

Guidelines For Digital Storytelling & Using 360 Cameras For Educational Walking Tours

Coordinator



Partners



The project aims to enhance collaboration among partner organisations from Italy, Spain, Albania, North Macedonia, Serbia, and Jordan. It will strengthen NGOs' capacity to deliver impactful youth programs through a digital, inclusive, and sustainable approach, promoting youth engagement and inclusion via educational tours.

Goals include enhancing youth organisations' transnational collaboration and digital skills, promoting educational tours as a youth development tool, producing 12 educational walking tours, and creating toolkits on educational walking tours and digital storytelling.

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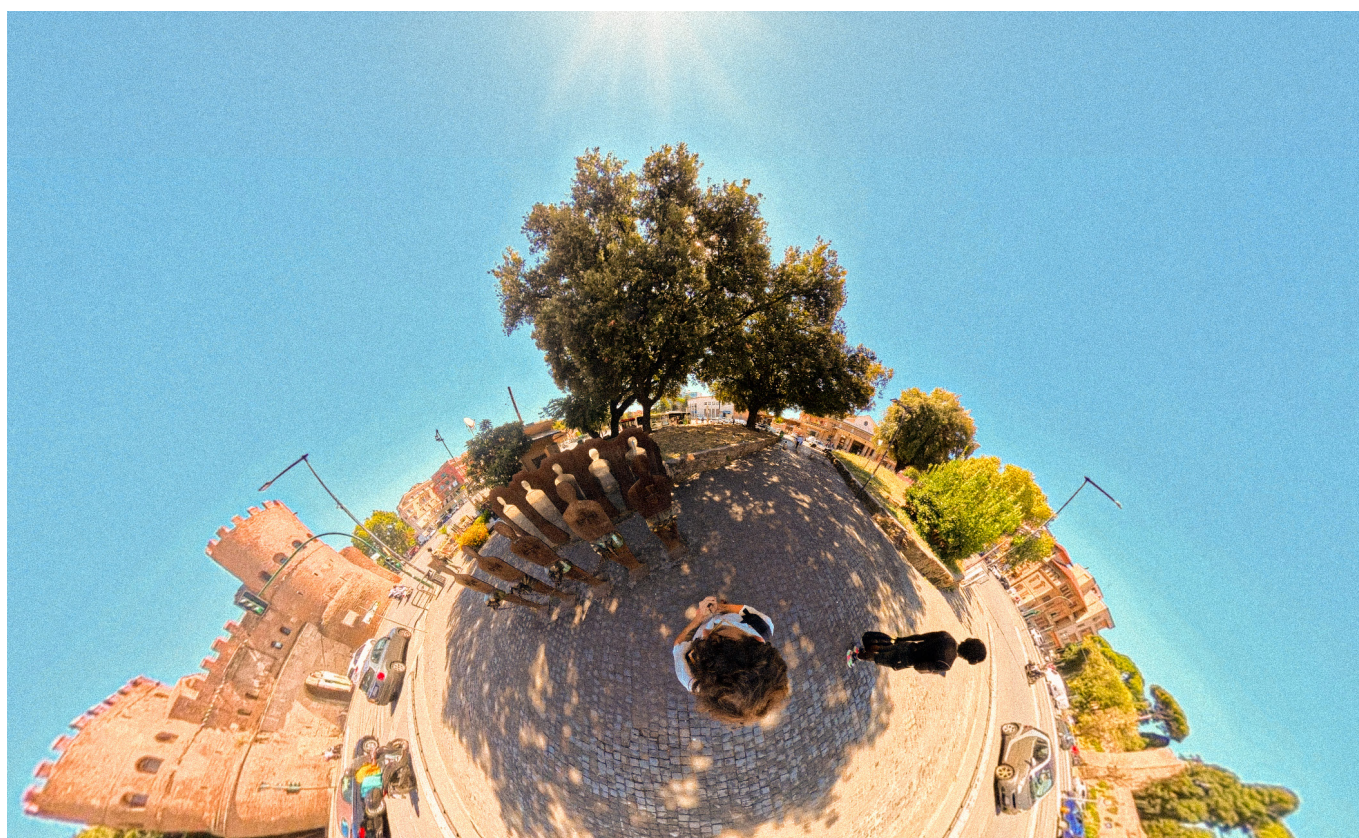
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Use the toolkit, share it, copy it! Just mention that it came from "STAR guidelines"



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1. Introduction

1.1 Purpose of the Document

The whole point of this document is to provide practical tips for creating really engaging educational walking tours, both in-person and digital. We're talking about blending storytelling with cool tech like 360 cameras to make learning experiences that stick with people. But it's not just about teaching; there's a bigger picture here too.

We want to put power into the hands of young people, giving them the tools they need to express themselves and share their take on the urban cultural scene. These tours aren't just about soaking up knowledge; they're about helping young folks understand where they fit in their community and how they can shape it. It's all about letting them tell their own stories and show others what matters to them.

And let's not forget leadership. This isn't just about guiding a group around a city or putting together a virtual tour; it's about building confidence in young people so they can step up as leaders. When they design and lead these tours. They start seeing themselves as someone who can make a difference, not just in the tour but in their wider world.

And one more thing, it's about bridging gaps between generations. These tours open up space for conversations between younger and older folks, creating opportunities for understanding and connection. Imagine a young person sharing their perspective on a neighbourhood's history or culture with someone from an older generation. That kind of dialogue builds respect and strengthens communities.

This guide is all about using technology and storytelling to create meaningful experiences that empower young people. Whether you're taking a group through the streets or crafting a digital adventure, the goal is to help young leaders find their voice, boost their confidence, and bring people together. It's about making learning fun, impactful, and something that leaves a mark, not just on the participants but on the whole community.

1.2 Target Audience

This document is for anyone who's into creating cool, engaging walking tours, whether they're happening right in your own neighbourhood or online. But there are a few groups we're especially thinking about here.

First off, it's totally for young people who want to dive into designing tours in their local community. If you're someone who's curious about telling stories, sharing what makes your area special, and using tech like 360 cameras to make it all super immersive, this is for you. We want to help young creators like you take charge of these projects and use high-tech tools to show off your creativity and voice.

It's also for youth workers—the folks who support young people in all kinds of projects. If you're working with a group of teens to plan or build something awesome, this guide can

give you ideas on how to keep things fun, educational, and tech-savvy. It's all about empowering young people while still giving them space to lead the way.

This is for anyone who believes that storytelling, tech, and a bit of adventure can change the way we learn and connect. Whether you're a young creator, a mentor, a trainer, or a pro in the field, this guide is here to help you bring those amazing ideas to life and make sure everyone has a blast along the way.

1.3 Importance of Digital Storytelling in Youth Work

Digital storytelling is a big deal in youth work because it combines the power of stories with cool tech to empower young people and boost their learning. Stories have this amazing ability to make stuff stick; they help young folks connect emotionally to what they're learning, whether it's about themselves, their community, or the world. When you add digital tools like videos, 360 cameras, or interactive media, it takes that connection to the next level.

Think about it, instead of just talking about issues or ideas, young people can create stories that reflect their voices and experiences. They can use tech to share those stories with others, building confidence and skills along the way. It's not just about consuming info; it's about producing something meaningful and sharing it with the world.

This approach also makes learning way more engaging. Digital tools let young people explore topics through visuals, sound, and interaction, which keeps them hooked. Plus, creating digital stories teaches important skills like creativity, problem-solving, teamwork, and tech know-how, all things that help them grow as leaders and thinkers. It's all about helping them find their voice and use it to make an impact in their own lives and beyond. And who doesn't love a good story?

1.4 Benefits of Using 360 Cameras

Using 360 cameras offers some seriously cool benefits, especially in terms of engagement, accessibility, and interactivity.

These cameras let people feel like they're right in the middle of the action. Instead of just looking at a flat picture or video, viewers can explore every angle of a place, making the experience much more immersive and memorable. It's like being there without actually being there!

Not everyone can physically visit a location, but with 360 cameras, you can bring the location to them. Anyone with a screen can experience it. This opens up learning and exploration to so many more people.

And let's talk about interactivity. With 360 footage, you can add clickable hotspots, quizzes, or extra info that lets viewers dive deeper into the content. It's not just watching anymore; it's doing. This hands-on approach keeps people curious

and engaged, making the whole experience more fun and effective.

360 cameras take ordinary visuals and turn them into something extraordinary. They make experiences more engaging, reach a wider audience, and let people interact in ways that traditional media just can't match. It's all about bringing places and stories to life!

2. Storytelling and Digital Storytelling for Educational Walking Tours

2.1 What is Storytelling?

Storytelling is basically how we share experiences, ideas, or emotions in a way that connects with people. It's about making information feel personal and memorable.

In walking tours, storytelling turns a simple walk into an adventure. Instead of just listing facts or pointing out landmarks, it weaves a narrative that makes the place come alive. A good story helps visitors feel the history, culture, or significance of each spot, creating a deeper connection to the place they're exploring.

So, storytelling isn't just about sharing info, it's about making sure people feel something while they learn. That's what makes a tour unforgettable!

2.2 What is Digital Storytelling?

Digital storytelling is simply storytelling with a tech upgrade. It combines the power of traditional storytelling—sharing experiences, emotions, and ideas—with digital tools like videos, photos, audio, animations, and interactive elements. These tools help make stories more engaging, vivid, and accessible.

In the context of walking tours, digital storytelling transforms a regular walk into an immersive experience. For example, you can use audio narratives to share historical details, photos or videos to show how a place has changed over time, or even 360-degree views to let visitors explore every angle of a location. It's about using technology to bring places and their stories to life in ways that resonate deeply with audiences.

At its core, digital storytelling isn't just about sharing information; it's about creating connections, sparking curiosity, and making learning feel dynamic and fun. Whether it's through a screen or on-site, it enhances the way people experience and remember the stories behind the places they visit.

2.3 Key Elements of an Effective Digital Story

Storytelling, whether digital or traditional, relies on a few key elements to make it compelling and effective. These building blocks help create a narrative that captivates the audience and leaves a lasting impression. Here's how they come together:

- 1. A Clear Narrative.** Every good story needs a beginning, middle, and end. In walking tours, this could mean starting with an introduction to the location, exploring its history or significance, and wrapping up with reflections or takeaways. A strong narrative keeps people engaged and gives structure to the experience.
- 2. Characters and Perspectives.** Even in educational tours, characters can play a role, whether it's historical figures, local legends, or even the guides themselves. By adding personalities or viewpoints, you make the story more relatable and human. For example, sharing anecdotes from someone who lived in the area adds depth.
- 3. Emotional Connection.** Great stories evoke feelings. Whether it's awe at a historical site, curiosity about a cultural tradition, youth visions, or empathy for past struggles, emotional resonance makes the experience memorable. Focus on what will resonate most with your audience.
- 4. Visuals and Sensory Details.** In walking tours, the surroundings are already rich with visuals, but enhancing them with additional details, like old photographs, maps, or even sounds, can deepen the experience. Digital tools like videos or 360 cameras amplify this further by letting visitors "see" beyond what's physically there.
- 5. Interactive Elements.** Engagement is key. Encourage participation through questions, activities, or interactive media. For instance, asking participants to imagine life during a certain era or using clickable hotspots in a digital tour keeps them actively involved.
- 6. Authenticity and Relevance.** People connect best when stories feel genuine and relevant to their lives. Tie the narrative back to universal themes or current issues so it feels meaningful and timely. Ensure historical and cultural accuracy while leaving room for personal interpretations. Verify facts and sources, but also allow space for creativity and diverse perspectives. This balance builds trust and invites deeper connections.
- 7. Choose a Narrative Structure.** The way you structure your story depends on the type of tour and the message you want to convey. Here are three common structures:

Linear Narrative: Follows a chronological order, perfect for historical events or timelines.

Example: "From this spot, we'll trace the journey of the city's founding."

Thematic Narrative: Focuses on themes or topics, ideal for specialised tours such as architecture or folklore.

Example: “Today, we’ll explore how this neighbourhood reflects different architectural styles.”

Character-Driven Narrative: Use stories of individuals to guide the tour, creating a personal connection.

Example: “Let me introduce you to Maria, who lived here during the war and left behind her diary.”

2.4 Best Practices for Creating Engaging Stories

Creating engaging stories for educational walking tours requires a mix of creativity, strategy, and alignment with learning goals. Here are some best practices to help you craft compelling narratives that captivate your audience while meeting educational objectives:

1. Structuring a Story for a Walking Tour

A well-structured story keeps participants engaged from start to finish. Follow these steps:

- **Opening (Hook):** Begin with something compelling—a surprising fact, a thought-provoking question, or an immersive description.

Example: “Did you know this street was once underwater?”

- **Main Narrative (Journey):** Develop the story with key events, historical context, and connections to the location. Break it into digestible sections, each tied to a specific stop on the tour.

Example: At Stop 1, discuss the area’s origins; at Stop 2, delve into its transformation.

- **Climax (Key Moment):** Highlight the most impactful part of the story to create emotional engagement. This could be a turning point in history, a significant achievement, or a poignant moment.

Example: “This building witnessed one of the city’s most defining moments—the signing of the peace treaty.”

- **Closing (Reflection & Takeaway):** End with a memorable conclusion, discussion question, or call to action. Leave participants with something to think about or act upon.

Example: “How can we preserve the spirit of this community for future generations?”

Grab attention right from the start! Begin with an intriguing question, a surprising fact, or a vivid description of the location. For example, “Did you know this park was once the site of a historic protest?” A powerful opening sets the tone and makes people eager to learn more.

2. Focus on Relevant Themes

Choose themes that resonate with both the location and your

audience’s interests. Whether it’s history, culture, science, or social issues, ensure the theme ties directly to the place and aligns with the tour’s educational purpose. This keeps the content meaningful and relatable.

3. Keep It Simple but Meaningful

Avoid overwhelming participants with too much information. Highlight key points and prioritise what truly matters. Use clear language and break complex ideas into digestible chunks. Remember, less is often more when it comes to storytelling.

4. Weave in Personal Stories

People connect emotionally with personal anecdotes. Incorporate stories of real individuals to add depth and humanity to the narrative. For instance, share how a specific event impacted someone living in the area at the time.

5. Use Sensory Details

Bring the story to life by appealing to the senses. Describe sights, sounds, smells, and textures to immerse participants in the experience. For example, “Imagine the bustling market here 100 years ago, filled with the aroma of fresh bread and lively chatter.”

6. Align with Educational Objectives

Ensure every part of the story supports the learning goals. Ask yourself: What do I want participants to take away? How does this story reinforce the curriculum or lesson plan? By keeping these objectives front and centre, you create a cohesive and purposeful experience.

7. Make It Interactive

Engage participants by encouraging them to ask questions, share thoughts, or participate in activities. For digital tours, use clickable hotspots, quizzes, or augmented-reality elements to keep learners actively engaged. In-person tours can include group discussions or hands-on exploration.

8. Incorporate Educational Content

While crafting your story, weave in educational elements that align with your objectives:

- **Facts and Data:** Include accurate historical, cultural, or scientific information to enrich the narrative. Example: “This bridge was completed in 1890 and remains one of the longest suspension bridges in the country.”
- **Context:** Provide background to help participants understand the story’s significance. Example: “At the time, this area was considered the heart of the Industrial Revolution.”
- **Connections:** Relate the story to broader themes or current issues to make it relevant today. Example: “The challenges faced by this community back then echo many of the social justice issues we’re addressing now.”

9. Integrating Stories into the Walking Tour

To ensure your stories flow naturally and enhance the walking tour experience, consider the following:

- **Site-Specific Storytelling:** Adapt stories to fit each

location's unique history, social context, or natural environment. Every stop should have a narrative highlighting what makes that place special. Example: At a community centre, share the story of its construction and its role in the community; at a park, discuss the ecosystem and its importance.

- **Layering Information:** Combine personal anecdotes, historical facts, and visual storytelling to enrich the experience. Layering adds depth without overwhelming participants. Example: Pair a historical photo with a modern-day image of the same site, or overlay audio narration with ambient sounds from the location.
- **Pacing & Timing:** Balance storytelling with movement, ensuring stories fit within the time allocated for each stop. Avoid rushing through important details or lingering too long at any one spot.

8. Sample Outline for a Storytelling Guideline

Here's a simple structure to guide your storytelling during the walking tour:

1. Introduction

Welcome participants warmly and set the tone for the tour.

Briefly introduce the theme and objectives of the tour.

Example: "Welcome! Today, we'll explore how this neighbourhood shaped the city's history. By the end, you'll discover fascinating stories and understand why this place matters."

2. Stop 1

Location: Describe the place briefly.

Example: "We're standing at Old Market Square, once the heart of commerce in this area."

Story: Share a relevant story or fact.

Example: "Did you know this square has hosted weekly markets since the 1800s?"

Interaction: Engage participants with a question or visual aid.

Example: "What do you think people sold here back then? Let's take a look at this photo!"

3. Stop 2

Build on the previous stop's story or introduce a new character/event.

Encourage participation through activities or discussions.

Example: "Imagine life here 100 years ago. What challenges might they have faced?"

4. Climax

Highlight the most impactful story or location to create emotional engagement.

Use suspense, emotion, or reflection to captivate the audience.

Example: "This building witnessed one of the city's darkest moments—but also its greatest triumph."

5. Conclusion

Summarise key takeaways and reinforce the main message of the tour.

End with a call to action or reflection.

Example: "How can we preserve these stories for future generations? Think about what you've learned today and how it connects to your own life."

Template 1: Highlighting Social Injustice

This template focuses on historical or ongoing social injustices tied to the location.

Opening Hook: Start with a surprising fact or question that sparks curiosity.

Example: "Did you know this neighbourhood was once segregated by law?"

Main Story: Explain the issue, its causes, and how it affected people.

Example: "In the 1950s, redlining policies prevented families in this area from accessing loans, trapping them in cycles of poverty. Despite these barriers, residents formed tight-knit communities to support one another."

Closing Reflection: Connect the past to the present and encourage action.

Example: "Today, we see the lasting effects of systemic discrimination in housing disparities. How can we work together to promote equity and justice in our own neighbourhoods?"

Template 2: Environmental Sustainability

Use this template to highlight environmental challenges and solutions related to the location.

Opening Hook: Pose a thought-provoking question or share an alarming statistic.

Example: "Do you know how much plastic waste ends up in rivers like this one every year?"

Main Story: Describe the environmental issue and efforts to combat it.

Example: "For decades, this river suffered from industrial pollution, harming wildlife and local communities. But thanks to grassroots activism, new regulations were introduced, and today, the water quality is improving."

Closing Reflection: Inspire participants to take action.

Example: "What small steps can we all take to protect our natural spaces? Whether it's reducing single-use plastics or supporting sustainable businesses, every effort counts."

3. Utilising 360 Cameras for Immersive Experiences

Creating an immersive experience with 360 cameras involves careful planning, execution, and post-production. Below is a detailed guide to help you make the most of this technology for your educational walking tours.

3.1 Overview of 360 Camera Technology

360 cameras come in various shapes and sizes, each designed for specific purposes. From compact consumer models to professional-grade equipment, understanding their features will help you choose the right tool for your project.

Compact Cameras: Lightweight and portable, these are ideal for beginners or smaller projects. Examples include GoPro Fusion, Insta360 ONE X, and Ricoh Theta.

Professional Cameras: These offer higher resolution, better stabilisation, and advanced settings for complex shoots. Examples include Insta360 Pro and Garmin VIRB 360.

Key Features to Look For:

- Resolution (e.g., 4K, 5.7K)
- Field of View (FOV)
- Battery life
- Storage capacity
- Connectivity options (Wi-Fi, Bluetooth)
- Stabilization capabilities

Choose a camera that fits your budget, skill level, and the specific needs of your tour.

3.2 Preparing for Filming

1. Script Writing Model (Audio & Video Columns)

Before filming, create a dual-column script to plan both narration and visuals effectively. This ensures smooth pacing and alignment between audio and video elements.

Tips for Writing Scripts:

- Keep sentences short and engaging.
- Use pauses for dramatic effect or when visuals speak for themselves.
- Write naturally, as if speaking directly to the audience.
- Incorporate interactive prompts: “What do you think life was like here 100 years ago?”
- Clearly indicate when the camera should move, stop, or transition between locations. This ensures smooth pacing and alignment with the narration.
- Layer natural sounds like birdsong, water, or rustling leaves to immerse viewers in the environment.
- Use music to enhance emotions—soft and calming for reflective moments, uplifting for highlights. Ensure it complements rather than competes with the narration or ambient sounds.
- Add overlay text showing facts, quotes, or questions sparingly to guide viewers without overwhelming them.

2. Recording Preparation

- Record a voice-over or on-location narration to serve as a guide during filming. Time your script to ensure proper pacing.
- Choose background music that complements the



tour's mood and atmosphere. Ensure it enhances rather than distracts from the narration.

- Scout the Location and walk the route multiple times before recording. Check for factors like traffic, weather, noise levels, and lighting conditions. Adjust your timing accordingly—morning light might be softer, while evening shadows could add drama.

3. Interactive Elements

Enhance engagement by incorporating facts, messages, or old footage into the video. For example:

- Display historical dates or trivia on-screen during relevant scenes.
- Add clickable hotspots for viewers to explore additional content.
- Include archival photos or videos to provide context.

4. Shooting Techniques

- Avoid filming in harsh sunlight or rainy conditions unless necessary. Early morning or late afternoon offers the best natural lighting.
- Use a monopod for still shots. If walking, attach the camera to a stabiliser or wear it on a harness to minimise shaking.
- <https://www.youtube.com/watch?v=QCWCuRblebc>
- Still Frames vs. Movement: Decide whether to keep the camera stationary or move it along the route. Fixed frames work well for detailed shots, while movement adds dynamism.

3.3 Capturing High-Quality Footage

To capture stunning 360-degree footage, follow these techniques:

- **Stable Shots:** Use a monopod to avoid shaky footage. For walking shots, invest in a stabiliser or use slow, deliberate movements.
- **Lighting:** Optimise lighting conditions by avoiding direct sunlight, which can cause lens flares or dimly lit areas that reduce image quality.
- **Framing:** While 360 cameras capture everything around them, focus on framing key elements within the scene. Position yourself strategically to highlight important details.
- **All Angles:** Don't rotate the camera to show anything. Remember, the 360 shows everything around. If you want to focus on an element, just move the camera slowly to show every angle of the location. Encourage viewers to explore the environment by moving their device or cursor.
- **Focus on movement, not rotation,** and avoid unnecessary camera rotation. Instead, rely on smooth, deliberate movements to guide viewers' attention while empowering them to explore the environment

independently.

- Always hold the camera with the lens facing forward and back, not left and right. This ensures a natural walking perspective and minimises disorientation for viewers.
- **Minimising Stitching Lines While Filming [Figure 1]:**
 1. Maintain a horizontal orientation to ensure the stitching software can align the images correctly. Avoid tilting the camera too far up or down unless necessary.
 2. Steer clear of highly detailed or repetitive patterns, such as fences, grids, or closely spaced branches, which can confuse the stitching algorithm.
 3. Be cautious when filming near mirrors, windows, or large bodies of water, as reflections can cause stitching errors. If unavoidable, try to position the camera so that reflections are minimised.
 4. Sudden changes in direction or erratic movements can make stitching more difficult. Move smoothly and predictably to give the camera time to capture clean frames.
 5. Place stitching lines in less noticeable areas, such as behind objects, in uniform backgrounds (like skies), or in shaded regions where discrepancies are less visible.
 6. Perform test runs to identify potential problem areas and adjust your technique accordingly. Some cameras offer live previews to help you monitor stitching quality in real time.



[Figure 1]: Comparison of 360° Image Stitching Quality



3.4 Post-Production Workflow

Once filming is complete, editing transforms raw footage into a polished final product. Follow these steps:

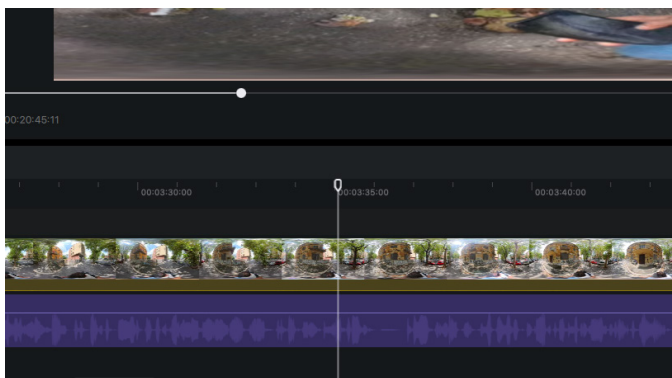
Editing Software Recommendations

Use software designed for 360 video editing, such as:

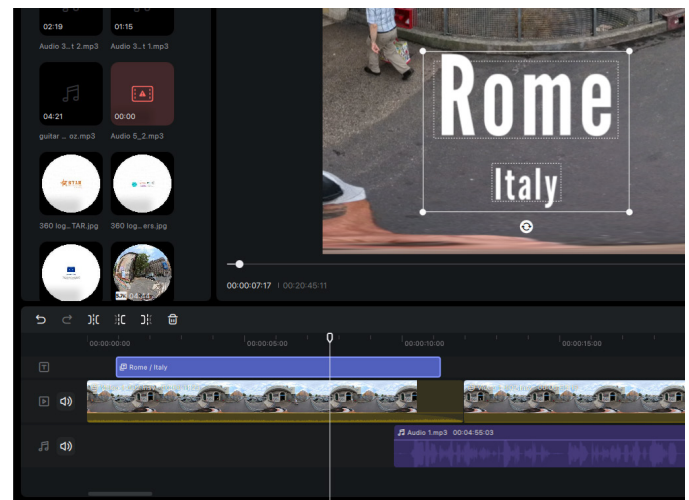
- Adobe Premiere Pro (with VR plugins)
- DaVinci Resolve
- Insta360 Studio
- Kolor Autopano
- Stitching Footage

Most 360 cameras automatically stitch the footage together, but manual adjustments may be needed for seamless transitions. Pay attention to the alignment and blending of edges.

Adding Narration and Music, overlay pre-recorded narration and background music onto your footage. Ensure audio levels are balanced so neither overwhelms the other.



Subtitles and Text Overlays, include subtitles for accessibility and clarity. Add text overlays for facts, quotes, or questions to enhance interactivity.



Final Touches

- Review the edited video for continuity, pacing, and engagement.
- Export in high resolution (e.g., 4K) for optimal quality.
- Test the final product across devices to ensure compatibility and functionality.

4. Implementing the Tour

Once your digital educational walking tour is planned and prepared, it's time to bring it to life. The implementation phase involves logistics, facilitation, and leveraging technology to ensure a smooth and engaging experience for participants. Here's how to execute each step effectively:

4.1 Logistics and Preparation

Smooth logistics are the foundation of a successful tour. Careful planning ensures everything runs seamlessly:

- **Transportation:** Arrange transportation if necessary, especially for larger groups or tours starting at remote locations. Confirm pick-up/drop-off points and timing.
- **Timing:** Plan the tour duration carefully, considering factors such as walking pace, stops, and transitions between segments. Allow extra time for questions, discussions, or unexpected delays.
- **Safety Protocols:** Identify potential hazards (e.g., uneven paths, busy streets) and establish safety guidelines. Provide clear instructions for emergencies. Ensure all equipment is safe to use (e.g., charged devices, functional VR headsets).

Pro Tip: Conduct a trial run with a small group to test logistics and identify areas for improvement.

4.2 Facilitating the Experience

As the guide, your role is to lead participants through the tour while managing time and addressing technical issues:

- **Leading Groups:** Begin with a warm welcome and set expectations for the tour. Clearly explain the itinerary, rules, and any interactive elements. Encourage participation by asking questions or inviting observations.
- **Managing Time:** Stick to the schedule but remain flexible. Allocate sufficient time for each stop so as not to rush participants. Use visual cues or gentle reminders to

keep the group moving together.

- **Troubleshooting Technical Issues:** Be prepared for common problems, such as device malfunctions, connectivity issues, or app glitches. Carry backup batteries, chargers, and troubleshooting guides. Test all technology beforehand to minimise disruptions during the tour.

Pro Tip: Anticipate participant needs, carry water bottles, maps, or printed guides as backups in case technology fails.

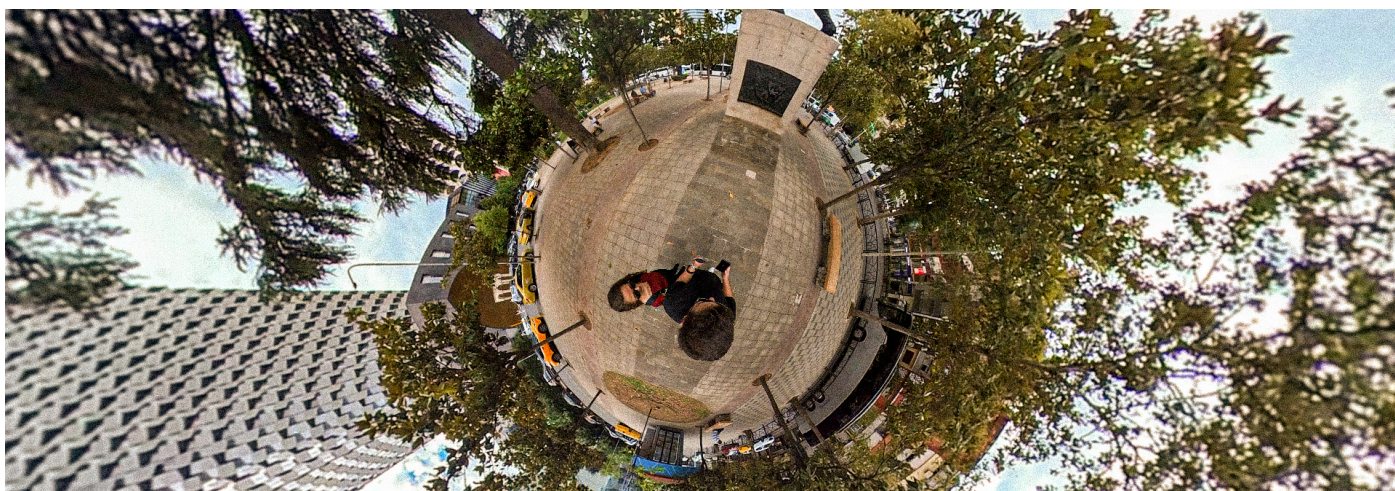
4.3 Leveraging Technology During the Tour

Technology enhances the learning experience by making it more interactive and immersive. Use these tools strategically throughout the tour:

- **Tablets or Mobile Apps:** Distribute tablets or encourage participants to download an app that provides additional content, quizzes, or AR experiences tied to specific stops. For example, show historical images or play audio clips related to the location.
- **Interactive Content:** Utilise QR codes, clickable hotspots, or augmented reality features to reveal hidden details or unlock bonus information. Encourage participants to engage actively with their surroundings.

Pro Tip: Introduce technology gradually, ensuring participants understand how to use it before diving into complex interactions. Keep instructions simple and assist as needed.

Digital educational walking tours blend storytelling, cinematography, and interactivity to create powerful learning experiences. By following these structured steps, from defining your audience and purpose to refining your footage and adding interactive elements, you'll bring history, culture, and locations to life in ways that captivate and inspire your audience. Whether you're sharing stories about urban legends, natural wonders, or historic landmarks, the right combination of creativity and technology can make every step of the journey unforgettable.



A. Glossary of Terms

Here's a list of technical terms related to digital storytelling and 360 cameras, explained in simple language:

360 Camera A camera that captures a full spherical view (360 degrees horizontally and vertically), allowing viewers to explore the environment interactively.

Stitching: The process of combining multiple images or video frames captured by the camera lenses into one seamless panoramic image or video.

Field of View (FOV): The extent of the observable world visible through a lens at any given moment. For 360 cameras, this is typically 360° horizontally and 180° vertically.

VR Plugins: Software extensions used in editing programs like Adobe Premiere Pro to edit and preview 360-degree content in virtual reality environments.

Monopod: A single-legged support for stabilising cameras during filming, often used with 360 cameras for smooth walking shots.

Golden Hour: The period shortly after sunrise or before sunset when natural light is soft, warm, and ideal for photography and videography.

Interactive Hotspots: Clickable areas within a digital tour that provide additional information, such as text, images, or videos, when selected by the viewer.

Augmented Reality (AR): Technology that overlays digital elements (e.g., 3d models, animations) onto real-world views, enhancing the user's perception of their surroundings.

Royalty-Free Music: Music licensed for use without requiring ongoing payments, commonly used in videos to avoid copyright issues.

Frame Rate: The number of frames displayed per second in a video; higher frame rates result in smoother motion. Common standards include 24fps, 30fps, and 60fps.

Educational Walking Tour: A guided or self-guided tour, often enhanced with digital tools, designed to teach participants about historical, cultural, or environmental topics while exploring a specific location.

Wayfinding: The use of signs, maps, or digital tools to help participants navigate a tour route easily.

GPS Tracking: Technology that uses satellites to pinpoint the exact location of a user, often used in mobile apps for guided tours.

Audio Guide: A recorded narration that provides information about points of interest during a tour, often accessed via a smartphone or dedicated device.

Story Map: A digital map that combines geography with storytelling, often used to guide users through a tour with interac-

tive elements.

QR Codes: Quick Response codes that can be scanned with a smartphone to access additional information, such as videos, images, or text, at specific tour stops.

Accessibility Features: Tools or design elements (like audio descriptions, subtitles, or wheelchair-friendly routes) that make tours inclusive for all participants, including those with disabilities.

Gamification: Adding game-like elements (e.g., quizzes, challenges, or rewards) to a tour to make it more engaging and interactive for participants.

Point of Interest (POI): A specific location or landmark on a tour that has educational or cultural significance, often highlighted with additional information.

Self-Guided Tour: A tour where participants explore at their own pace, often using a mobile app, map, or audio guide for direction and information.

Live Guide: A real person who leads a tour, providing information and answering questions in real-time.

Multimedia Content: A mix of text, images, audio, and video used to enhance the educational experience during a tour.

Crowdsourced Content: Information or media contributed by users (e.g., photos, reviews, or historical facts) that can be incorporated into a tour.

Tour Itinerary: A planned route or schedule of stops for a walking tour, often including descriptions of each point of interest.

Environmental Storytelling: Using the natural or built environment to convey information or tell a story, often through signage, exhibits, or interactive elements.

Mobile App Integration: Using a smartphone app to deliver your content, such as maps, audio guides, or AR experiences.

Cultural Heritage: The traditions, artefacts, and landmarks of a community or region, often highlighted in educational tours.

Sustainability Features: Elements of a tour that promote eco-friendly practices, such as reusable materials, low-energy devices, or information about local conservation efforts.

Interactive Map: A digital map that allows users to explore tour routes, points of interest, and additional content by clicking or tapping on specific areas.

B. Sample Templates

1. Planning Document Template

Use this template to organise your walking tour details:

Section	Details
Tour Title	<i>E.g., "Historic Downtown Walking Tour"</i>
Target Audience	<i>E.g., Students, History Enthusiasts</i>
Duration	<i>E.g., 60 minutes</i>
Starting Point	<i>E.g., Main Square</i>
Key Stops	<i>The list stops with brief descriptions. Stop 1: Stop 2: Stop 3:</i>
Equipment Needed	<i>E.g., 360 cameras, tablets, microphones</i>
Interactive Elements	<i>E.g., AR overlays, quizzes, historical photos</i>

2. Script Template for Walking Tours

No.	Audio Column	Video Column
1	[Nature sounds: Birds chirping, gentle wind]	The camera begins to move forward slowly along a tree-lined path.
2	[Soft instrumental music fades in]	The camera shows vibrant greenery on both sides of the path.
3	"Welcome to this serene park, where history meets nature."	A slight pause in movement to highlight a historic fountain at the first stop.
4	"This fountain has stood here for nearly a century, witnessing countless stories."	The camera resumes moving, capturing the surrounding trees and benches.
5	[Birdsong continues]	Slow-motion footage of leaves rustling in the breeze.
6	"Let's continue our journey through the heart of the park."	The camera moves steadily along a winding trail, showcasing different angles of the environment.
7	"Up ahead lies the tranquil lake, a favourite spot for locals and visitors alike."	The camera slows down as it approaches the lake, stopping briefly to allow viewers take it all in.
8	"Did you know this lake supports diverse wildlife? Keep your eyes peeled for some feathered friends!"	The camera starts moving again. Text: the types of creatures living in the lake
9	[Music softens, blending with ambient sounds]	Capturing reflections of the sky on the water's surface.
10	"As we walk further, let's reflect on how this park connects us to nature and each other."	The camera moves toward a group of people enjoying a picnic under a large oak tree.
11	[Laughter and chatter from the picnic scene]	Pause at the picnic area to let viewers absorb the joyful atmosphere.
12	"This community space brings people together, creating memories that last a lifetime."	The camera resumes its journey, heading back toward the main path.
13	[Nature sounds gradually fade out as music builds]	Final wide shot of the park, with sunlight filtering through the trees.
14	"Thank you for joining me on this peaceful journey. May you carry a piece of this beauty with you today."	The camera slowly rises to reveal the entire park landscape.