

Queensland Stories: community, collections and digital technology at the State Library of Queensland

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Abstract:

In the vast state of Queensland, the ability to create and share stories about people, places, landscapes and ecology using digital technology and the World Wide Web bridges distance and difference. The sharing of stories is the key concept around which the Queensland Stories Program has been built. The Program strongly aligns with the State Library's new strategic priorities and positions it as a leading institution in the field of digital technology. It promotes the State Library as a centre of creativity and learning, and provides opportunities for community engagement projects as well as the creation of user generated content for the collection.

State Library of Queensland

Overview

In November 2006, the State Library of Queensland (SLQ) reopened in a redeveloped South Bank building. The new State Library is more than a physical redevelopment; it is a challenge to perceptions of what a library is and what a library can be. The new State Library is reinvigorated, delivering an innovative suite of services and programs, onsite, online and throughout regional Queensland.

The opening of the redeveloped library building at South Bank marked the beginning of a new chapter in the story of the State Library. The new building provides an increase in the number of spaces for the display and storage of collections as well as study, research and contemplation. It also offers a diverse range of places and services for discovery and exploration of new interests and ideas.

Coinciding with this, a new strategic policy, *Enriching the lives of Queenslanders*, sets a solid five year agenda for the State Library to take advantage of this remarkable new building and evolving technologies to enhance its delivery of library services and engaging programs for the enrichment and enjoyment of all Queenslanders.

One of three strategic priorities, *Queensland Memory: Today for tomorrow*, commits the State Library to:

- Leading the capture and preservation of Queensland's cultural and documentary heritage
- Leading the development of services and programs to improve access to Queensland memory
- Partnering with Queensland's Aboriginal and Torres Strait Island communities to record indigenous knowledge, culture and histories
- Leading the development of a Queensland Digital Content Strategy.

A second priority, *Learning for all*, emphasises the development of programs which support learning.

A third priority, *Community Connections*, focuses upon a role for the State and public libraries as community hubs, both physical and virtual.

The key partnership which underpins the delivery of services to regional Queensland is the state wide public library network, which includes over 330 public libraries and Indigenous Knowledge Centres.

The State Library has recently collaborated with the Queensland Public Libraries Association and the Local Government Association of Queensland to produce the *'Expanding Horizons 2007-2011'* positioning paper. Through four key themes, this paper provides a framework for Queensland public libraries to build on their strengths and position themselves for the future:

- Welcoming community spaces
- Connecting people
- Learning and leisure
- Embracing technology

The Queensland Stories Program supports the three new strategic priorities of the *Enriching the lives of Queenslanders* policy document, as well as the four themes of the “*Expanding Horizons 2007-2011*” positioning paper. It promotes the State Library, public libraries and Indigenous Knowledge Centres as places of creativity and learning, and provides opportunities for meaningful community engagement projects as well as the creation of collection content.

The Queensland Stories Program is one of the statewide digital initiatives delivered by the State Library. These initiatives are supported by the State Library’s Collection Development Policy and the Digital Standards.

Queensland Stories and Oral History Review

In this context, State Library undertook a review, commencing in late 2007 with the final report due by March 2008, of its current oral history service and collections, along with the Queensland Stories Program, with a view to re-badging the two separate initiatives into a vibrant and relevant program. It is envisaged that, when fully implemented, the program will utilise state-of-the-art digital technologies to record, collect, preserve and make accessible the stories and languages of Queenslanders in spoken and multimedia forms. A broad role is envisaged, one in which digital storytelling is a key element in a new program, with a multimedia focus on recording stories, histories, languages and media programs.

Roles that were considered in developing a service model include:

- Support for ongoing preservation, by acting as the repository of choice for digital masters deposited by public libraries, community storytellers, historians and other creators;
- Advisory services (including training, standards and equipment loans) to support community digital storytelling initiatives in partnership with public libraries and other community based organisations;
- Commissioning of content;
- Ongoing access to the State Library collections in digital and other formats.
- Synergies with other oral history programs/projects including the “Place Stories” digital storytelling initiative and Q150 (Queensland’s 150th anniversary of statehood in 2009).

Collection Development

The State Library’s Collection Development Policy anticipates that oral history will become a larger collection and receive a greater focus with the recognition that many migrant, refugee and Aboriginal and Torres Strait Islander communities record their stories in an oral tradition, including through music and song. It states that multi media formats will increasingly be used to store and provide access to oral history materials. Particular collecting focuses for the future are:

- Aboriginal and Torres Strait Islander stories
- Migrant and Refugee stories
- Children’s stories (to complement historical material relating to children)

Digital Standards

A comprehensive set of standards has been written to support the State Library's digitisation program. These standards were first developed in 2002 to support the digitisation and description of photographs for Picture Queensland. Since then, the standards have evolved to encompass a range of digital formats and descriptive requirements. They are available on the State Library's website as a resource for public libraries and others.

Digital Standard 1: Metadata for digital objects and other specified resource types proscribes the metadata schema used to describe different collections. For example, all digital images indexed within Picture Queensland use qualified Dublin Core (DC), finding aids to original material collections use Encoded Archival Description (EAD), and records within the Music Queensland and Artists' Books digital repositories use Metadata Object Description Schema (MODS).

Digital Standard 2: Digital capture & format establishes the digital file types which are used when digitising different formats of material, including still images, moving images and audio. In each case, the State Library makes an archival digital copy for long term preservation. For still images this is a TIFF file, for moving images an AVI file and for audio material a Broadcast Wave file. The archival digital files are too large to enable web delivery, so derivative files are created for this purpose; JPEGs for still images, RealVideo and Windows Media Video files for moving images and MP3, RealAudio and Windows Media Audio for audio files. (See Appendix 1, Queensland Stories Digital Standards)

Digital Collections

State Library's digital content is managed using ENCompass, a product developed by Endeavor Information Systems (Endeavor is now owned by Ex Libris). ENCompass is a digital object management tool which enables the user to describe and manage digital objects. Each type of digital object (i.e. images, finding aids, digital stories) is stored in a separate digital repository using its own metadata schema. Each metadata schema used by the State Library is specified in Digital Standard 1.

Access to the information and digital objects within the ENCompass digital repositories is provided via an Internet interface known as the Queensland Digital Library (QDL). Each digital repository can be searched independently or in conjunction with one or more of the other repositories. The current digital repositories available via the QDL include: Picture Queensland, Manuscripts Queensland, Music Queensland, and Queensland Stories. The Voyager Catalogue, which manages the published collections, can also be searched using the QDL.

Queensland Stories Program

Background

The Queensland Stories Program commenced in late 2004 as a community engagement and collection development tool. It was supported by a statewide State Library Strategic Development Grant round for public libraries which was conceived as a way of fostering support for the roll out of digital story projects throughout Queensland. Thirty-three public libraries and Indigenous Knowledge Centres were successful in their grant applications.

The sharing of stories via digital technology is the key concept around which the Program has been built.

It aims to enhance the multimedia skills of public library staff and community members, via skills development in the use of digital cameras (still and video), lighting effects, scanners, digital sound recording, Blogs (in the creation of story scripts), creation and editing of digital stories, using innovative and accessible software on personal computers and laptops. Digital story creation also facilitates opportunities to learn more about intellectual, moral and copyright protocols associated with the production of the stories and their use as web content.

The major components of the Program are:

- **The Queensland Stories website**, www.qldstories.slq.qld.gov.au, launched in June 2005, is a rich storehouse of Queensland digital stories. Digital stories can be viewed over a dialup and broadband connection on both Apple Macintosh and PC platforms. The digital stories are available in both Real and Windows Media Player formats to enhance the viewing experience.

As mentioned above, digital standards for the digital media, transcripts and a coordinated workflow diagram for uploading files have been established. The selection criteria and technical specifications are available on the Queensland Stories website to assist members of the public who are interested in submitting their own digital stories. The site also has a *'Have your Say'* portal which encourages conversation and comment on the digital stories. The website meets Queensland Government consistent user experience requirements.

- **The Mobile Multimedia Laboratory (MML)** is specifically designed to enable remote and regional communities to gain the multimedia skills that will enable them to create their own digital stories. It is a flexible and portable IT training facility, which can be split into 2 smaller laboratories or operated as a training facility for 8 people. The MML is loaned and hired out to internal and external groups on a sliding scale of fees, which commences with in-kind support to some projects. (Appendix 2 MML hardware and software)
- **Digital Stories** have been created through a range of activities: digital story training workshops; projects supported by State Library grants and other funding sources; State Library targeted community and collection projects; partnership

projects; and stories which are submitted by the general public. They are stories about Queensland, its people, places, landscapes and ecology. Through the digital documentation of memories, digital stories are providing a growing record of Queensland's contemporary history. (Appendix 3 Queensland Digital Stories created to date)

Community engagement

"Every community has a memory of itself. Not a history, nor an archive, nor an authoritative record... A living memory, an awareness of a collective identity woven of a thousand stories." (Centre of Digital Storytelling <http://www.storycenter.org>)

Digital story projects are increasingly used as a tool by a range of public and media institutions to offer opportunities for communities and individuals to publicly share their stories, and support the thesis that stories are fundamental to making meaning and are at the core of human intelligence. Examples are

- Australian Centre for the Moving Image (ACMI) Memory Grid and digital story program which is the most well-established single institutional presence for digital storytelling in Australia (*Klaebe, Burgess, 2007*). ACMI works with communities and key organisations to develop specific Digital Storytelling projects.
http://www.acmi.net.au/digital_storytelling.aspx
- 'Sharing Stories': Specialist trainers from the Creative Industries Faculty at the QUT, worked with people from a wide range of age groups and experience levels to produce digital stories related to the history of the Kelvin Grove Urban Village area. <http://www.kgurbanvillage.com.au/sharing/>

Appendix 4 provides more information about digital storytelling initiatives.

The Queensland Stories Program takes this approach, and provides the same opportunities to share and preserve stories, gain new digital media skills and provide feedback or comment on digital stories that are on the Queensland Stories website. For example: feedback was received from an orphanage in Vietnam and various other Vietnamese organisations and individuals when the "Living Treasures; stories of Queensland Vietnamese project" went live on the website. The Queensland participants were thrilled to realise that the stories were visible and evoking responses from their homeland Vietnam.

The process of digital story creation shifts library clients from consumers to content creators and this is a key concept in the success of the Program as a community engagement tool. When audiences are engaged in the act of consumption and production, wide-ranging social, cultural and economic benefits can be realised. (*Russo, Watkins, 2005*)

Digital story creators are the owners of the content of the cultural interactive experience. Intellectual rights and copyright remain with the creator, with State Library requesting a non-exclusive licence to include the story on the Queensland Stories website.

Training Workshops

Digital story creation workshops are conducted by 2 trainers for 8 participants using the MML or local ICT resources if available. They include the following steps:

- Composing the story: in workshop or via blog
- Putting the digital story together (file management)
- Making the story: the script, the audio, getting the pictures into the computer, the pictures (still images and moving video), editing photographs.
- Creating a Black Slug: Putting the sound and pictures together, creating your movie in Adobe Premier Elements, rendering to AVI, rendering your Adobe Premier Elements Movie, finishing up.

In 2007 the State Library piloted Train the Trainer digital story workshops. (See Case Study 2) These workshops will reinforce the digital media skills gained in the introductory workshop and enable participants to gain the skills to continue making digital stories long after the trainers and MML have departed.

Challenges

The Queensland Stories Program faces a number of challenges, many of which are common to conducting digital storytelling projects and displaying user-created content online. The three main challenges – copyright, cultural protocols and geographical distance – were approached in the following manner.

Intellectual property and copyright

Publishing digital stories on the web, many of which are created by external organisations and individuals, presents complex copyright issues. By their nature, digital stories consist of several different elements that may have different creators and copyright requirements. Copyright in just one story could, for example, apply to the story's music, script and images. This aspect can be managed by encouraging digital storytellers to use images where they own the copyright. Music appearing in digital stories can be limited to works that are copyright-free (often obtainable via the Internet) or music for which State Library owns the copyright, for example recordings appearing on the State Library's Music Queensland website.

The issue of obtaining copyright permissions from digital storytellers does have the potential to affect the number of new donations received. Storytellers may be reluctant to entirely hand over copyright, and administering non-exclusive licenses can have frustrating consequences when third parties wish to use the stories being publicly displayed. To counter this, State Library is investigating the use of Creative Commons licensing to encourage people to donate their digital stories and open up the possibilities for digitised materials being made available for public use and repurposing. Giving donors the option of using a Creative Commons license allows them to determine how the public can use their stories and removes the need to seek permission from the copyright holder each time a member of the public wishes to use their story.

Cultural and privacy protocols

Cultural protocol issues for displaying material are particularly important when working with Aboriginal and Torres Strait Islanders, refugees and children. There is a need to balance the desire to get stories from marginalised or voiceless communities out into the public, with a sensitivity to how that community would like itself to be portrayed. There is the risk that, in trying to avoid offending a particular group, their stories will not be represented.

To minimise the impact of privacy issues, State Library has introduced a consent and release form that accommodates digital storytellers, subjects of stories and children. State Library only publishes stories with the creator's permission, as detailed in the consent and release form.

State Library has established protocols for Aboriginal and Torres Strait Islander collections. These protocols confirm State Library's acknowledgement of Aboriginal and Torres Strait Island communities' right to their cultural heritage and knowledge, including:

- literary, performing or artistic works
- scientific, technical or ecological knowledge
- cultural heritage objects
- documentation of Aboriginal people and Torres Strait Islanders in all forms (eg unpublished reports, manuscripts, photographs, film, sound recordings etc).

The State Library also acknowledges the importance of seeking appropriate cultural clearances from Aboriginal and Torres Strait Islander communities, families, individuals or organisations in regard to Aboriginal and Torres Strait Islander material or information being accessed, published or reproduced.

Resources and distance

Queensland is a vast State, with a large population outside of South-East Queensland. The State Library is limited in its resources to support the delivery of digital story training state wide. Training delivery is often reliant on grant funding or sponsorship, making it difficult to develop sustainable programs that provide adequate coverage to all of Queensland's population.

State Library's response to geographical and resource constraints has been to adopt a train-the-trainer methodology. By identifying community members or local "champions" that can be trained in digital storytelling for them to on-train members of the community, valuable skills and capacity can be established locally. Targeting training to regional centres that can attract people from neighbouring areas is another strategy to gain the most coverage from State Library's training budget.

Accessible technology

“As ICT’s [sic] become further embedded in our daily lives, they have the potential to create new platforms for community engagement” (Russo, Watkins 2005)

The technology required to make a digital story is both accessible and affordable to most but not all. The State Library partners with public libraries and Indigenous Knowledge Centres to deliver digital story creation training to support digital inclusion. Ongoing learning is meaningless if community members cannot access the technology required to build the experience into their continuing lives. Public libraries and Indigenous Knowledge Centres can link their communities with technology and training thus increasing opportunities for participation in economic, social and cultural opportunities.

The Queensland Stories Program uses the following accessible technology to create digital stories:

Hardware

- PC or laptop that can burn DVDs
- Scanner,
- Sound recorder (which creates digital files)
- Digital camera (not essential)
- Video camera (not essential)

Software

Depending on the skill level and resources of the digital story creator any of the following software packages can be used

- Free downloadable Moviemaker or Adobe Premier Elements
- Photoshop Elements (affordable and more reliable in a workshop situation)
- Adobe Premier and Photoshop (more expensive)

Other resources

Digital story creators or workshop participants bring along the following to use in the creation of their stories:

- A story script (approx 250 words)
- Digital photographs or printed images, drawing or photographs (scanned)
- Video footage (if it is in a compatible format)
- Downloaded images and sounds from the Internet (if copyright free)

Challenges

- Communities are not homogenous and have access to differing ICT resources and Internet connectivity. (See Case Study 1)
- Staying relevant and keeping up with digital technology: hardware and software improvements necessitate the process of delivering digital story training to be one of continuous improvement, with the introduction of the latest technology as it arises. For example, The use of blogs as a story creation tool enables participants to critique and work together to develop their story scripts prior to workshops.

Case Studies

1. Tailoring ICT training to meet Community needs: 'Taking IT on'

In 2005 State Library of Queensland was successful in gaining funding from the Federal Government through the Department of Communications, Information Technology and the Arts (DCITA) as part of the IT Very Remote Program. This funding supported the delivery of 10 hours (per person) of basic IT and technical support training for adults living in very remote Queensland communities.

The training was delivered in predominantly indigenous communities, all with Indigenous Knowledge Centres (IKC) or public libraries. It commenced in October 2006 and finished in June 2007 with 23 communities visited and 849 people participating in training. Two trainers (one existing SLQ staff member and one trainer employed from the project) spent 2 weeks in each community and tailored the training to match the communities requirements and Information Communication Technology (ICT) resources. Seven of the communities received additional repeat one-week visits.

Prior to the delivery of training, the State Library conducted research into the ICT resources, previous training offered in each of the communities and the general social environment. Common social factors included: low levels of English literacy; low employment; low levels of home computer ownership; project fatigue in some communities; shyness or reluctance to be involved, especially amongst first-time computer users. State Library also decided to limit training to the use of equipment and services that would remain in the community, so that participants would have the opportunity to continue to build their skills.

Taking social factors into account, the State Library structured the training in a flexible, and non-threatening way eg: sessions not courses (morning, afternoon, evening, weekends) with an emphasis on practical life-skills (banking, Internet searching, Government services on line) with a hands-on, learn by doing approach. Given high unemployment levels, the recreational uses of IT were also explored with an emphasis on creative, visual uses for IT (digital photos, publications, games, music, movies).

State Library also conducted an audit of public Internet services in the targeted communities. This audit evaluated the current status of services in the public library or Indigenous Knowledge Centre and this information, in conjunction with feedback provided by training staff at each location, resulted in the development of an Internet connectivity plan. Further funding has been obtained and this connectivity plan is now being delivered in the following locations: Coen Library, Pormpuraaw IKC, Aurukun IKC, Seisia IKC, Injinoo IKC, Dauan, Marbuaig, Erub, Poruma, Badu and Yam Island IKC, Mornington Island Library, Aurukun IKC, and Boigu Island IKC.

State Library will deliver digital story training to three remote indigenous communities in 2008. The upgraded connectivity will enable the communities to view their own digital stories via the Queensland Stories website and to continue to create stories with their own ICT equipment.

2. Train the Trainer: ‘Clifton Digital Diaries’

Clifton Shire, located 3 hours from Brisbane in the Darling Downs, has a rich rural history. In 2007, Clifton Library staff and volunteers participated in training courses to give them the skills to undertake digital story creation projects in partnership with local community groups and individuals. This project will continue to record contemporary and historical stories by the Shire residents. The Clifton Library will coordinate these projects and will accept a copy of each story in their local history collection. The stories can also be viewed on the Queensland Stories website.

The training opportunity was also extended to staff and volunteers from Highfield and Stanthorpe Libraries, regional centres within a 2 hour drive of Clifton who also gained digital media skills to support similar projects in their own communities.

Clifton Digital Diaries was funded by a State Library Strategic Development Grant in 2007. Trainers conducted a 2.5-day introductory workshop and, one month later, a 2.5-day Intermediate workshop. Advice on the purchase of affordable software and hardware was provided with each of the three libraries involved keen to develop an ongoing digital facility for the continued creation of digital stories.

3. Promoting the collections: ‘Stories from the Collection’

"Stories from the Collection" uses storytelling to bring to life unique material from the State Library's collections. Digital story makers engage with State Library staff, researchers and donors to produce high quality digital stories. By offering personal memories or providing an historical context, the storytellers provide unique insight into the material. Creating an informative on-line experience for all clients and is especially suited to clients who live outside of Brisbane or who have special needs.

Conclusion

Queensland Stories has been in operation for three years, and during that time, over 200 digital stories have been created.

The future direction of Queensland Stories includes:

- its use in the State Library's oral history program;
- digital stories as a valuable training tool for sharing State Library staff expertise, such as in the preservation of collection material to library and other professional staff throughout regional Queensland;
- a way of highlighting the State Library's collections via "Stories from the Collections" project;
- the delivery of further outreach training in partnership with public libraries; and
- investigation into the development (with other partners) of a state or national portal for digital stories similar to Picture Queensland locally or Picture Australia nationally.

The Program, which commenced as a community engagement and user-generated content tool, continues to fulfil these roles as it grows in capacity as a vital and versatile part of the State Library's digital initiatives.

References

Klaebe, H. and Burgess, J. (2007), Oral history and digital storytelling review: a draft report prepared for the State Library of Queensland.

Russo, A. and Watkins, J. (2004), Creative new media design: achieving representative curatorial practice using a Cultural Interactive Experience Design method.

Russo, A. and Watkins, J. (2005), Digital Cultural Communication: Designing Co-Creative New Media Environments.

Russo, A. and Watkins, J. (2005), Digital Cultural Communication: tools and methods for community co-creation.

Lambert, J. (2002) Digital Storytelling Capturing Lives, Creating Community

Appendix 1

Queensland Stories Digital Standards – Requirements for Uploading Files

1. Workshop trainers should ensure that participants complete and correctly name as per digital naming standards listed below the following files and documentation. Workshop trainers should then forward files to Queensland Stories, Heritage Collections:

- Video file (DV .AVI format)(.avi)
 - embedded audio narration;
 - PC compatible;
 - maximum run time of 4 minutes (including titles and credits);
 - PAL standard;
 - Either 4:3 or 16:9 screen ratio.
- A representative still image from your story – 400ppi tiff, 4,000 pixels along the widest dimension. If this is not possible please supply the highest resolution that is available as TIFF format. (.tif)
- A thumbnail version of the same image for use on the website – 72ppi JPEG, 150 pixels along the longest dimension.(.jpeg)

These three files should be placed on a DVD and named as per standard below for each story produced in the workshop.

- An “About my story” form (.xls) that helps us to describe your story and position it in the Queensland Digital Library catalogue.
- A story transcript (max 250 words) text file (.txt)

These files should named as per standard below for each story and placed into a folder at the end of the following file path: ..\Stories pending RDU or alternatively placed on a separate DVD.

- The Deed of Gift form should be completed and signed by the creator.

These forms should be collected by each participant interested in having their story uploaded onto the website. They should be delivered to the Project Manager in hard copy at the end of each workshop/project.

The above files should be named as per Digital Standard 2:

With the story title (maximum of three words) no article, no spaces and each word should begin with a capital letter. File names must not include any special character, eg., apostrophes or quotation marks.

- SpecialPlace.avi
- SpecialPlace.tif
- SpecialPlace.jpeg
- SpecialPlace.xls
- SpecialPlace.txt

If two stories have the same name we add the author's initials eg:

- SpecialPlacesCS.avi
- SpecialPlacesSY.avi

2. The State Library's Resource Discovery Unit will create Windows Media and RealAudio files for dialup and broadband.
3. If selected for inclusion in Queensland Stories, a story will remain live on the website for 2 years. At the end of that time they will be assessed by Heritage Collections staff via a process that is consistent with the Collection Development Policy. Content that is aligned with the Collection Development Policy will remain part of the John Oxley Library's collection.

Appendix 2

MML hardware and software

- **8 Viao Laptops with 8 mice**, 8 batteries, 8 power supplies
Programs include;
 - Adobe Premier standard
 - Adobe Photoshop elements 2.0
 - Norton Anti-Virus
 - Windows XP service pack 2
 - Office 2003
 - Adobe Video Collection (including Premier Pro 1.5, After Effects 6.5, Audition 1.5, Encore DVD 1.5)
- **2 MASTER Viao Laptop with corded mouse**, 2 batteries, 2 memory stick, 2 power supply. Programs include;
 - Adobe Premier standard
 - Adobe Photoshop elements 2.0
 - Norton Anti-Virus
 - Windows XP service pack 2
 - Riva FLV Encoder
 - Macro media Flash MX Prof 2004
 - Office 2003
 - Adobe Video Collection (including Premier Pro 1.5, After Effects 6.5, Audition 1.5, Encore DVD 1.5)

Other Equipment:

- Cannon i80 Bubblejet Printer with power supply
- Panasonic 2000 Projector with mains power supply, USB cable to laptop, remote control
- Cannon LIDE 80 Scanner, accessories, USB lead to laptop
- Sony 4.1 Mega Pixel Cybershot Digital Camera with download cable, battery recharger, soft bag
- Sony Handycam Video Camera with 2 fire wire cables, USB cable, power supply, spare lens/remote control, soft bag
- Main powered speaker with power supply
- Mini stereo speakers which connect to the main powered subwoofer speaker
- 2 speakers for laptop
- 4 webcams
- Maxtor 200GB external hard drive with USB cable, power supply, desk stand for drive
- Edirol R1 sound recorder with power supply, USB cable, spare compact flash card, bag
- Wireless Print Server & power supply
- Wireless Router & power supply
- Lead - USB hub to Master Vaio
- Bellkin powered Hub & power supply

- 4 Headphones - 3 in soft cases, 1 without case
- 1 Lapel Microphone with 1 wireless transmitter & receiver
- 1 microphone (Sony Electret condenser mic ECM – MS 907)
- Video camera tripod
- Lowel Pro Light 230v euro
- Lowel Barndoor for light
- Lighting stand
- 8 cable locks
- Full sized keyboard
- 3 spare mice
- 3 Network cables
- 5 x extension leads
- 4 powerboards

Appendix 3

Queensland Digital Stories created to date

Title
Pilot Workshop SLQ
1. A Special Place
2. Isolation
3. A Qld Storm
4. Roadshow travels
5. Roughing it
6. Snakebite
7. Snapshots of Brisbane
8. A walk on Bribie Is
Mt Nebo Stories
9. Finding Nebo
10. Friday Arvo
11. Honeymoon on Lady Musgrave
12. The Land
13. New Home - New Bugs
14. A normal family
15. Peace n Choir
16. Vivaxis
17. The Essence of Home
Chermside Virtuolygies (Queensland Stories Grant Project)
18. Hockey Park
19. Game
20. Dare's World
21. Northside
22. Room
23. Gabe's Footy Story
Loving Logan (Queensland Stories Grant Project)
24. Ilinden in Logan
25. Ethiopian Coffee Ceremony
26. Le Grand Voyage
27. My Portable Village
28. My Journey
29. Elisabeth's Story/historia e Elisabet
30. Ten Pound Teddy
31. Pukapuka Island
Cherbourg Stories (Queensland Stories Grant Project)
32. Papa Tree
33. Say No Drugs
34. David's Story
35. Nanna Radio

Title
36. Marching for Mr Blackman
37. Ruby Hunter's Story
38. Zac's Story
Woorabinda Stories (Queensland Stories Grant Project)
39. Passing
40. Them Days
41. There Dreaming
42. Alcohol is bad
43. Lonely Boy
44. Yabbie Hunting
45. Slow Down
46. Smoking is bad
Yarning in Caboolture (Queensland Stories Grant Project)
47. My Family & the Cherbourg Mob
48. Linked to My Land, Culture & Ceremonies
49. Hanging Tree
50. Respecting Your Culture & Yourself
Moorroobool Folk Tales (Queensland Stories Grant project)
51. Tale1 Aboriginal – Underwood Family
52. Tale 2 Queenslander –Geck Family
53. Tale3 Chinese – Wah Day Family
54. Tale4 P.N.G.-Buie Family
55. Tale 5 Cook Island – Maretu Family
56. Tale6 – Phillipines – Alongalay Family
57. Tale7 – Cross Cultural – Mabo Family
58. Tale 8 Torres Strait – Thaiday Family
59. Tale 9 Indian – Subbarethinam Family
Stories from the Collection
60. Andrea Stombuco
61. Cosmographie
62. Discover Queensland
63. Christmas with the Johnstones
Vietnamese 'Living Treasures'
64. 2 Wars,3 Cities,4 Generations
65. Jen's Story
66. My Linh's story
67. Rebuilding Our Lives
68. Teresa's Story
'River Stories'
69. Close Encounters
70. The Bunya Mountains
71. Celebrating at Wivenhoe Dam
72. The Changing River
73. Natural Resource Manager

Title
74. My Experiences
75. The Walk
76. The Adventure
West End Digital Stories
77. The Centre of it all
78. My Life Story
79. John's Story
80. The West End Party Sisters
81. My Grandad - Cyril Dillion the Artist
82. Christmas with Auntie Vernon
83. The Riddle of Life
84. Ted's Story – West End 2006
Milperra Stories
85. My Own Place
86. A Fortunate Career
87. A Future Saved
88. Life in Room 18
89. Lifelong Passion
90. Milpera Girls
91. Through our Eyes
Clifton Digital Diaries
92. Not a City Girl Any More
93. Literacy and Numeracy for adults
94. Clifton, Why we like to live here
95. Oh, the People I've Been
96. Soul Song
97. From Wildbeest to Wattle
98. On our Farm
99. The Graceys of Cooyar
100. Photographic Memories
101. Pioneering Women of the Granite Belt
Stories from the Collection 2
102. The Clyde Collins Collection
103. The 1899 Pearling Fleet Disaster
104. The 1899 Pearling Fleet Disaster
105. Portrait of an Australian
106. The Letterbooks of Henry Mort
107. The Garage Website
108. Music Queensland

Appendix 4

Other Digital Storytelling Initiatives (Klaebe, Burgess, 2007).

Digital Storytelling Australia-wide

The Australian Centre for the Moving Image (ACMI) Memory Grid and digital story program has been running since 2004. Located in Melbourne, ACMI holds the only other collection of catalogued digital stories in an Australian cultural institution besides those held at the State Library of Queensland. ACMI works with communities and key organisations to develop specific digital storytelling projects. All the stories in their collection have been created through their own workshops and they do not collect unsolicited material.

Currently ACMI have over 1,500 digital stories in their database. These stories are not accessible to the public, except through exhibitions displayed throughout the centre in public viewing 'pods'. The ACMI collection forms part of the State Library of Victoria's film archive, which also houses the Embassy Collection and Digital Art Collection, with digital stories forming just a small part of their collected works.

Lead facilitators are trained in Australian privacy and classification law, so that they can proactively classify content produced in the workshops. This training is conducted through the Department of Justice; similarly to television broadcasters.

Digital storytelling in Queensland

As is the case elsewhere in the world, digital storytelling projects are beginning to proliferate in a range of contexts, usually in partnership with cultural institutions, government agencies and other organisations. In each case, digital storytelling is adapted to suit the particular purposes of each project. The following case studies are not exhaustive but they do indicate the range of activity that is currently occurring.

YIRN

The Youth Internet Radio Network project (YIRN) was an Australian Research Council funded research project led by John Hartley and Greg Hearn that aimed to engage young people in an investigation of how information and communication technologies (ICTs) can be used for interaction, creativity, and innovation. The research project merged design, content creation, policy analysis and ethnographic methods. YIRN created partnerships with urban, regional, and Indigenous communities at ten different sites around Queensland and undertook Digital Storytelling workshops with groups of up to twelve young people at each of these sites, eventually producing around 80 digital stories.

KGUV Sharing Stories

The participatory public history project *Sharing Stories*, led by Philip Nielsen and Helen Klaebe from 2004-2006, and funded by the Department of Housing, was part

of a strategy to build a sense of community identity and inclusiveness in the Kelvin Grove Urban Village development. The Project has produced two books representing the history of the area from first settlement, and has launched a website, which includes community oral history, visual artworks and digital stories. Digital Storytelling was the principal methodology for enabling direct public participation in the project. Two workshops were held, both of them inter-generational and involving several older people. The digital stories produced in the workshops were launched at a public screening and subsequently made available on the KGUV *Sharing Stories* website.

New Literacies, New Audiences

This major 3-year project, based at the ARC Centre of Excellence for Creative Industries and Innovation, used co-creative media workshops, including digital storytelling, to investigate the ways in which Australian cultural institutions can use social media to increase participation. The project is led by Angelina Russo, and is conducted in partnership with ACMI, the Australian Museum, the National Museum of Australia Canberra, the Powerhouse Museum, Queensland Museum, and the State Library of Queensland.

Feral Arts

Feral Arts is a Brisbane-based community arts and cultural organisation. They are currently consulting on the Q150 project which is the planned celebration for the 150th anniversary of the formation of the State of Queensland, which includes the development of a digital storytelling software and web database system called PlaceStories.