Student Engagement through Creative Projects:

Digital Storytelling, The Art of Happiness & Service Learning

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Creativity in the Curriculum

- Psychological investment
- Engaged because they are involved
- Active participants in planning, researching, group dynamics, decision making
- Creating autonomy rather than working to control the environment

Art of Happiness Project

- The art of happiness has many components. It begins with developing an understanding of what are the truest sources of happiness and setting your priorities in life based on the cultivation of those sources. "It involves an inner discipline, a gradual process of rooting out destructive mental states and replacing them with positive, constructive states of mind, such as kindness, tolerance, and forgiveness." Balance is a key element of a happy life. – Dalai Lama

- **Final presentation is creating what *happiness* means to you through art, music, literature, symbolism, etc. Art is something that stimulates an individual's thoughts, emotions, beliefs, or ideas through the senses. It is also an expression of an idea and it can take many different forms and serve many different purposes.**

Service Learning in the Curriculum

- Working to plan a new project in Wom & Poverty course, Gen Ed I&P
- Engage in leadership & real-life activities to increase Inter- & Intra-group relations
- Engage in the world around us, civic engagement

Digital Storytelling

- Barrett (2006) found that digital storytelling facilitates the convergence of four student-centered learning strategies: student engagement, reflection for deep learning, project-based learning, and the effective integration of technology into instruction.

- Robin (2005) argued that educators at all levels and in most subjects can use digital storytelling in many ways to support students' learning by encouraging them to organize and express their ideas and knowledge in an individual and meaningful way.

- Gils (2005) suggested many advantages of using digital storytelling in education: (1) to provide more variation than traditional methods in current practice; (2) to personalize learning experience; (3) to make explanation or the practicing of certain topics more compelling; (4) to create real life situations in an easy and cheaper way; and (5) to improve the involvement of students in the process of learning.

Types of Stories

- Personal narratives
- Historical events
- Providing information
- Instructing the viewer

- http://www.youtube.com/watch?v=LcIvbV7fbl4

Creative Project Outcomes

- Student centered
- Critical thinking
- Accessing creative thinking
- Builds visual & technical literacy
- Gives participants a voice
- Builds communication skills
- Chance to contribute rather than consume

Methods of Assessment

- Pre and post survey
- Rating scales for self and others
- Professor observation
- Rubric for final project assessment