



## Week 3 [ date ] | Image

### Context

The image is one of the key elements in the Digital Storytelling and deserves special attention in our Module. At an early stage of the narrative, the image has the ability to hold the attention of the public. If the image creates a strong enough impact, we can reduce or even omit some parts of the narrative. The golden rule is, " Show, do not tell". A picture is worth more than 1000 words.

### Learning outcomes

- To analyse the differences between *good and bad design*;
- To apply good rules to the use of a digital narrative based in images;

### Week Tasks:

#### Step 1 | How to Distinguish a Good from a Bad Design

Analyse the OER *Examples of Good and Bad design* about the correct / incorrect use of image/text. Taking as a starting point, some of the bad examples shown, each participant will turn it into " good design " and share their work transformation in the *Forum*.

#### Step 2 | Designing My Timeline



With the use of a set of images ( icons , images, photography , ... ) , create a short timeline, with some of the most important personal or professional moments of your life, from birth to the present day. At the end should save it as image and share in the *Forum Timeline*.