DIGITAL NARRATIVES IN EFL

Theoretische Hintergründe

o "Digital Narratives: Stories told in digital spaces (in a web browser, an app) and/or written using digital means" (LÜTGE, MERSE, STANNARD 2018)

o Such narratives may be highly multimodal, interactive, inter-/transtextual, game-like and/or social

Praktische Ideen

o **Is the app so interactive that learners experience a different story?** Then utilize this gap in communicative tasks. Learners can compare their stories or try to recreate a particular storyline by replaying the narrative in groups.

o **Use screenshots!** Have learners take screenshots (on an iPad: press down the home and power button at the same time) during important story moments, when new characters are introduced, when they are confused about language in the story. These can then be taken up for journaling or classroom activities in the future.

o **Get productive!** What kinds of writing or other forms of digital media creation lend themselves as extension tasks for this text?

o **Working with fanfiction?** Be aware that many (if not most) fanfiction sites include explicit and mature contributions. Some sites will allow you to search for content based on age rating and may allow you to exclude unmoderated content (e.g. www.harrypotterfanfiction.com)

● Verwendete Literatur und Materialien

Digital Literature & Adaptations

- Bury me, my love www.burymemylove.arte.tv
- 80 Days www.inklestudios.com/80days
- Welcome to Pine Point www.pinepoint.nfb.ca/#/pinepoint
- Hilda Bewildered www.slaphappylarry.com/story-apps/in-progress
- *Monster at the End of This Book* by Jon Stone (publisher: Sesame Street, see app store/google play)

Social & Transmedial Literature (e.g. Harry Potter)

- Website: Pottermore www.pottermore.com
- Twitter: Wizarding World Book Club www.twitter.com/wwbookclub
- App: Harry Potter Hogwarts Mystery www.harrypotterhogwartsmystery.com
- Fan Fiction: www.teenink.com, www.getunderlined.com, www.harrypotterfanfiction.com

● Weiterführende Literatur

Lütge, C., T. Merse & M. Stannard (2018). „Digital Narratives: Exploring new practices of reading and play". In: *Praxis Fremdsprachenunterricht* 4/2018.

Stannard, M. & M. von Blanckenburg (2018). „Digitale Spiele im Fremdsprachenunterricht". In: *Praxis Fremdsprachenunterricht* 4/2018.