



MOBEYBOU

Moving Beyond Boundaries
Designing Narrative Learning
in the Digital Era

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The Research Project

GOAL: MoBeyBou develops innovative pedagogical tools to promote the development of cognitive, social, and language competences, within an intercultural framework.

METHODOLOGY: The development of the materials follows a **design-based research methodology** and a **user-centred approach**, undergoing several iterations, in a cyclical process of designing, testing, and redesigning, involving an interdisciplinary team of researchers, children, and teachers. The studies were mostly conducted in Portuguese schools, with classes composed of students with different nationalities. Punctual investigations were also carried out in Denmark and Brazil.

FUNDING: The project is founded by the Fundação de Ciência e Tecnologia (FCT) and the European Regional Development Fund (ERDF) under the reference POCI/01/0145/FEDER/032580.



Today

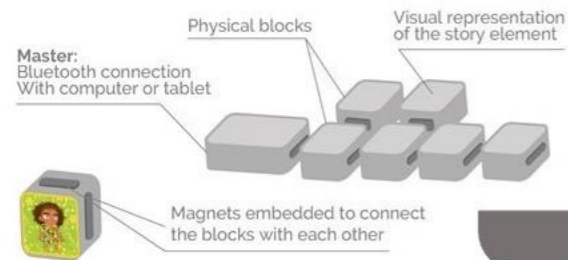
Our **GOAL** is to **present** the materials and briefly **describe** how they evolved as an interface of convergence of several complementary theories.

Thus, contributing to the understanding that the design of tools and technologies aimed at creating meaningful and inclusive opportunities for digital storytelling in the 21st century is a complex, demanding endeavour, but can also be a powerful tool to address the complexities of the times we are living in.

Authoring tools

Digital Manipulative: Connecting the blocks to each other triggers its digital representation on a device's screen. Each element has specific animations that display different actions. The visual narratives unfold according to the combination of blocks that the users connect to each other, while they verbalize their stories.

The StoryMaker is a digital version of the Digital Manipulative. To create stories children drag the narrative elements from the left bar into the story stage



Story Apps

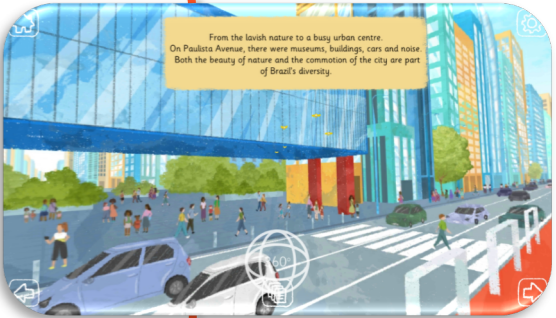
The Story Apps present and share knowledge about different cultures with the children, providing them information about the culture in a playful way, while simultaneously nourishing children's creativity and feeding their stories.



Geographical Maps



360° envroment



Interactive Pages



Cultural Content



Augmented Reality



Theoretical Foundations

Constructionism, Socio-Constructivism and Embodied Cognition: One of the major sets of ideas sustaining the design of the MoBeyBou materials comes from theories about children's learning as actively constructed, mediated, and socially situated.

Multimodal Meaning Making: The materials have been designed to foster children's multimodal meaning making experience, since multimodality is a cornerstone in current conceptualizations about digital meaning-making.

Narrative Structure and Empathy: Stories help children organize their experience, providing them with models of the world and models of the self. Such models are relevant to the development of children's identity. Narratives also feed the development of the theory of mind, which is essential for human empathy and for these materials' goal.

Intercultural Narratives - Knowledge, Attitudes: The cognitive role of artifacts as well as of stories as cultural mediators and the possibility of developing the latter through the former also informed the design of the materials.

Creativity and Play: (Role)play, which is driven by creativity, is a fundamental enculturation activity, being the primary way through which children engage with the world. Children learn to manipulate symbols often engaging in pretend play with symbolic tools grounded in fantasy and metaphors (such as the Mobeybou materials), that supports children's (role)play and intellectual development.