

HLF: WW1 Stories



Albert Daniels
(1895 – 1918)

Aims

- Case study
- What's your motivation? Why are you keen to tell this story?
- Story telling main points
- Project management
- Final outcome



Bert Project



- Background
- Initial idea
- Sources
- Journey of discovery

Story telling – the 5W's

Who – main characters (Bert)

What – his movements, experiences and death (his story, finally told over 100 years later)

Why – WW1 Context/backdrop

Where – maps, letters, regimental sources, Commonwealth War Graves, books etc

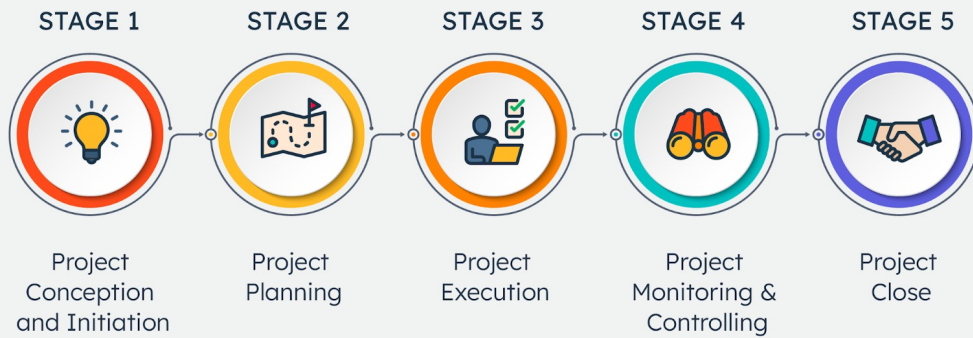
When – piecing dates together – a timeline

Structure: Beginning, Middle, End

Managing a project

- Planning & Management
- What's your goal? Final outcome?
- What help do you need?
- Who's your audience?

Project Management Phases



Phase 1: Initiation

- Family member
- What was known – fact from fiction
- What instigated the research?
- Why? Why undertake the work?



Challenges

- Finding Bert – where did he serve?
- Where did he fall?
- What exactly was his fate?
- What was known at the outset from letters etc?
- Filling in the gaps
- Telling Bert's war story...



Phase 2: Project Planning

- SMART
- Set your goals; what's your desired final outcome?
- Who do you need onboard to achieve this? What help do you require?
- Do you need to spend anything? Will you travel, set a budget?
- Do you need a timeline? Do you need to plan stages along the way?

Phase 2: Bert Project

- Goal was **to tell his story and bring him back to the heart of his family generations after he fell for us and his country.**
- What was known – appearance (Photos), letters from the front, family musings...
- What what are the gaps? Lots; who, what, where, when...
- How to fill them – where to go (here and France), what electronic resources are there, what organisations have info you can use?
- Budget & timeline





Phase 3: Project Execution

- The 'getting on with it' phase...completing the project plan.
- In Bert's case:
 - Travelling to France to visit war graves, search databases
 - Photographing letters for the final outcome
 - Using info in letters to guide further reading on places, dates and infantry movements for Bert's regiment. Wider context and understanding of the war...
 - Writing it up
 - Producing a digital or hard copy final outcome



Map 22: The new strongpoint post defence system at Gavrelle.

Phase 4: Monitoring

- Tracking, review
- keeping things SMART
- Not always necessary
- Note project support time periods.

Phase 5: Project Close

- Bringing everything together
- Completing the final outcome

One Man's War 1914-1918



From Gibraltar to The Final Offensive

ALBERT STANLEY DANIELS

(1895 – 1918)

Bert's Story – Case study



Arras, 1918

Who – Albert. Not Bert,
not Robert.
Why- WW1 context
What – from the Somme
to Gavrelle.
19,240 fatalities. 1 in 3
chance of survival...
Percy...



- Where- his movements and battles
- When & How - the tragedy of Arras & battle of Gavrelle (p12)



Bert's Final Outcome

From a Word Doc to a fully illustrated account of Bert's WW1 story.



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Key Components of Good Graphic Design

- White Space. White space (or negative space) is often overlooked but is essential to creating clean, crisp communications. ...
- Contrast.
- Repetition.
- Alignment.
- Composition.
- Using Words When an Image Will Do.
- Long Sentences.

Part 2 –Story Telling

Storytelling is presenting the information to the viewer/reader in an interesting manner, so as to engage them emotionally.

Visual – art, sensory – touch and/or sound

Written Storytelling

- Options for a hard copy book:
- Ebook/actual book
- Hand made or template produced
- How to display content other than text – photos, objects (badges, records, bus tickets etc), actual vs scanned/pics
- Non editable
- Option to provide additional format for supporting material – photo display etc



Digital Story Telling

Film – footage (yours & other), photos, sound fx, music, text, narration, sub titles.

- Linear: 'one way only' viewer experience/producer led experience.

E book – photos, text, maps/illustrations

- expanded narrative, versatile way to show different types of info, viewer led experience.

Blog – website 'container', displays words, pics, embedded video (vimeo?)

- easy to share, less ideal for large amounts of info.

Visual Story Telling

Infographic – poster, single piece outcome. Also can be used as part of other formats.

Art & Illustration – painting, ceramic, photo (essay), drawing – abstract vs illustrative

Music/song – poetry, lyrics, instruments.

Sensory – touch and sound. Braille, music, narration, SFX.

Digital Story Telling - Software

Word – most basic. Can accommodate graphics (pics, maps etc)

Powerpoint – has more 'desktop publisher' functions for page layouts.

Canva – monthly sub, super simple, very prof look

Affinity Publisher – cheap one off pymnt, easy to advanced functions. Complete desktop publisher.

Adobe InDesign – Profesional level software, paid for sub.

QuarkXPress – Press/media software for print.

Imovie/Final Cut – film making software.

Vimeo – free one time project, lots of free templates and simple interface.

Hand made books

- Easy to learn the skill
- You design and create everything
- Used for whole project or as supplemental
- Useful for further books – events, gifts, art, pics, portfolios

