Harnessing the Potential of Storytelling and Mobile Technology in Intangible Cultural Heritage: A Case Study in Early Childhood Education in Sustainability

# Details

## Year

2020

## Scope

Local

## Countries

Greece

## Type

Empirical research – Qualitative

## Methodologies

* Case study
* Interview
* Ethnography / participant observation

## Researched Groups

## Children Ages

Preschool (0-5 Years old)

## Informed Consent

Consent not mentioned

# Goals

The current research aimed to evaluate the effectiveness of the pre-created digital storytelling video (myth representation) as an educational tool and to assess the development of digital storytelling as an educational activity in the preschool class.

The research questions are:
1. What is the impact of digital storytelling as an educational tool to the acquisition of new knowledge
by preschool children?
2. How can digital storytelling affect preschool children’s interest about the cultural asset
of watermills?
3. What are the effects for preschool children and teachers of their own digital story creation in a
class context?
4. What are the teachers’ opinions about the creation of digital stories by preschool children in a
class context? (p. 7)