

## Exploring Digital Literacies through Transmedia Storying in Schools: Technical Skills, Cultural Connections and Critical Questions



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In this seminar I will share the findings from a two-year research project entitled Playful Pedagogies, funded by the British Academy (2019-2021). During this project five teachers across three schools in the UK co-created an Alternate Reality Game in order to integrate digital literacies across the curriculum. The findings suggest that this type of 'transmedia storying' can support children and teachers to develop and demonstrate technical skills, make cultural connections and ask critical questions.

During the project teachers and the researcher shaped re-usable game resources, in collaboration with KIT Theatre, and created a range of planning tools. All of these resources are accessible online and are free to use in classrooms. Although they are currently only in English, all resources and materials are adaptable so you can tailor them to meet the needs of your classes.

### Underpinning Research

Colvert, A. (2022) Dreams of time and space: exploring digital literacies through playful transmedia storying in school. *Literacy*, 56: 59–72. <https://doi.org/10.1111/lit.12271>. (Open Access Article)

### Open Access Resource:

Here is the website for use in classrooms: [www.dots.team](http://www.dots.team)

Here is the website with teacher resources: <https://argle.net/resources/steam-powered-dreams/>