



ICREATE: ENHANCING STUDENTS' ENGAGEMENT THROUGH DIGITAL STORYTELLING

MA. RUBELLE V. PATOLOT, PhD
Cuenca Senior High School

ABSTRACT

The increasing role of technology in education have revolutionized, as it offers innovative ways to engage students and showcase their potentials. However, many students still experience significant fear when required to present their ideas in front of an audience. With the integration of technology through digital storytelling, it proves how multimedia elements can enhance their creativity, critical thinking, and engagement. This qualitative-descriptive action research evaluates the implementation of project ICREATE (Integrating Creative Resources in Education using Animaker Tools for Empowerment), a digital tool for enhancing students' engagement for senior high students. This study made use of a descriptive survey design that covered 50 Grade 11 HUMSS students at Cuenca Senior High School. The researcher utilized structured questionnaire and distributed it through Google forms where results were thematized, also face-to-face focus group discussion was done to support the needed data. Findings from this study revealed that Project ICREATE aimed to boost students' self-confidence and digital literacy through digital storytelling. Also, ICREATE encouraged self-expression, provided voiceover features, and served as an interactive learning tool. However, students faced challenges like limited internet connection, email account setup, and limited features. It revealed that the project could be integrated into students' research

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innovation, performance tasks, teaching materials, and school information dissemination.

Based on the findings, the integration of ICREATE enhances students' engagement and self-confidence in public speaking. However, teachers must prepare students for challenges in using Animaker for digital storytelling as this can be an effective way to promote interactive teaching and learning.

Keywords: *engagement, digital tool, Animaker, digital storytelling*



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