativity—and video editing is certainly emerging as a vital 21st century tool. But recently I have been having lots of fun with Comic Life[™]. Making comics engages visual literacy, synthesis, symbolism, the art of what is NOT said and exploring creativity mastering this highly engaging communication mode. One emerging use of comics is narrative documentaries melded to represent on-the-ground reporting and research from some of the world's most traumatized regions. An example of this is Rall's To Afghanistan and Back: A Graphic Travelogue. The world needs a lot of understanding so I find it very interesting to use the craft of visual literacy or graphic novels to communicate serious topics to others. I'll be conducting a pre-conference workshop on using graphic novels for H.O.T. personal expression at NECC 2008—just for fun!

9. Forgetting about work, if you could be anywhere in the world right, where would you be and what would you be doing?

I find that creativity often follows long periods of silence or solitude. So even though I have lots of ideas and events that I am excited to participate in right now . . . I have on the top of my personal list manifesting some time at the Soneva Gili's Water Villas located in the Maldives. I am sure I will not only have fun releasing my mind to float around and conjure up even more new ideas but then be able to feel rested and regenerated in ways that would contribute to the creative work we all have ahead when I return. And maybe . . . I can also connive to host a digital storytelling camp there for educators who also deserve this spirit space in their lives!

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