

September 12, 2017 IDRC Design Crit - Storytelling Tool (part II)

Discussion based on [these wireframes](#) and the current implementation of the tool

Going over new design

- Language, title and author on the first page, now. Not as simple but it all makes sense to have them together
- "Show prompts" is an option now
 - Text appears right in the field itself. This keeps the prompts embedded in the story
 - What does it mean to show/hide?
 - How about presenting a random prompt? Have just one appear on the form
 - The structure is good though
 - Maybe more of a guided approach? Like an outline?
 - Free-text field vs a structure of text boxes
 - Prompts as headings
 - Linking different sections after taking the prompts out, transitions
 - We need to have a clear form of outline that can guide different learners to present their stories
 - We could provide options as well
 - Telling their story in words
 - Telling their story in pictures
 - Of a school, home, etc.
 - (not discussed - Gregor's thoughts) Emoji? This makes sense with the SMS angle
 - Telling their story in drawings
 - Telling their story in voice
 - Transcriptions after-the-fact
 - We'll get there
 - The stories are culturally contingent, so by putting prompts in, we might be overlaying a structure and perhaps only getting stories that fit that schema
 - What kinds of structures can be put in place and then perhaps modifying
 - Maybe it's not a linear story
 - Maybe it's just an impression and no event
 - Maybe it's just an event
 - Even having "required" and "optional" fields
 - Some predefined structures have histories attached to them, so imposing one over another risks overriding others
 - Maybe just go the journalism route? (where/who/when/why/how)
 - There are difficulties with this as well: a poem may not fit this kind of structure
 - A drawing
 - Something with nexus
 - Sometimes the "when" is "forever"
 - Could there be a way for users to put in their own structures/questions and have them available to other users?
 - Maybe just have a suggestion/feedback email
 - Should the prompts be embedded?
 - Some of the prompts are good for organizing your thoughts about the story, but may not be necessary to answer for the story itself
 - Like a two-step process, first organize thoughts and then present it
 - Reminds people about Dana's dashboard palette designs. Nobody would want *all* of the elements in their story, just some
 - Showing the prompts as embedded in a little mini-story, as an example?
 - To provide inspiration
 - Instead of questions, more like prose/sentences
 - Open-ended questions to kick off an idea
 - "What happened?"
 - "oh I went to school, I didn't like the teacher, etc. etc."
 - Questions that guide them to express their views in order to get more information on their context
 - We want to be able to share this story with stakeholders
 - What changed? What happens once the story is shared?
 - Maybe a youth organization will call us to provide training, maybe the story will be discussed on the radio
 - Maybe the story will be read by a speaker in parliament
 - Feedback mechanisms
 - When they see their story being used, they're motivated
 - Prompt someone to write a story that may be more readable to our secondary or tertiary user?
 - We invite action and response to the stories from youth organizations, for example, who organize meetings with different stakeholders, and then invite action on these situations shared in the stories
 - Positive action happens because I've shared my story. People are inspired to share their stories and spread the word
 - "Read other stories" goes to search page
 - Storycorps: people get together, have a conversation and it's recorded and put into library of congress
 - People come in with a topic of their own and have a conversation
 - Some of the stories have been compiled into a book: https://www.amazon.ca/All-There-Love-Stories-StoryCorps/dp/0143123025/ref=sr_1_9?ie=UTF8&qid=1505228422&sr=8-9&keywords=storycorps

What is the purpose of the user's writing?

- Allows people to share their experiences
- Main focus is youth with learning differences
- Primary target: marginalized people in society, people whose voices are not heard
- Secondary target: people who are working to advocate for change, to break these barriers, etc.
 - This platform helps provide evidence for these people, for advocacy
 - Gets the stories to the decision makers so they can make changes
 - This information which is shared (as a story) becomes evidence of how people in a community are affected.
- Third target: policy makers at all levels
 - How do we influence those in power, the politicians? What do they think about this situation, what can be done better, what is being done, etc. In relation to this particular story/voice/situation.
- A tool that can be put in a toolbox to be used by activist groups
- It feels good to know someone has read/heard your story. Not necessarily other authors, but anyone.

How does someone come across/reach the tool?

- We have to think about this
- This is more of an implementation question
 - Currently going for a more traditional setup
 - Low bandwidth?
 - No bandwidth?
 - Need strategies for making the tool useful for situations with no internet access.
 - Browser-based storage, offline context
 - Jess really likes the idea of this offline method. Things to preserve and use offline. Talking to some people in Columbia
- Is someone coming to this tool because they have a story they want to tell?
 - If that's the case, it's best to get it in their own words
 - It's a tool to capture your particular experience the way you experienced it