



# ROADMAP TO MULTIMEDIA STORYTELLING

from

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INTERNATIONAL

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Kushal Bose has a bachelor's degree in Mechanical Engineering from India and Nuclear Engineering in the United States. Kushal also has a Master's degree (MAH) from the department of English from State University of New York with concentration in Film, Theater and Media.

He taught Engineering at SUNY, Buffalo; and taught Media Studies in India; has written, produced and directed many documentaries, plays and short films in India and US. Kushal is a much sought after speaker on various topics including history, technology and stories of civilization, human evolution and eastern religions.

He founded TELEDEC Ltd. in 1987 that has delivered Training and Knowledge Management globally, serving more than 100 Fortune-500 companies on various domains including Engineering, Healthcare, Pharmaceutical and IT.

# Teledec

INTERNATIONAL



Teledec has been designing and delivering training programs by telling stories about Technology, Equipment, Engineering and business processes for over 30 years in US, Europe and Asia...



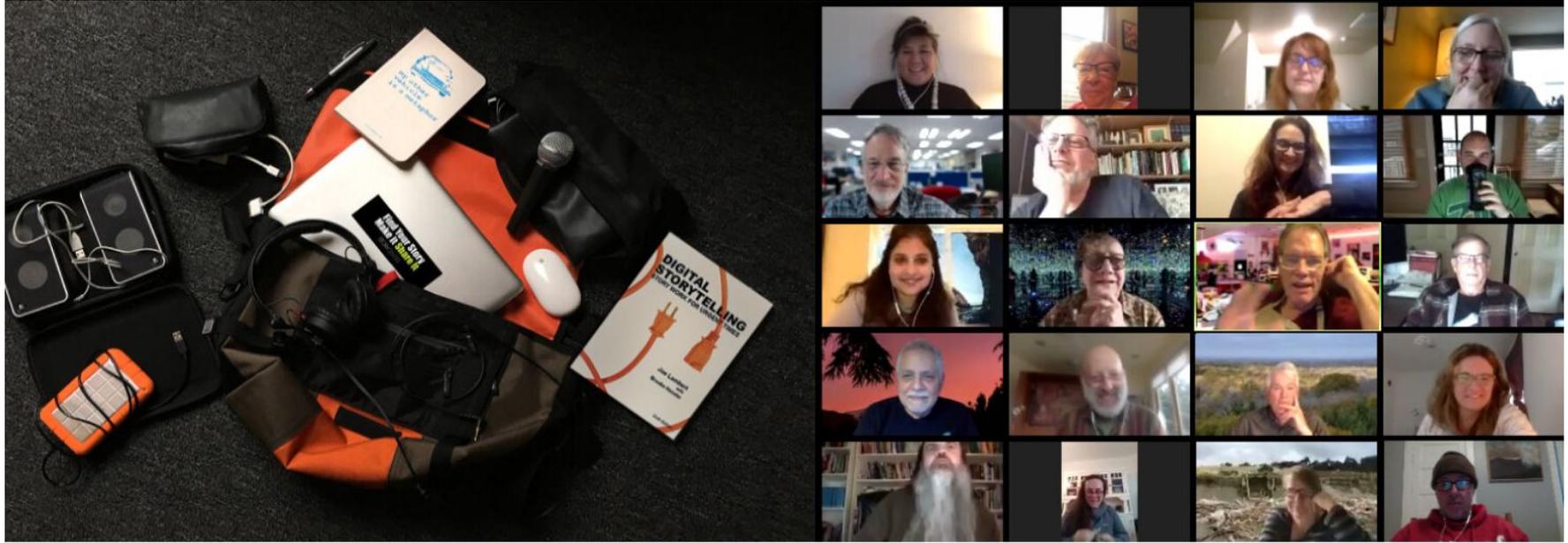
## What is storytelling?

Storytelling has evolved since the beginning of civilization ...

Storytelling describes the social and cultural activity of sharing stories, sometimes with improvisation, theatrics or embellishment. Every culture has its own stories or narratives, which are shared as a means of entertainment, education, cultural preservation or instilling moral values.

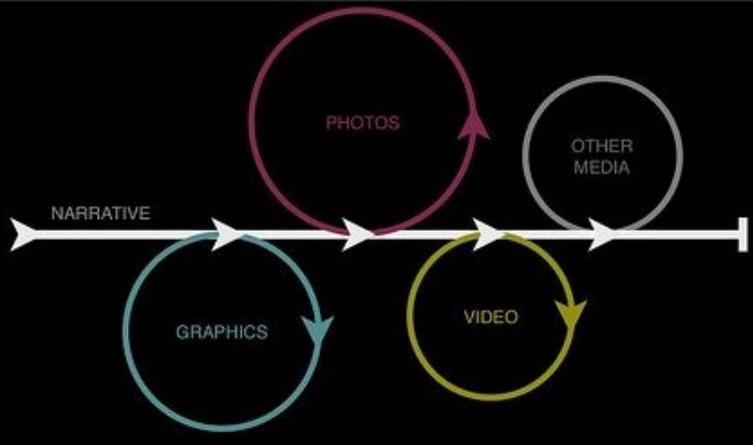
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# What is Multimedia Storytelling?



**A Multimedia story is some combination of text, still photographs, video clips, audio, graphics and interactivity - all presented in a story format in which the information in each medium is complementary, not redundant.**

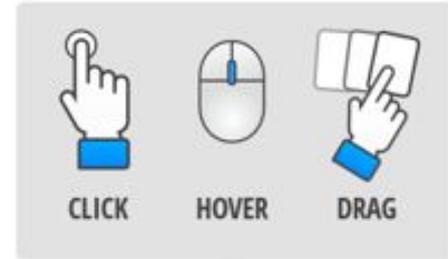
## Multimedia Storytelling to deliver a richer learning experience



The Multimedia learning experience includes **interactivity**, **visual engagement** encouraging **curiosity** and **connection** with learner's **personal experiences** - all of which are conveyed through different forms of media along the main "**Storyline**" ....

In order to have a successful multimedia story, it needs to have **several elements that come together** to play an important role.

**The fundamental difference** between multimedia storytelling and earlier forms of mass media lies in the potential for delivering **interactive engagement** with the learners.



**TOUCHING THE SCREEN**



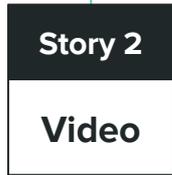
**DECISION  
MAKING**



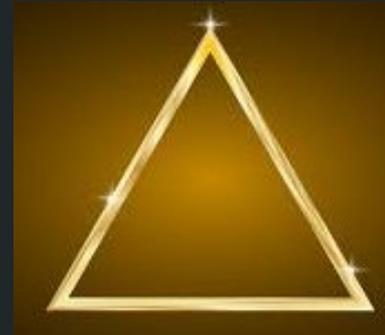
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**INTERACTIVE E-LEARNING**

# So, how do we tell a Multimedia Story?



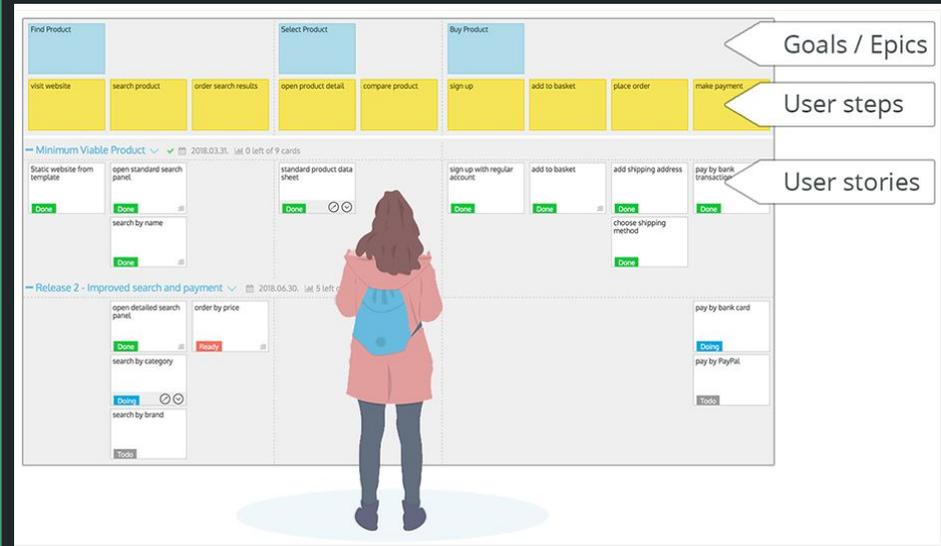
## Build the Golden Triangle



Goals / Objectives

User Steps / Actions

Stories / Engagements



# FIVE ELEMENTS OF STORY



Let's look at each individually

# Element #1

## STRUCTURE

**Linear Storytelling** is presentation of a story in a sequential manner. It has a beginning, middle and end. It follows a logical flow from a starting point to a conclusion. ... In this kind of presentation, the program is not controlled by the learner.

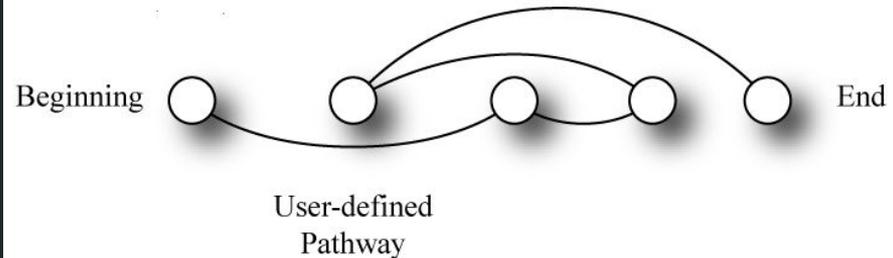
**Non-linear storytelling** is a presentation where the learner interacts with by the content, such as selecting the order in which the learner consumes the content by clicking from the choices presented in the program.

## Two types of structures

### Linear storytelling



### Nonlinear storytelling



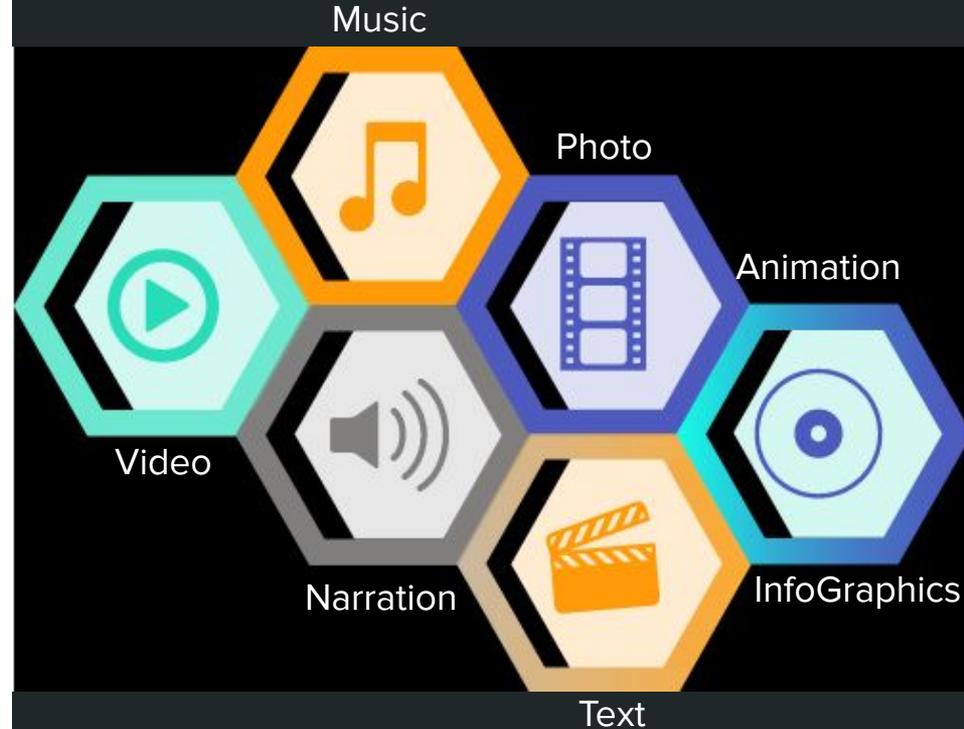
## Element #2

# MULTIMEDIA ASSETS

A media asset is any piece of visual data that is owned or can be controlled to produce something of value. These can come in a few different forms such as:

- **PHOTOS**
- **VIDEO**
- **AUDIO**
- **TEXT**
- **GRAPHICS**
- **ANIMATIONS**

## Typical Multimedia Assets

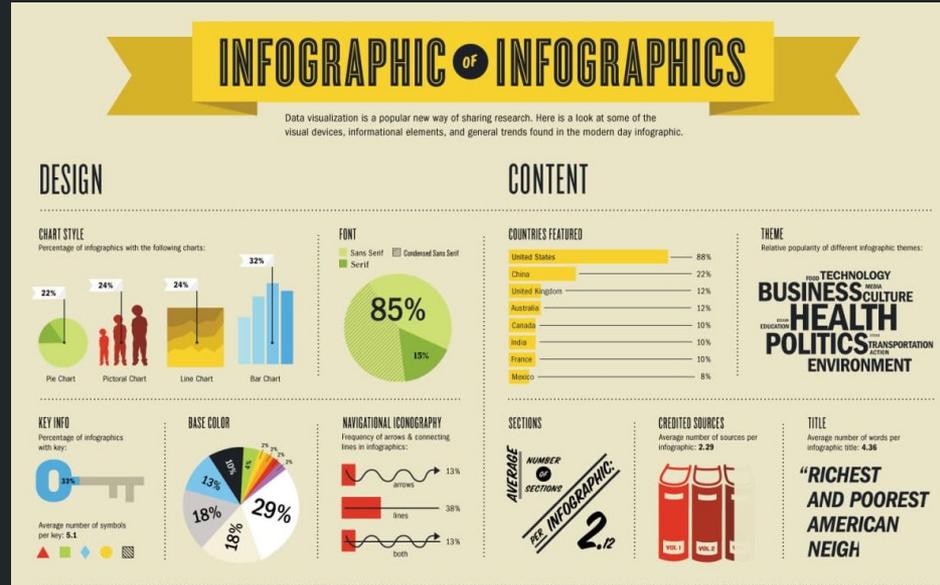


## Element#3: INFOGRAPHICS

**Infographics** have the power to make broad or complex ideas more distilled and simplified. Rather than sifting through large amounts of information, you can get all of the data, stats, and highlights you need in one colorful, creative, and engaging infographic.

- The Brain Processes Visual Information Faster and More Efficiently.
- Engagement = Improved Comprehension.
- Size and Color differentiates data.
- Offers curiosity and learner engagement.
- Simple, Focused Infographics Work Best.
- Boosts attention span, ability to recall.

# Infographics



## Element # 4: STORY STRUCTURE DESIGN

**Classic story structure** contains 3 main parts: 1. **Beginning** - setting and conflict (a problem), 2. **Middle** - rising action (solving a problem), highest point or culmination (core of a problem), 3. **End** - falling action / problem resolution

A **Non-linear story structure** is a narrative technique in which the storyline is told out of straight-line / linear order. This can take many forms: by using "Learn More" buttons, "**Reference sections**", "**Download**", "**Fun Facts**", or "**Historical information**", etc. Non-linear plotlines can mimic the recall of human memory, or weave multiple elements of a story - to engage the learner with various assets and/or documents, leveraging interactivity and personal experiences and preferences.

## Story Structure Design

**Four P's: People, Place, Plot, and Purpose**

### Classic Story structure

BEGINNING	MIDDLE	END
<ul style="list-style-type: none"><li>• Exposition</li><li>• Conflict</li></ul>	<ul style="list-style-type: none"><li>• Rising Action</li><li>• Climax</li></ul>	<ul style="list-style-type: none"><li>• Falling Action</li><li>• Resolution</li></ul>

### Non-linear Story structure

BEGINNING	MIDDLE	END
<ul style="list-style-type: none"><li>• Objectives</li><li>• Introduction</li></ul>	<ul style="list-style-type: none"><li>• Interactivity</li><li>• Engagement</li></ul>	<ul style="list-style-type: none"><li>• Lessons Learned</li><li>• Test</li></ul>

# Element #5 TECHNOLOGY

## A. Non-linear storytelling has vastly increased

- (a) the rise in broadband speeds, and
- (b) video to web standards like Flash and HTML 5.
- (c) New, Easy Authoring software like -  
(1) Articulate, (2) Captivate, (3) Camtasia (4) Lectora, (5) ispring

## B. Computer Hardware and Input Devices are cheaper, faster, better, smarter, easier to use

Input devices like graphics tablets, digital cameras, scanners, video card, audio recording, editing, storage, and hi performance chip make it popular

## C. The next frontier - HYPERVIDEO

Hypervideo allows for the possibility of creating video where objects link to provide more information about particular 'objects' when the learner clicks on the clickable 'objects' in the video. And since it is the user who has requested the information, the information is customized for each unique user.

# Huge Impact of Technology

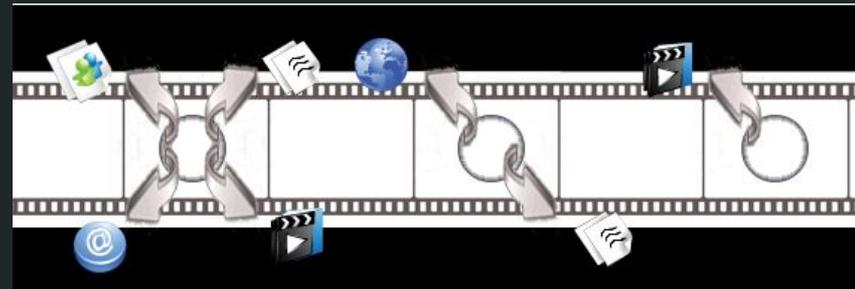
A



B



C



# Linear Storytelling

A **story** can be told in many different ways

Here is an example of the story of

## ATMOSPHERIC GASES

told in a linear fashion using

**Text, Image** and **Graphics** ....

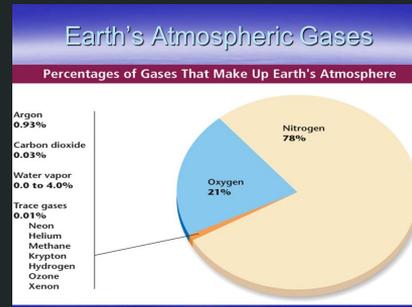
The story flow will look like this  
(next slide)

### TEXT

The atmosphere of Earth is a layer of gases surrounding the planet Earth that is retained by Earth's gravity. The atmosphere protects life on Earth by absorbing ultraviolet solar radiation, warming the surface through heat retention (greenhouse effect), and reducing temperature extremes between day and night (the diurnal temperature variation).

The common name given to the atmospheric gases used in breathing and photosynthesis is air. By volume, dry air contains 78.09% nitrogen, 20.95% oxygen, 0.93% argon, 0.039% carbon dioxide, and small amounts of other gases. Air also contains a variable amount of water vapor, on average around 1%.

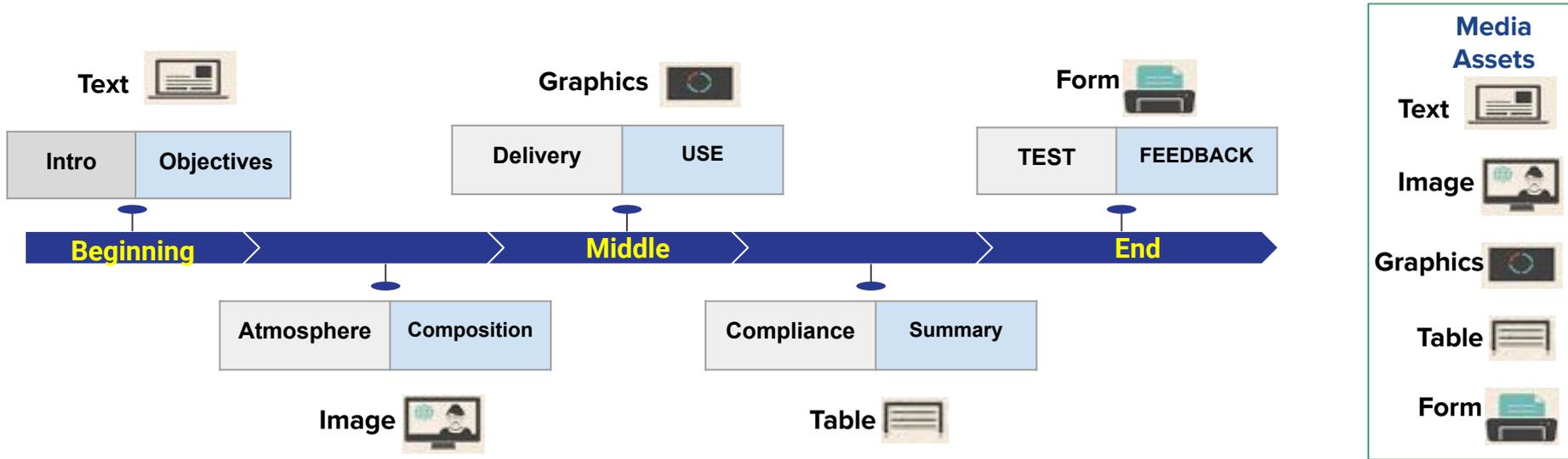
### GRAPHICS



### IMAGE



# An Example of Linear storytelling: **ATMOSPHERIC GASES**



# Nonlinear Storytelling

Nonlinear storytelling fuels layers of curiosity, ideas, innovation and interactivity by using a technique called **BRANCHING**.

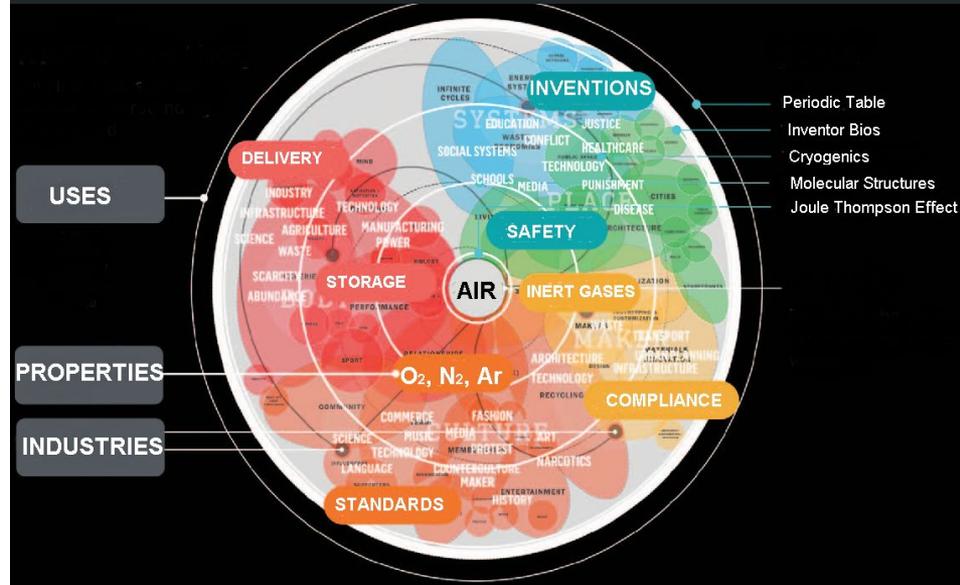
Interactivity is achieved through the application of a variety of multimedia tools, such as video, audio, animation, graphics, and infographics, etc.

However, at the heart of the non-linear storytelling lies the freedom of the learner to choose particular routes through the story's architecture based on personal preferences, and allow them to investigate and learn more about a particular theme in the story, Here's the same story of

## ATMOSPHERIC GASES

told in a nonlinear way ....

# NONLINEAR ARCHITECTURE



## Media Asset Input Devices / Tools



**Image/Text**- Air Separation Industry Standards  
**Table/Data** Air Separation Safety Guidelines  
**Photograph**- Compressed Air Transportation  
**Watch VIDEO** - Cryogenic transportation  
**Infographics** - Environmental Impact  
**Download** - Signage and decal standards

Compliance	Summary
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TEST	FEEDBACK
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Summary / Quizzes / Test Evaluation / Grading / Review meetings (Online / F2F)  
Certification (as required)

**Learn About**- Liquid Gases Delivery  
**Learn about**- HP Gas Cylinder Dely  
**Watch VIDEO** - Gas Pipeline Delivery  
**Infographics** - Cryogenic Storage

Delivery	Use
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QUESTIONS?  
←

Atmosphere	Composition
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**Learn About**- Air Separation Industry Standards  
**Learn about**- Air Separation Safety Guidelines  
**Learn about**- Compressed Air Transportation  
**Watch VIDEO** - Cryogenic Liquid Transportation  
**Infographics** - Environmental Impact Air Separan  
**Download** - Signage and decal standards of Oxygen, Nitrogen and Argon - Display Guides

Learning Objectives	Course Navigation
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## Non-Linear storytelling: **ATMOSPHERIC GASES**

# Non-linear Demo Video : ATMOSPHERIC GASES

Welcome to the Demo

Atmospheric Gas Training for Non-Technicians

Module 5

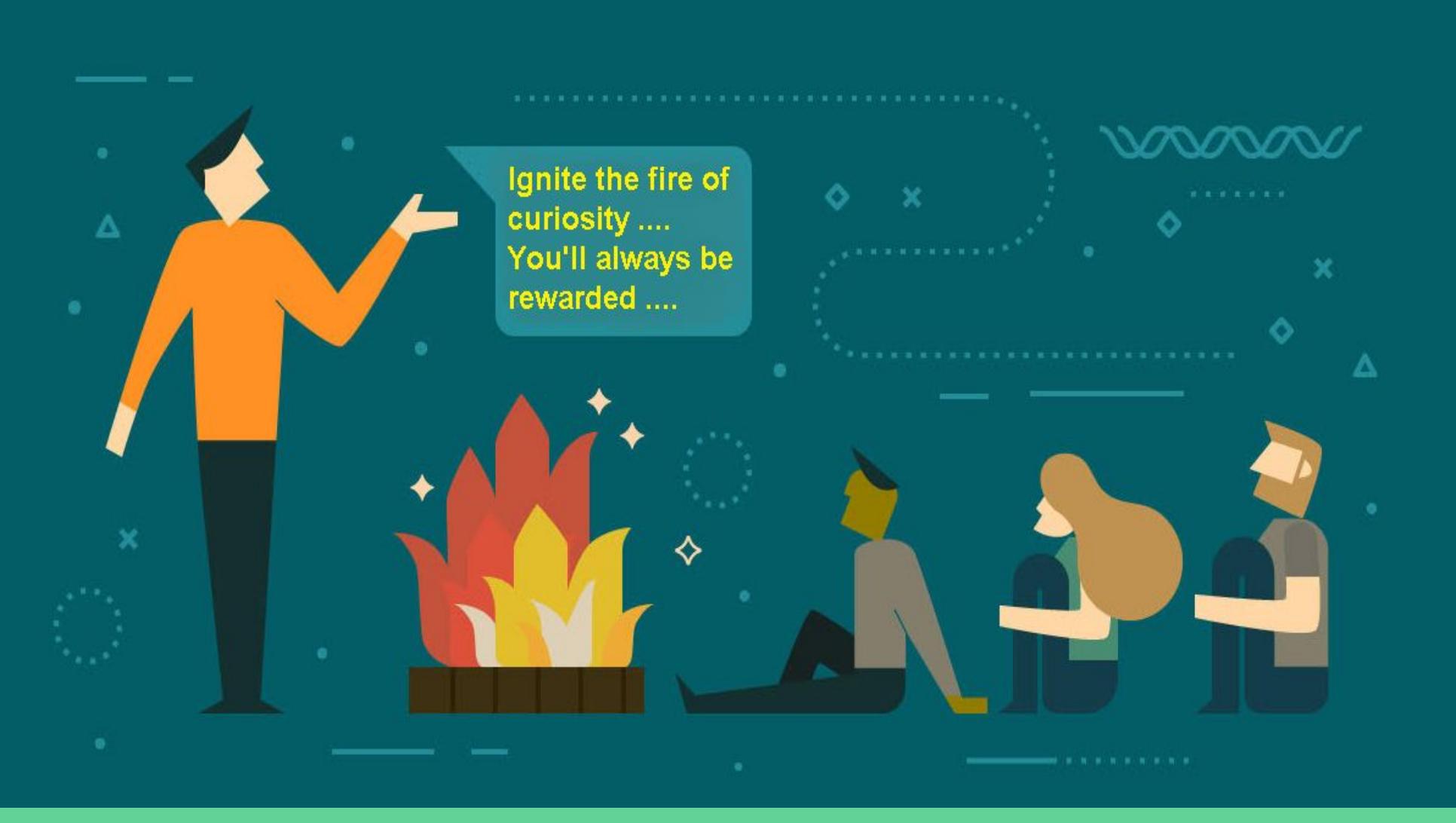
Click Here To  
Play Video -->

The screenshot shows a web browser window with a video player and a course navigation menu. The video player is titled "The Air Separation Process - Unit Perspective" and features a portrait of Carl Linde (1842-1934). The navigation menu on the left includes sections such as "Introduction", "Learning Objectives", "Navigation", "Industrial Cases", "Evolution of the Industry", "Industrial Gases Key Role in Material Science", "Most Common Cases", "Delivery", "Regulatory Compliance", "Assessment", "Assessment Instructions", "Quiz", and "Thank You". The video player interface includes a play button, a progress bar, and a "Click here to view Carl Linde's timeline of progress." link.



## At the end of the day ...

Non-linear stories stay with you because they demand careful thinking about all the pieces presented. When you complete that puzzle, you feel a real sense of achievement. ... In today's digital age, a story can be told in so many different ways and can straddle many different platforms.

An illustration on a dark teal background. On the left, a man in an orange sweater and black pants stands with his right arm extended towards a speech bubble. In the center, a campfire with red and yellow flames sits in a wooden log pit. To the right, three people are sitting on the ground, looking towards the speaker. The background is decorated with various abstract shapes: a DNA double helix, dotted lines, diamonds, crosses, and triangles. The overall style is flat and modern.

Ignite the fire of  
curiosity ....  
You'll always be  
rewarded ....



**Thank You**