STEP 3: MOVING INTO THE SCENE

Aims
- To teach how to merge images
- To teach adding textual elements/comments
- To link computer-based tasks with intercultural explorations

The repository of graphical content downloaded from the Internet can easily be updated with photos of the learners taken during the workshop. Once the idea of the comic becomes clearer the learners can take pictures of themselves having specific cartoons in mind, although any pictures fitting the scenario can be used.

The technical part of the session focuses on picture editing. We recommend to use a simple free picture editor for this purpose. A more advanced application like Corel Photo-Paint can also be used, which we successfully tested in our workshop. Whatever the tool chosen, make sure that the learners can manage the following tasks:

- handle the chosen picture file types
- open images from the created repository and their digital cameras
- use basic image enhancing and editing functions (e.g. changing colours and textures, resizing, changing picture orientation, etc)
- add different text to pictures in different patterns (e.g. speech bubbles)
- use various special effects to enrich the cartoons (depending on the level of digital skills)

The intercultural aspect of the project is as important as the technical one. The elaboration of the cartoons involves the learners in the explorations of the environment being visited and recreated on the screen. Their "presence" in the pictures makes it easier to formulate and address issues of interest to the learners, like the case of the unification of Germany which followed the historic events in Poland in 1989. The sample cartoons from the comic in Polish featured here read as follows: "Are they Ossi or Wessi?, "This unification still has to unify itself". And the conversation continues as the learners further move towards the remnants of the Berlin Wall.

It takes a skilled facilitator to manage the whole workshop process in such a way as to combine the technical tasks with meaningful insights into another cultural environment, its history, society, etc. What is left in the form of the cartoon is an artistic expression of the lively content of interactions in the workshop on the chosen theme.