Digital storytelling and 3D animation in classrooms

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Research Question:

How can digital storytelling enhance student engagement, academic success, and teacher effectiveness in modern classrooms?

Introduction:

With the rise of technology in recent years, schools have been dependent on assigning and teaching primarily online. One tool that has been used it Digital storytelling (DS), which combines storytelling with technology to improve learning outcomes. Some primary areas where DS makes an impact: its ability to increase student engagement and creativity, its application across diverse subjects like science and literacy, and the importance of teacher training in DS implementation. These are significant because they discuss DS as an innovative approach that changes education, promoting critical skills for both educators and students alike.

This research aims to explore the impact of digital storytelling and 3D animation on student engagement, academic success, and teacher effectiveness. This project will address gaps in understanding how DS and 3D animation technologies can be effectively implemented into classrooms.

Methodology:

This study will use a narrative literature review approach to explore and analyze existing research on digital storytelling and 3D animation in classrooms. Sources were selected for their relevance to student engagement, creativity, academic success, and teacher implementation. In addition to reviewing peer-reviewed articles and case studies, this research also includes an investigation into emerging tools like Adobe Aero as examples of how immersive technology can enhance storytelling. While Aero has not yet been implemented in a classroom trial, it serves as a model for how augmented reality can evolve narrative expression by allowing students to create and interact with stories in 3D space.

Results:

The research shows that digital storytelling significantly increases student engagement, creativity, and academic performance. Studies found that DS helps learners retain information better, building collaboration skills, and express themselves in new ways. Animated storytelling, such as stop-motion and AR tools, especially benefits students with learning challenges by offering alternative modes of literacy. The inclusion of Adobe Aero introduces a new level of interactivity and personalization, showing how future classrooms can blend real and virtual spaces to make storytelling more immersive. These findings suggest that DS can be both inclusive and scalable across subjects.

Conclusion:

Digital storytelling and tools like Adobe Aero can transform classrooms into more creative, student-centered environments. To make the most of these tools, schools should invest in teacher training, technology access, and curriculum integration that supports visual and interactive learning. Based on the research, DS doesn't just make learning more fun, it improves student understanding and long-term memory. As technology keep evolving, its important that education evolves with it. Tools like Adobe Aero show us that when students can literally step into their own stories, they connect with learning in powerful new ways.