LEARNING OUTCOMES

On completion of the workshop the learners are expected to be able to:
- plan a scenario of a digital story exploring a cultural environment of a foreign city/country
- gather and elaborate visual resources from the Internet and their own context
- edit the material into a comic with captions grasping their perceptions/attitudes/comments throughout the virtual journey
- exchange the cartoons with their foreign partners and enjoy the funny, humorous side of intercultural encounters

The learning outcomes will obviously vary depending on the level of the group, the length of the workshop and the possibility to work with partners in the foreign country. Still the scenario is flexible enough to be applied in different learning contexts. The group can focus on different aspects of the workshop process, e.g. spending more time on technical issues of creating digital cartoons or on the cultural explorations of the other city or country.

In our workshop we used an on-line platform for the exchange of resources with partners from other countries http://www.est.iq.pl/dokeos/ which facilitated both the elaboration and presentation of the comic as well as a follow-up discussion. We would be glad to see other creative adaptations of our workshop idea. Please share your views with our team through this blog.