

# DESIGNING STORIES FOR ELEARNING

# PATH TO STORY

**1**

## GET THE STORY

Identify the purpose of the story

Collect a variety of perspectives

Find the people and what's at risk for THEM

**2**

## DESIGN THE STORY

The story is the journey, not just the start and stop

Map out the journey

Make room for the learner

**3**

## BRING THE STORY TO LIFE

Commit to building a world

Look and feel influences your story

Use multimedia to add realism