

Digital Storytelling in Iranian Children's Websites: Identifying Requirements

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Abstract

Purpose: The present paper studies the requirements of digital storytelling in Iranian children's websites.

Methodology: This is a survey which uses a checklist of 67 requirements extracted from literature review and children's websites. For this purpose 21 children's websites were examined.

Findings: The results showed that Iranian children's websites are below average in following areas: using a game for building stories; the possibility of guiding characters within the stories; the possibility of selecting and adding sound effects and visual effects; and applying colors and choosing characters. These areas are identified as representing 26.86 percent of the websites requirements, while they were not available in the websites under study. The most important factors for successful storytelling that have been seen in Iranian children's websites are: the possibility of using pictures and graphics; the possibility of searching stories through bibliographic information and the chance to choose pictures.

Originality/value: Stories are increasingly used as educational content by children and school libraries. On the other hand, the rate of internet usage by children is also increasing. There is, however, a lack of research pertaining to the requirements of Iranian children's websites. This study introduces the concept of digital storytelling and recommends it as a tool to promote reading habits. It helps libraries to adapt their products and services including stories to the new environment.

Keywords: digital storytelling, Internet, children, libraries.