



REPORT 2020-2021

DIGITAL STORYTELLING

INTENSIVE VIRTUAL VERSION

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Executive Summary

Introduction

Border Youth Tennis Exchange (BYTE) is a youth development organization that uses sports and out-of-school educational enrichment to engage vulnerable youth and communities on both sides of the US/Mexico border. Its primary goal is to provide innovative direct services in the form of free athletic instruction (tennis & dance) and free technology-based programs (Digital Storytelling, digital animation, Lego STEAM, etc.) BYTE's team is comprised of professionals with ample experience in various pedagogical endeavors. BYTE's programming is done in both sister cities with the help of volunteers, families, and NGO's in the border region of southern Arizona/northern Mexico. Since 2015, BYTE has provided free afterschool programming to hundreds of participants of all ages. Amongst BYTES programming, there exists the Intensive Digital Storytelling workshop.

Besides playing tennis, BYTE teaches an intensive Digital Storytelling curriculum to all ages in Nogales Sonora, and Nogales Arizona. The final product for each of the participants of these workshops is a digital story where the author narrates an impactful moment of their life. Within the six sessions of the workshops, participants practice and/or learn digital skills such as photography techniques, document editing online, and audiovisual editing amongst others. Aside from technical skills, people who participate in Digital Storytelling workshops can develop personal agency and contribute to the growth of their personal identity within a safe space. This safe space is created intentionally by the members of the workshop as well as the facilitators and maintained throughout the six sessions and beyond. The workshop was initially designed in person for a 9- to 14-year-old age group. Currently, the workshops have been adapted to a virtual model and expanded to distinct age groups, each with their own facilitation style.

Narrating stories digitally is a process used to help develop the voice of the author in first person based on their own life as well as a part of a community. The stories are oftentimes specific life experiences and involve universal themes such as hope, happiness, doubt, struggle, and other emotions that define humanity and reflect the cultural and economic contexts that they find themselves in. We tell the stories about moments in our lives to others to stay in touch with one another and affirm our own understanding of ourselves. When we ask our participants to share their stories, we create a space together so that they can explore their own understanding of the world, their identity, and their relationship with their community at large. We hope that participants will find the journey of self-reflection rewarding and come to a deep understanding of themselves that will then create a positive impact of the spaces they form a part of.

The narrative process is guided by two interrelated parts: a reflective writing process of a script and a digital multimedia production process. After writing the script for the story, it is recorded and formatted using audiovisual editing programs to include music, pictures, and videos within the story. To facilitate these processes, BYTE designed and offered a curriculum of Digital Storytelling workshops (see annex 1) for the ambos Nogales communities.

The following program evaluation seeks to analyze the impact of BYTE's digital storytelling workshop in 2020 and 2021. This report begins with this executive summary, following this is a reflection from our lead instructor Jacksubeli Gonzalez. We then present the results from our surveys and conclude with a qualitative

study result where we explore and present the results of our thematic analysis of the stories within the workshops and interviews from the participants.

Methodology

These evaluations used mixed qualitative and quantitative methods. The participants were both from Mexico and the United States. Two virtual surveys were administered through Google Forms in 2020 and 2021 to a total of 25 of the 51 that successfully finished the workshop. This represents 49% of the total number of participants. The first survey (annex A) was applied on September 9th and October 3rd 2020, to 8 participants. In 2021, the second survey (annex B) was applied to 7 participants in April, 4 in June, and 4 in September. In addition to these surveys, we performed a thematic analysis of the 51 digital storytelling videos that were created between 2018 and 2021. We looked for recurring themes in the definitive moments of the stories chosen to make the videos. The videos observed were the ones that are a part of BYTE's YouTube channel, and observations were recorded through excel. Lastly, in qualitative terms, in 2020 4 interviews were conducted. They were in depth and semi structured in format (annex C).

Results

- 100% of participants demonstrated great satisfaction with regards to the facilitation team.
- 99.95% of participants said they were greatly satisfied with their final products, even though a great number of them had no previous experience using computers or editing software.
- 75% of the digital stories were made by women.
- Survey results show that participants felt that their facilitators successfully created a safe space during workshops.
- Themes chosen by participants are related to their age.
- 58.3% of participants older than 40 preferred to create their stories about familial appreciation.
- The biggest recurring theme was perceived maturity. Here participants wrote about significant changes that marked their lives. More than half of the creators were under 40 years old.
- The interviews helped participants reflect on how to write a story about a negative experience, and it helped them gain control over the situation. This demonstrated a positive learning experience in their lives.
- Older participants shared that they surprised their family members with the videos that they made, especially because many of them had no prior experience using computers.
- The interviews highlighted the importance of the safe spaces created by the facilitation team especially with regards to videos with more personal stories.

Conclusions

Narrating stories digitally is an opportunity to develop stories in first person based on real life experiences within a community of participant peers. These stories refer to specific lived experiences based on universal themes that define humanity such as, hope, doubt, struggle, and happiness that also reflect matters in the cultural and economic context which they find themselves in.

We tell stories about our lives ways that allow us to be in contact with others and in a way that helps us understand the world and our role in it. When we ask our participants to share their stories, we open spaces where they can explore their positionality in this world that we live in, their identity, and how they relate to the communities that they are a part of. We hope that our participants find this self-reflection helpful, and that they find deep understanding of themselves to guide them towards a positive impact within their community.

Through these interviews, reflection of behalf of the lead instructor, video analysis and interviews, we will show how BYTE has designed and offered digital storytelling workshops to the Nogales sister cities that have created the opportunity for them to explore their world through their own voices.

Digital Storytelling: A reflection about story creation¹

The first time I heard about Digital Storytelling was in December of 2016. I had recently been hired to be the educational assistant to the organization Border Youth Tennis Exchange (BYTE) and received a call from my new boss. I moved away from the noisy space I was currently standing in to be able to hear Charlie's proposition. Though my English to this day is highly decent, I must confess that I used to have to concentrate extra hard to be able to understand Charlie, especially if it was through a phone call. In that moment, I found myself in one of the spare rooms in my sister's house, firmly clutching my cellphone to my ear so I wouldn't miss a word of what he was saying. It was an invitation to go to a Digital Storytelling workshop in Denver that was offered by an organization called StoryCenter. I didn't have the slightest clue what any of this was about, but it was an offer that would be hard to turn down since I had never been given the opportunity to travel for work, much less have all the expenses paid as well.

Days later, I found myself boarding a plane with Charlie, the founder and Executive Director of BYTE, and his wife Stefanie, the Cofounder and Director of the organization's educational component. I carried with me what I thought would be necessary for three days of travel, along with a stack of photographs filled with memories from my youth as well as happy moments with my family. During the flight, I thought about creating my own biography, but the funny thing is that none of the photos I had taken with me made it into my video. Not because they weren't important, but because throughout the process of creating my video, my mind couldn't shake the fact that it was me who was in this beautiful city attending this workshop—not anyone else.

¹ Written by Jacksubeli González Hermosillo—Lead workshop facilitator.

Different ideas filled my mind until one answer came to silence the others: I would tell the story about a dream that I had where a monster filled with wrath chased me to hurt me while every person I came across in that chase only served to feed my insecurities. But I wasn't going to let this story have a bad ending. I wanted the message to be that it didn't matter how formidable this monster seemed to overcome. In my story, I stopped running and turned to face the monster. I wanted it to be clear that this representation of anger, hate, wrath, and jealousy was not going to consume me. All this strength came to me and made me realize that I am smart, capable, creative, and I always push myself to achieve my dreams. Thanks to this Digital Storytelling experience and the space to tell my own story, I found inspiration to help others discover and free the stories that they have trapped in their minds as well, waiting to be liberated along with the feelings that accompany them.

But inspiration and the desire to teach are not enough to create a project. We needed a very precise methodology to share the Digital Storytelling process with our community of student athletes at BYTE: The girls of Casa Hogar Madre Conchita in Nogales, Sonora, and the Boys and Girls Club in Nogales, Arizona. Because of the geopolitical border between these two sites, we found it important for both groups to be able to get to know each other and be able to share their stories. For us it was important for them to learn that, although they wouldn't be able to communicate in person, there are other ways to get to know each other—especially since stories don't need visa or passport to be shared.

The methodology we are currently using was created through the amazing support from StoryCenter and BYTE's collaborative efforts. This included the use of tablets and the creation of guides to help with the creation of scripts. These guides took the form of two poems, "I am" and "Where I come from" which assisted authors with the stories they would be using for the twelve-week program.

The teaching process was a challenge in the beginning. There were those who struggled with writing, those who got nervous when recording their voices and other who had difficulty choosing implicit and explicit pictures for their video. But in the end, we ate popcorn and enjoyed the final videos with the groups that created them. We heard the feedback from the participants and discovered that this project had a positive impact, one that could keep reaching more people. We were eager to adapt the methodology we used to better serve more groups after this first learning experience.

In the following years, the in-person workshops were more varied—they could last weeks or a few days depending on the time we were allotted. I dedicated myself to forming new groups with diverse organization and people so I could grow as a facilitator. In 2018 I found myself also attending an intensive workshop for Digital Storytelling facilitators in Berkeley California. Here I learned not only from those facilitating the workshop, but from my peers who were attending the workshop as well. Many of them had had experience adapting their roles as Digital Storytelling facilitators to their current workplaces. Among them was a high school teacher, who used Digital Storytelling to reach her students, and an oncologist who used storytelling as a way of having her patients communicate with their family and use their stories within their healing process. There was also an anthropologist who specialized in Hispanic communities who used digital stories to celebrate culture. Within this richly diverse table of highly qualified individuals, I also found myself, sharing my experience using this same tool to create unity within the border region without questioning my seat at the table.

In 2019, we began to hear stories about COVID-19, which seemed so far away at the time. We knew little about this virus which people in China were fighting with their lives against. The hospitals were filling up

and the infrastructure was insufficient to handle the gravity of the situation. Quickly, this same scenario was occurring in different parts of the world, multiplying until it reached my city and my neighborhood. I couldn't believe how after only a few months, COVID-19 had infected such vast territories on our planet. Chaos ensued from corner to corner, and it became dangerous to even leave our homes. It was soon mandated that we wouldn't be allowed to leave our homes unless if it was essential. Public and private schools closed their doors, and many other institutions did the same. It was clear that local authorities were trying to find ways to keep people safe, but there were many institutions whose situations became unclear because of the virus—among them was BYTE.

My phone rang and immediately upon answering, Charlie's voice came through with more questions than answers: how long would it last? How are we going to maintain contact with the communities we are a part of? What is going to happen to our team? The only thing I could come up with at the time is that we had to wait. But taking a night to sleep on it brought me a different idea: "BYTE goes online!"

The general idea was to use our resources to help our participants receive our educational, artistic, and sports related courses through virtual means. Thanks to everyone's hard work and brainstorming ideas, we were able to find and provide scholarship opportunities to families who didn't have access to internet or software. Moving forward, our team began to build virtual courses using platforms such as google and social media. Little by little, BYTE began the transition to digital learning.

Midway through 2020, BYTE proposed a storytelling initiative to AZ Humanities. This consisted of the facilitation of four Digital Storytelling workshops in the state of Arizona. The pandemic was still important to keep in mind for delivering the content, so I had to think of a way to adapt our curriculum in a way that made sense. In the end, our workshop comprised of six 90-minute sessions online via zoom in a synchronized fashion. Our final objective was to create a digital archive of 40-50 completed digital stories that would serve to highlight the rich diversity found in Arizona.

I must admit that planning made everything seem simple and perfect, without any margin of error. But applying what we had created brought to light a few challenges. We found ourselves teaching people who were incredibly eager to participate and make a video but had no prior technical skills or experience using computers; much less the applications needed to create the video and finish it in a timely manner. Another challenge was voice narration and transferring a script to live audio. Furthermore, sometimes our participants had other priorities that made it difficult for them to be able to complete tasks before our workshops. This often meant that they would show up to workshops empty handed or unable to contribute to the group. Our facilitation group, however, was able to overcome these obstacles and provide direct support to those who needed it most. More than this, we were able to ensure that we kept improving after each workshop. Each member of our workshops has their own unique experience. We were happy to see their reactions upon watching their completed video. They honored their life experience through their videos and were able to travel to other people's lives, hoping that what they created would touch the hearts of those who watched their Digital Storytelling.

Workshop results and evaluation

To analyze the impact of the workshops within the community, we applied a series of quantitative and qualitative methods of investigation. Surveys, interviews, and thematic analysis of the digital stories were used to evaluate the diverse stories of the groups that participated in our workshops. The results were richly diverse due to participants having come from different contexts, ages, genders, and lifestyles. Data collection and analysis was done in 2020 and 2021 and were organized in the following way:

In the first round, two virtual surveys were completed by a total of twenty-five people in 2020 and 2021. The first survey was taken by 8 people on September 9th and October 3rd, 2020 (annex 1). In 2021, the second survey (annex 2) was completed by a total of 17 participants: 7 participants in April, 6 in June, and 4 in September. The questions varied slightly between the two surveys, but both measured the levels of satisfaction of participants with the facilitators of the workshop, acquisition of new digital skill, social environment with other participants, and general satisfaction with the workshop. Both surveys measured answers on a linear scale with answers ranging from 1-5. In this case, 1 was the lowest score of a question while 5 was the highest. The surveys also included open ended questions and fill in the blank choices.

The second form of data collection was through a thematic analysis of the 51 digital stories created between 2018 and 2021. The analysis consisted of the categorization of stories based on the definitive moments chosen by the authors to share. The videos were found on BYTE's YouTube channel and organized with their production data on separate platform (annex 3). After analyzing the videos, similar themes appeared amongst multiple videos. These themes were then grouped together, and trends of the age groups emerged in relation to the stories chosen to tell by the participants.

Lastly, in relation to measuring the qualitative aspects of the workshops, 7 participants were interviewed in 2020. These semi structured interviews were geared towards having the participants share their experience in the Digital Storytelling making process as well as recommendations for future workshops. Pictures from their own videos were shown to have participants share their reasoning behind certain choice in their videos as well as why they chose the definitive moment that they did in the first place.

Survey Results 2020

The following information demonstrates the data results for the first survey administered to 8 participants:

Table 1.1. Demographic data from the September and October survey 2020

Category	Result		
Number surveyed	8		
Percentage per gender	Feminine: 87%	Masculine: 13%	Other: 0 %
Place of birth	México: 62%	United States: 38%	
Percentage of participants that had created a digital story prior to this workshop	0%		
Percentage of participants that were satisfied by the equipment provided	100%		

Table 1.2. Learning to use digital tools and the use of WeVideo

Question Number	Question	Result
Q. 15	The WeVideo application was easy to use during the workshop.	3.4
Q. 16	I like WeVideo for video editing.	4.3
Q. 19	The Google Classroom platform was easy to use in this workshop.	4.5
Q. 20	I liked the Google Classroom platform for the workshops activities.	4.9
Q. 21	Now that I've finished the workshop, I feel less intimidated by the video editing software we used to create our digital stories.	4.6
Cumulative result		3.36

Table 1.3. Relationship with other peers

Question Number	Question	Result
Q. 12	I felt comfortable sharing my story for the first time with the other participants in the workshop.	3
Q. 13	I felt listened to by other participants and the facilitators in the workshop when expressing my questions, doubts, and experiences.	5
Q.14	I felt that the environment created by others in the workshop and the facilitators was respectful throughout the workshop.	5
Q.22	The instructions given to me on how to record my voice when I made my video were helpful.	4.9
Cumulative result		4.5

Table 1.4. Workshop Satisfaction

Question Number	Question	Result
Q. 23	My doubts and questions were resolved in a clear and concise manner throughout the workshop.	5
Q. 24	I would recommend this Digital Storytelling workshop to my friends.	5
Q. 26	The facilitators gave clear instructions throughout the workshop.	5
Q. 27	The facilitators were knowledgeable about the subject matter delivered during the workshop.	5
Q. 28	The facilitators helped create a respectful environment throughout the workshop.	5
Q. 29	The facilitators made me feel heard when I shared my story.	5
Q. 32	The workshop was generally well organized and orderly managed.	5
Q. 30	I enjoyed the workshop	5
Cumulative result		5

Survey Results 2021

The following information demonstrates the data results for the first survey administered to 17 participants:

Table 2 Demographic data from the April, June, and September survey 2021

Category	Result		
Number surveyed	17		
Ethnicity	Latino: 95%		White: 5%
Percentage per gender	Feminine: 100 %	Masculine: 0%	Other: 0 %
Place of birth	México: 82%		United States: 18%
Current residence	Nogales, AZ: 35%	Tucson, AZ: 35%	Nogales, SON: 30%
Percentage of participants that knew what a Digital Story was before this workshop.	33%		
Percentage of participants that had created a digital story prior to this workshop	24 %		
Percentage of participants that used a BYTE computer for this workshop	58%		
Percentage of participants that were satisfied by the equipment provided	100%		

Table 2.1. Learning to use digital tools and the use of WeVideo

Question Number	Question	Result
Q. 5	I learned about the importance of photographs, which helped me choose and take pictures for my digital story.	4.9
Q. 7	I learned to use WeVideo well enough to record myself reading my digital story to my satisfaction.	4.4
Q. 8	I learned to use WeVideo well enough to add music, pictures, and transitions to my voice narration to my satisfaction.	4.1
Q. 9	I learned to use WeVideo well enough to edit my digital story to my satisfaction.	4.1
Q. 6	I learned about photography and/or editing techniques that helped me create the pictures that I wanted for my video.	4.4
Q. 24	Now I feel more comfortable using digital tools.	4.6
Q. 25	I feel that I now possess the digital tools, skills, and confidence necessary to create another digital story.	4.4
Cumulative result		4.4

Table 2.2. Story Editing Satisfaction

Question Number	Question	Result
Q. 1	Hearing other people share their personal stories made me feel comfortable sharing my own.	4.9
Q. 2	Seeing videos of previous Digital Storytelling workshops helped me create my own video.	5
Q. 3	I felt comfortable writing and sharing a paragraph that described a definitive moment in my life.	4.9
Q. 4	I felt comfortable writing and sharing a paragraph that described a definitive moment in my life.	4.8
Cumulative result		4.9

Table 2.3 Instructor Satisfaction

Question Number	Question	Result
Q. 12	The instructions given to me by the facilitators for each session were clear and easy to follow.	4.8
Q. 13	The facilitator listened to me and answered all of my questions.	5
Q. 14	BYTE staff was always available to help me outside of regular workshops when I needed it.	5
Q. 15	I felt comfortable writing and sharing a paragraph that described a definitive moment in my life.	4.9
Q. 16	BYTE staff were invested in my success and growth within the workshop.	4.9
Q. 17	If I had problems with my computer, with an application, or the internet, a BYTE staff member would help me resolve the problem.	4.9
Q. 26	The workshop content was presented at an appropriate speed.	5
Q. 27	I was able to finish assigned tasks before to following session.	4.6
Cumulative result		4.9

Table 2.4 General Satisfaction with the Workshop

Question Number	Question	Result
Q. 20	The virtual format of the workshop worked well for me.	5
Q. 22	It is highly likely that I will share my Digital Story with others.	4.7
Q. 23	I believe that my Digital Story could be useful to other people.	4.7
Q. 28	I would like to take another course on Digital Storytelling.	4.8
Q. 29	I would recommend this Digital Storytelling workshop to others	4.8
Q. 30	I am interested in seeking more training on audiovisual production.	4.5
Q. 21	I am satisfied on how my video tells a story that is important for me.	4.8
Cumulative result		4.8

Table 2.5 Relationship with other Peers

Question Number	Question	Result
P. 10	I felt comfortable sharing my video with the other participants and facilitators in the workshop.	5
P. 11	The feedback I received from participants and facilitators in the workshop was useful.	4.8
P.19	I enjoyed learning from my peers in this workshop.	4.8
Cumulative result		4.9

Outstanding Data

- Both surveys demonstrated great participant satisfaction with the facilitation team who instructed the workshops, scoring a unanimous 5 in these categories.
- Those surveyed also demonstrated being highly satisfied with the safe spaces created for sharing personal stories and definitive moments during the workshop.
- The participants surveyed gave a unanimous 5 when asked if they would recommend this Digital Storytelling workshop to others.
- Overall, those who were surveyed demonstrated a high level of satisfaction with their experience in this workshop.
- Those surveyed had difficulties with the usage of the WeVideo editing platform, this was due to limited computer and software experience. It is notable, however, that the participants surveyed were all able to finish their videos despite the challenge.

Thematic Analysis

The thematic analysis outlined below was created following a thorough revision of the completed digital stories following the workshops. The videos were categorized and cataloged according to the themes the authors themselves chose to base their stories on. The general characteristics are the following:

Table 3. General Characteristics of the Digital Stories

Number of digital stories	51
Average length of videos (in minutes)	4:36
Percentage of digital stories created by women	75%
Percentage of digital stories created by men	25%
Percentage of digital stories that used personal photographs	86%
Percentage of digital stories made in the United States	51%
Percentage of digital stories made in Mexico	49%
Percentage of digital stories made in 2018	8%
Percentage of digital stories made in 2020	25%
Percentage of digital stories made in 2021	75%

The finished digital stories were divided into thematic categories. The recurring themes originally chosen by their authors were grouped together which led to the following categorizations:

Family portrait: These digital stories focus on the authors family life. They demonstrate appreciation for previous generations, skills passed down through family members, love for their children, or an autobiography about themselves. Digital stories in this category hold feelings of nostalgia and growth from life lessons.

Traumatic event: These stories describe **negative experiences** that shaped the life of the author. These videos show the beginning of a change in a person's life and the growth of that person following a specific negative life event.

Perceived maturity: These stories describe **positive experiences** that happened in the life of the author. They generally involve moving to a new place, beginning a new chapter, or a transition into adulthood.

Appreciation for an activity that forms an identity: This category focuses on self-identification and lifestyle choices chosen by the author. They tend to celebrate important activities in the lives of their authors who take pride in their roles. Some of the activities in these stories are associated with love of one's partner or family members.

Gender identity: Gender identity stories demonstrate the author's self-identifying journey. They also center around their authors explicit and implicit identification of their sexuality.

It is important to note that some digital stories contained elements of more than one category. For example, some stories began with a strong inclination from family portrait but ended up describing a life lesson that

fell under the perceived maturity category. Because of this, the videos were classified according the authors choice in *definitive moment* that formed the center of the story. We also invite the readers of this analysis to check out our YouTube channel² containing all the digital stories created by BYTE in partnership with other organizations.

The ages of the participants varied from teenagers to the elderly. The following tables show a breakdown of ages and themes selected by the authors of each age group:

Table 3.1 Digital Story Categories

Age ranges	Family portrait	Perceived maturity	Traumatic event	Appreciation for an activity that forms an identity	Gender identity	Total
-18	2	1	3	0	2	8
(20-30)	3	5	2	4	1	15
(31-40)	0	5	1	2	0	8
(41-50)	3	2	3	2	0	10
51+	4	4	1	1	0	10
Total	12	17	10	9	3	51

In table 3.3 we show conditional probability. The percentages represent the themes likelihood of being chosen according to age group:

² These digital stories can be found in the following channel:
<https://www.youtube.com/channel/UCX6Q2KV6sz9dUc8ihqjMA/playlists>

Table 3.2 Age and Theme Relevance for Digital Stories

Age ranges	Family portrait	Perceived maturity	Traumatic event	Appreciation for an activity that forms an identity	Gender identity
-18	25%	12.5%	37.5%	0%	25%
(20-30)	20%	33.3%	13.3%	26.6%	6%
(31-40)	0%	62.5%	12.5%	25%	0%
(41-50)	30%	20%	30%	20%	0%
51+	40%	40%	10%	10%	0%

It is important to note that there was a strong correlation between age and the authors choice of definitive moment used to create their digital story. The following are notable findings:

- 58.3% of the participants who chose the *family portrait* as their definitive moment are 41 years or older. This was the second most chosen theme.
- The most popular theme was *perceived maturity* following a positive experience. A third of BYTEs Digital Storytelling videos fall under this category. 58% of the authors are between 20 and 40 years old.
- 44% of the *appreciation for an activity that forms identity* authors are between 20-50 years old.
- 50% of participants who chose to do their digital story about a *traumatic event* range from teenagers to 30-year-olds.
- 62.5% of people between the ages of 31 and 40 chose a definitive moment related to a change in their life related to perceived maturity. They chose to write about their growth and lessons learned following a shift in their life or a transitional period (these include moving out of their parent's house, going to college, or traveling)
- The *gender identity* category was chosen solely by BYTEs younger participant authors.

Interviews and qualitative responses

1) Digital Storytelling as an expression of trauma

Following the workshops, the participants demonstrated significant changes in their perspective surrounding negative moments in their lives. They shared how the process of creating a narrative about these negative experiences helped them feel a sense of control and agency over the situation. Below we have included direct quotes from some of our participants about this shift in perspective.

The category of gender identity contained videos that the authors used to help them express their sexuality in a more explicitly. One of the videos of this category is utilized in every workshop to help with getting the process of creating a safe space started. Another video in this category served as a medium for the author to *come out* to their friends by showing them their video about their change in gender:

“I chose to tell this story because my peers in this workshop didn’t know this side of me. It also helped me get to know myself. I also wanted to show it to them to...come out (they laugh) ...seeing the other video gave me the courage to tell my own story...seeing how they went to the United States...I felt like I was in a very safe space...I felt like I could trust all of them. I was told I could trust the instructors...This helped me be able to do it” (Julio G, 2020)

The traumatic events category consisted of overwhelmingly negative moments that the authors had to endure in their lives. From wounds to fighting serious illnesses, the participants shared how they grew out of such formidable circumstances, and it gave them the hope and capacity to be able to control them in the future. By being able to control how and where they could share their story, authors expressed that this process also helped them better understand and manage their emotions.

“Because I didn’t value it before, that’s why I wanted to create my story on. We always stop and think what happened in the past, before the pandemic, with friends and family. A lot of the time we didn’t pay attention to the details of all of those moments, but at the end of the day we lived it and above all, you don’t have to feel ashamed of what you lived in the past because we are going to live more in the future...” (interview from Maria N, 2020)

“I did a before and after. I didn’t use to value going to play in the park with my friends. Now I can’t go to the movies or do a lot of things. That saddened me. I think my video turned out really good. Making the video, well it made me think of a lot of things. Now I value everything so much more. It helped me find new ways of expressing myself. I used to be more closed off. Now I know I can say more about myself in a different way. That’s what I learned from this quarantined Digital Storytelling...” (Interview from Jorge Q 2020)

As we can see from these quotes, the authors were able to express themselves in ways that they hadn’t been able to before. This Digital Storytelling experience served as a catalyst for the appreciation of freedom. In the 2021 interviews, our women’s groups shared with us the following:

“It helped me heal a part of my life where there was a lot of pain and see where my responsibility to accept it and work on it was so that I could move forward. Thank you”

“Some people were surprised that I was so into photography. I was able to share what I learned from a loved one that is no longer with me without feeling overwhelming sadness. I was able to share a part of me that only very few knew about”

According to those who were interviewed, the experience of sharing their most personal stories led participants to reflect over the lessons they learned because of them. The workshop gave them the opportunity to express their emotions through pictures and music.

“I really liked seeing a part of my life in a video, I think that it can serve to help other people. It’s a gratifying experience, especially when you have such a supportive and professional team”

The historical sentiment of the videos helps build optimism for the future. The participants gained a sense of control over the negative moments in their lives and were able to further shape them through pictures and music. This capacity of personal agency is a fundamental component we hope to offer in every Digital Storytelling workshop.

2) Safe spaces and workshop implementation

According to the surveys and interviews, the participants of these workshops felt highly satisfied with the respectful environment created by BYTE facilitators. The instructors succeeded in creating a safe space where participants felt comfortable sharing their definitive moments with their peers. When asked what aspects of the workshop they enjoyed most, participants answered the following in their open answer segment of the survey:

“Because of the environment based on friendship and trust, being able to learn and have fun at the same time, and above all for showing us that we all have a story to share”

“The facilitators made us feel welcomed, creating an environment based on respect and trust where we could ask any question we had”

“I enjoyed learning new things and also learning more about my peers”

“I liked the community it fostered! Our group was so kind and supportive of each other!”

The participants found a safe environment where they could share their stories without the fear of being judged. One of the interviewees expressed the following:

“Another thing that I really liked was that the workshop was very conversational. It wasn’t really a space of being talked at or presented to because Caro, and Angel and Jack (facilitators) would have conversations with you throughout the process and it made us feel more comfortable in exploring new things, it wasn’t like other courses I had taken before, where you suddenly don’t understand the teacher and can’t stop them to ask for help” (Interview from Mara S, 2020)

As shown above and proven through our surveys, intentional safe spaces are important to include in workshop planning.

3) Acquired abilities

According to the interviews and surveys, participants gained a wide array of new abilities and experience within this workshop. The younger age groups expressed that they learned more about artistic appreciation, photographic composition, and story narrative editing. In a lot of cases, older participants expressed not having learned to use computers prior to this workshop. We consider it a great achievement that they learned to be proficient enough to learn how to edit and complete a digital story through these sessions.

“I realized that I was very capable. Personally, I don’t like my voice too much, but now I feel capable of expressing an array of emotions and messages that I previously didn’t think was possible”

“Being able to express a situation or feeling in a video was like therapy for me because it helped me get out my emotions and having a finished product that you can see helps motivate us to listen to ourselves and our own story”

The younger age groups that participated in the workshop mentioned that they already had a certain degree of technical skills such as audiovisual experience prior to this workshop, but they found the process of creating a story fascinating. Young adults and middle-aged participants had mixed experiences about these aspects. Some had prior experience in making videos, and others had no technical experience digitally. None of these participants, however, had ever made a personal video. Some participants were able to apply skills that they learned from these workshops to their daily lives:

“It’s already proved to be useful for me, I feel like it is a tool that can be applied to many things. In my case, for my students it’s like something that can be applied to traditional classroom settings. I didn’t use to know how to do it and I would look for simple tutorials or videos made by other people. Now I can do it myself, even if it’s not making videos, I can use pictures, animations, or recordings created by me” (Interview from Diana L, 2020)

Final Conclusions

- 100% of participants demonstrated great satisfaction with regards to the facilitation team.
- 99.95% of participants said they were greatly satisfied with their final products, even though a great number of them had no previous experience using computers or editing software.
- 75% of the digital stories were made by women.
- Survey results show that participants felt that their facilitators successfully created a safe space during workshops.
- Themes chosen by participants are related to their age.
- 58.3% of participants older than 40 preferred to create their stories about familial appreciation.
- The biggest recurring theme was perceived maturity. Here participants wrote about significant changes that marked their lives. More than half of the creators were under 40 years old.
- The interviews helped participants reflect on how to write a story about a negative experience, and it helped them gain control over the situation. This demonstrated a positive learning experience in their lives.
- Older participants shared that they surprised their family members with the videos that they made, especially because many of them had no prior experience using computers.
- The interviews highlighted the importance of the safe spaces created by the facilitation team especially with regards to videos with more personal stories.

Two great beneficial impacts exist in the application of Digital Storytelling workshops in Nogales, Sonora. The first, in qualitative terms, is the power to give people agency over their own voice and provide a space for them to tell their story on their own terms. The second is the opportunity to learn new digital and artistic skills.

The act of creating a digital story has proven theoretically and empirically that it allows the author to gain a sense of control over their life through the construction of a narrative identity.

According to the interviews and the surveys, the participants of the workshops have learned new editing techniques, revision strategies, voice modulation, and appreciation of audiovisual material. Amongst younger participants, there has been expressed interest in wanting to continue narrating stories based on skills learned in the workshop.

“I really like film; I learned a lot in the workshop. I am going to make more storytellings. I am going to use visual planes and things that I learned. It made me want to show my parents. They couldn't believe it. They asked me, did you made all of this?”

They showed it to my aunts, friends, and practically the whole world. I got a lot of likes. I want to make another one without a doubt. I love sharing my video. I am content with people simply watching it. I have no regrets.”

The task of a microhistoric anthropologist is to record, in the words of Erick Wolf, the lives or the experiences of “the people without history” (2014). However, these stories oftentimes slip through the fingers of the investigator who doesn’t separate the ontological constructions of the reality that they are observing. In my opinion, the Digital Storytelling workshops can create something purer that is rarely ever achieved in academia—the creation and means for people to be able to express their innermost feelings. This activity is fundamental for everyone, but it achieves a unique importance coming from a space so rich in history and full of stories such as the border region. The potential to give voice to participants of lower socioeconomic status, subaltern social classes, and marginalized groups with lack of resources and opportunities the chance to tell their own stories is immeasurable. BYTE has done an important job of pioneering efforts of implementing Digital Storytelling in the border region and the opportunities for growth have a rich value that should be valued greatly.

Annex

Annex A

Survey for the Intensive Digital Storytelling Workshop

Instructions: In order to improve the manner in which BYTE carries out its digital storytelling workshop, BYTE cordially asks you to fill out the following survey. The information provided will be strictly for academic use by BYTE staff and no personal data from the surveyed will be shared.

Number	Question	Answer Format
1	How old are you?	Open response
2	With which gender do you identify?	Woman-Man-Prefer not to say-Other
3	Where is your place of birth?	Nogales, Sonora - Nogales, Arizona- Somewhere in Sonora- Another State in Mexico – Another State in USA – Another Country
4	Are you currently working?	Yes - No
4a	If yes, where do you work?	Open Response
5	What is your educational standing?	Elementary-Middle School-High School- Undergraduate Degree-Master’s Degree-PhD
6	How did you hear about this workshop?	Open Response
7	Generally, how would you rate your computer skills prior to taking this workshop?	Very skilled-So, so-Not very skilled-Not skilled at all
8	Who in your immediate family knows how to use technological tools such as computers or tablets? (Mark all that apply)	Parents-Grandparents-Siblings-I do not have immediate family-Other
9	Have you taken virtual classes previously?	Yes – No – I don’t know
9a	If yes, were they with BYTE?	Yes - No

10	Have you made videos at school or work before?	Yes – No – I don't know
10a	If yes, how many?	Open Response
10b	If yes, where did you create these videos?	Open Response
11	I felt intimidated sharing my story for the first time with my peers.	Completely disagree to Completely agree
12	I felt heard from my peers and teachers when I expressed doubts about my work.	Completely disagree to Completely agree
13	I felt that the space was respectful between my peers and facilitators throughout the workshop.	Completely disagree to Completely agree
14	The WeVideo application was easy to use during the workshop.	Completely disagree to Completely agree
15	I liked WeVideo as an editing application.	Completely disagree to Completely agree
16	Did you use an app that wasn't WeVideo to edit your video?	Yes - No
17	If yes, which one?	Open Response
18	The Google Classroom application was easy to use in the workshop.	Completely disagree to Completely agree
19	I liked using the Google Classroom application for the workshop's activities.	Completely disagree to Completely agree
20	I feel less intimidated by the applications we used now that I've finished the workshop.	Completely disagree to Completely agree
21	The instructions on how to record my voice were helpful when I made my video.	Completely disagree to Completely agree
21a	If they were not helpful, please tell us why?	Open Response
22	My doubts and questions were resolved clearly and concisely throughout the workshop.	Completely disagree to Completely agree
23	I would recommend this digital storytelling workshop to my friends.	Completely disagree to Completely agree
24	In the technical aspects, (video editing, audio recording, digital formatting,) Which was the most difficult for you and why?	Open Response
25	The facilitators gave clear instructions during the sessions.	Yes – No – I Don't Know
26	Did you think the facilitators knew the subject matter well?	Yes – No – I Don't Know

27	The facilitators helped create a respectful environment amongst me and my peers.	Yes – No – I Don't Know
28	I felt listened to by the facilitators when I shared my story with them.	Yes – No – Not Always -I Dont know
29	Did you enjoy the digital storytelling workshop?	Sí – No – Kind Of
29a	If yes, Why?	Open Response
29b	If no, Why not?	Open Response
30	With regards to workshop duration, which of the following do you agree with most?	There should have been more sessions – The number of sessions were appropriate – There should have been less sessions
31	In general, the workshop was well organized and carried out in an orderly way.	Completely disagree to Completely agree
32	Based on timing (hours), which of the following do you agree with most	It was too many hours per session- It was enough hours per session- There were too little hours per session – Sometimes there were too many, sometimes there were not enough hours per session
33	Was the goal of the workshop was made clear after the first session?	Yes – No – Kind of -I Don't Know
34	What motivated you to take this workshop?	Open Response
35	What did you like the most about this workshop?	Open Response
36	What recommendations do you have to improve this workshop?	Open Response

Annex B

Survey for the Intensive Digital Storytelling Workshop

Instructions: In order to improve the manner in which BYTE carries out its digital storytelling workshop, BYTE cordially asks you to fill out the following survey. The information provided will be strictly for academic use by BYTE staff and no personal data from the surveyed will be shared.

Number	Question	Answer Format
1	Group Number (According to Instructor)	1 – 2 – 3 – 4 – 5 - 6
2	The Gender I Identify with is:	Feminine-Masculine-Other
3	The Race or Ethnicity I Identify with is:	Latina/Latino – White – Hispanic - Native American – African American - Asian American – Pacific Islander - Other
4	I was born in the United States (Your documentation status is not necessary for us to know)	Yes - No
4a	If you responded no to the previous question, from which country do you originate from?	Open Response
5	I came to this country as a refugee	Yes - No
6	I reside in the following community:	Nogales, Sonora - Nogales/Santa Cruz (Arizona) County– Tucson - Phoenix Metropolitan Area - Other
7	I had the opportunity to learn about Digital Storytelling prior to this course.	Yes - No
8	I had created a digital story prior to taking this workshop.	Yes - No
8a	If you created a digital story before this workshop, please tell us where you had this prior experience.	Open Response

9	Listening to others share their stories made me feel confident in sharing my own.	Completely disagree to Completely agree
10	Seeing previous videos helped me imagine my own Digital Story.	Completely disagree to Completely agree
11	I felt comfortable writing and sharing a paragraph about a definitive moment in my life.	Completely disagree to Completely agree
12	I liked the draft of the story I created with the feedback from my peers and facilitators.	Completely disagree to Completely agree
13	I learned about the importance of photographs, and this helped me create and choose pictures for my digital story.	Completely disagree to Completely agree
14	I learned about photography and editing techniques that helped me create the images that I wanted.	Completely disagree to Completely agree
15	I learned how to use WeVideo well enough to record my own voice in a way that met my standards.	Completely disagree to Completely agree
16	I learned to use WeVideo well enough to add music, pictures, and transitions to my voice recording.	Completely disagree to Completely agree
17	I learned to use WeVideo well enough to edit my Digital Story to my satisfaction.	Completely disagree to Completely agree
18	I felt comfortable presenting my video to my peers and instructors.	Completely disagree to Completely agree
19	The feedback I received from my instructors and peers was helpful.	Completely disagree to Completely agree
20	The instructions given to me by the facilitators were clear and easy to follow in each session.	Completely disagree to Completely agree
21	The instructors listened to me and answered all of my questions.	Completely disagree to Completely agree
22	BYTE staff was always available to help me in between sessions when I needed them.	Completely disagree to Completely agree

23	BYTE instructors helped me feel comfortable and reassured me throughout the workshop.	Completely disagree to Completely agree
24	If I had problems, BYTE staff helped me resolve technical issues with the computers, internet, or applications.	Completely disagree to Completely agree
25	I borrowed a computer from BYTE to complete this workshop.	Yes - No
25a	The BYTE equipment I used worked well throughout the workshop.	Yes - No
26a	I was able to use all the virtual applications with the BYTE computer.	Yes - No
27	I enjoyed learning from my peers in class.	Completely disagree to Completely agree
28	The virtual format of the workshop worked well for me.	Completely disagree to Completely agree
29	I am satisfied in how my video tells a story that is important to me.	Completely disagree to Completely agree
30	It is very likely that I will share my digital story with others.	Completely disagree to Completely agree
31	I believe my Digital Story could be helpful to others.	Completely disagree to Completely agree
32	Now, I feel more comfortable using digital tools.	Completely disagree to Completely agree
33	I now feel more confident in using my new digital skills and abilities to create another digital story.	Completely disagree to Completely agree
34	The workshop content was presented to me at an appropriate speed.	Completely disagree to Completely agree
35	I was able to complete the tasks assigned to me prior to the following session.	Completely disagree to Completely agree
36	I would like to take more digital storytelling workshops.	Completely disagree to Completely agree
37	I would recommend this digital storytelling workshop to others.	Completely disagree to Completely agree

38	I would like to have more training in audiovisual production.	Completely disagree to Completely agree
39	Did your digital story help you explore and share a significant moment or life experience? ;	Yes - No
39a	Describe how the process of sharing or creating your story was helpful to you.	Open Response
39b	Did your digital story help you express feelings about a personal trauma you experienced?	Yes - No
40	Describe how creating and/or sharing your digital story was helpful for you. It is not necessary for you to describe the trauma itself.	Open Response
41	Did your story shed light on community related issues that are important to you?	Yes - No
41 ^a	Please briefly explain the community issue that your digital story you focused on.	Open Response
42	Do you plan to share your digital story with someone?	Yes - No
43	Please tell us which groups or people you plan to share your story with.	Open Response
44	What I most liked about this digital storytelling workshop was...	Open Response
45	What recommendations do you have to improve this workshop?	Open Response

;Thank you for your time and responses!

Annex C

In Depth Interview Guide

With the DS Participants

Information about the interviewee:

Purpose

Age

Date

Place

Questions about the DS workshop-

Note: Watch the participants digital story before the interview.

- Tell us, why did you choose the story that you did for the workshop?
- How did you choose your definitive moment?
- What did you learn from this definitive moment?
- What challenges did you have sharing your story with your peers and facilitators?
 - Why?
- Was it difficult for you to remember your definitive moment?
- What emotions did you feel watching your peers videos?

Note: Share pictures from the interviewees video

- Why did you choose to show these picture in the video?
- What made you write about this theme?

Technical ability development-

- What instructions from the facilitators were the most clear?
 - Which ones were less clear?

- Why?
- Had you made videos before this workshop?
- What did you think about the timing and duration of the sessions?
- What digital tools do you use personally?
 - For what?
- What was the most difficult part in your video making process?
- What editing and photography tools did you learn during this workshop?
- Do you plan on continuing to use these new skills? In what?

- Who would you like to share your video with?

For the next workshops

- What recommendations do you have to improve this workshop?
- How did you feel communicating with your peers digitally versus in person?
- Would you recommend this workshop to your Friends or other members of your community?
- If you were to take this course again, what would your story be about?
- What advice would you give to future participants of this workshop?