







CREATING YOUR OWN UNIQUE PHOTO STORIES

A TOOLKIT TO GUIDE YOU FROM A-Z



Compiled by:

The GEF Small Grants Programme and the Adaptation Learning Mechanism

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INTRODUCTION AND ACKNOWLEDGEMENTS

Photo Stories are a powerful communication tool that can be used to bring innovative and visually appealing narratives of on-the-ground community projects. Communicating valuable information to a larger audience, Photo Stories offer a simple way compile individual photos in to a video format with captions, audio narration, background music and other features.

This Toolkit for creating Photo Stories benefited from the contributions from the Adaptation Learning Mechanism (ALM) and the GEF Small Grants Programme (SGP).

Started in 2008, the Adaptation Learning Mechanism (ALM), financed by the GEF-SPA portfolio, supports learning on climate change adaptation through good practice and experience by promoting knowledge exchange and collaboration between practitioners. In specific, the ALM would like to share knowledge and build partnerships to promote innovation in adaptation to climate change.

Established in 1992, the GEF Small Grants Programme (SGP) embodies the very essence of sustainable development by "thinking globally acting locally". Over the past 18 years, the GEF Small Grants Programme has invested \$450million and leveraged similar levels of co-financing for over 12,000 projects by communities in 122 countries. The programme provides financial and technical support to community projects that conserve and restore the environment while enhancing people's well-being and livelihoods. A main element of SGP is its mission to build the capacity of the communities and facilitate knowledge capture, sharing and exchange between communities and from communities at the local level with global key stakeholders and policymakers.

This Photo Story Toolkit aroused from the common goal of ALM and SGP to contribute and facilitate the exchange of knowledge produced by communities implementing environmental projects.

In June 2009 the ALM team was looking to develop more innovative features for the website (www.adaptationlearning.net). Out of the range of options that ALM was considering the Photo Story software was chosen for several reasons. First of all, it is a free platform which is natively supported by the operating system in use on more than 93% of the world's computers (this figure boasts an even higher percentage in the developing world). Secondly, it is very user-friendly and thirdly, it does not require serious hardware resources – just a camera and a computer.

After deciding on Photo Story software, the ALM, in collaboration with UNDP's Community-Based Adaptation (CBA) Programme Team, developed an initial Photo Story for the CBA project in Niger. The ALM team, working closely with the project manager in Niger and CBA staff, was able to creae a Photo Story highlighting how project outcomes were helping farmers build resilience to climate change. The CBA website now features multiple videos that promote and highlight project activities.

Following the creation of these Photo Stories, the ALM created a 4-Step and 10-Step guide in September 2009, to help familiarize users on how to develop their own Photo Stories.

From November to February 2010, the GEF Small Grants Programme SGP worked with several local communities and pilot tested this knowledge product with great rates of success. Through this

process of collecting photos, creating captions and adding audio narration using Microsoft Photo Story software, SGP communities created 5 high quality and visually captivating Photo Stories. Followed by that success SGP revised and expanded the toolkit and released it massively to all its staff and communities. From March to May 2010, SGP produced more than 120 Photo Stories from 5 regions around the world and covering a wide spectrum of focal areas.

PHOTOSTORY BASICS

Microsoft Photo Story is a free software that allows you to create slideshows using your digital photos. You can download the software here:

http://www.microsoft.com/downloads/details.aspx?FamilyID=92755126-a008-49b3-b3f4-6f33852af9c1&displaylang=en

Here is a brief synopsis of how to create your own Photo Stories:

a) Choose at least *2 SGP projects* from your country portfolio which you feel are exemplary in addressing the issues in our SGP focal areas: biodiversity conservation, climate change, land degradation, international waters and POPs.

b) Gather *10-20 high quality photos* and illustrations of the chosen projects, which will serve as the basis of the Photo Story.

c) Access *members of the chosen community* to either come to the SGP field office to discuss the project in detail.

d) Work with the community *to prepare and record a brief narration* for the audio piece of the Photo Story describing the key achievements of the projects from the perspective of the communities themselves. If grantees or community members have the capability to create the photostories remotely, this is optimal, otherwise, we suggest they be invited to country offices.

Each Photo Story should be **approx**. **2-4** *minutes long* and should include photos and audio narration with a limited amount of caption text (1-2 sentences) per slide.

WHAT IS A PHOTO STORY? Key Elements and useful tips

What are Photo Stories?

Microsoft Photo Story is a free application that provides a user-friendly way for individuals and communities to their story using digital photos and combining them with narration, effects, transitions and background music to create to create a powerful visual and narrative product. The software is available in English, French and Spanish.

Why use Photo Stories?

Photo Story is a **powerful** communication tool that offers a great opportunity to showcase the work done at the local level by allowing communities themselves to narrate in their own voices and in a short, concise and visually attractive way, a story about a project, an idea or a process, capturing the viewer and inviting reflection.

Photo Stories allow users to create slideshows using digital photos. The GEF SGP has already created several Photo Stories as part of the "Biodiversity for Local Livelihoods project," a collaborative project between the CBD and the UNDP Equator Initiative.

Photo Stories are a tool with great potential to stimulate local innovation processes and allows people in the field to monitor their projects from conception, to implementation, to monitoring and evaluation. The process of creating a Photo Story can serve as a basis for reflection and offers an opportunity for the creative exchange of ideas. It stimulates community members to "visualize" what they are currently doing and to consider jointly how they can do things better. This process can strengthen links between community members and help them develop consensus.

In addition, Photo Stories enhance knowledge exchange between practitioners, help to highlight a community's project accomplishments and can assist communities and country programme offices in monitoring projects in an interesting and participative way (from conception, to implementation, monitoring and evaluation). Photo Stories also be shown to partner communities and agencies and people may feel recognized for their contribution to their society and gain greater visibility.

Photos

Photos are a fundamental part of the Photo Story as they are the visual representation of the story. Photo Stories created using the attached software should include between 10 and 15 pictures with captions and a 2 to 3 minute narration, preferably narrated by someone in country or community who is closely connected to the project. The pictures selected must narrate the story and therefore, the order and selection of pictures is very important. Specifically, the photos should tell a story. Pictures can showcase people, a process, technologic innovation, landscapes, etc. Pictures can also include different angles, for instance: • Action Shots - Showing someone or something in motion.



Community members fishing in Sarstoon-Temash

• **Staged shots** - Shots where the subjects involved are arranged and are posing for the photograph.



Community members posing with an Atlantic Sea Turtle, Benin

• Long shots - Photographs in which the subject is shown at a relatively small scale.



Photo A) Aerial long shot of El Nya Res Bog, Belarus Photo B) Long shot of subject in the middle of the photo, shown with dried trees in the background and a dam in the foreground

• Mid shots – This is a shot where the subject and background share equal dominance in the picture. For example, a medium shot of an individual will take in the body from the knees or waist up.



Mid shot of an individual (shown waist up) carrying turtle shells, with scenic background, Benin

• **Close-up shots** - A photograph in which the subject (a person or an object) is tightly framed and shown at a relatively large scale. A certain feature, such as someone's head, takes up the whole frame.



Atlantic Sea Turtle close up shot, Benin

Photo Captions

Photo captions require information, judgment and imagination. The purpose of captions is not only to explain the photo but to gain the interest of the viewer. When writing your captions please keep in mind the following things:

- 1. Text for captions: 1-2 sentences (max) per slide.
- 2. Briefly explain the photo: what is happening, who is in the picture, why and where.
- 3. Provide context: Name the people, places and things that appear in the picture.
- 4. Describe important details in the photo.
- 5. If you feel the caption and narration are conflicting, you may choose to omit captions in some slides or keep them very briefly only using an identifier (Ex: "The Nile River in 2002")

Photo Story narration

Once the photos are selected and captions are created, narration (which can vary between 2-4 minutes) can be recorded. The narration should follow the progression of the photos and tell the story of the project. The narration should be no more than 10-15 seconds per slide and should be recorded per slide. Ideally the narration should be done by the National Coordinator, Programme Assistant, Grantee, community member or someone otherwise very close to the project. It is important that the narration be slow, clear and loud enough so that the audience understands the narrative and it effectively complements the story being told through photographs.

Suggested Photo Story Outline

Then it's time to put it all together by amassing your photos, placing them in an order that tells a story, developing sample captions and developing the narration. Here is a suggested order of a Photo Story:

- A. Title page
- B. Photos, captions and narration that highlight project data and environment (2-3 photos)
 - *Photos* Include photos that highlight the location: e.g. map of your country, location of project and special characteristics of the location or environment.
 - *Caption and narrative* Include project title, organization, logos, number of people participating, location and start date.

Sample of a photo (map) which can be used in this section:



- C. Highlighting the environmental challenge (2-3 photos)
 - *Photos* Include photos illustrating the problem and risk (whether it relates to biodiversity, land degradation, POPs, climate change or threats to international waters).
 - Caption and narrative Complementing the photos, the titles and narrative can explain the problem and associated risks and then discussing how these will impact the community (before and after).

Sample of environmental challenges which can be used in this section:



- D. Project overview (2-3 photos)
 - *Photos* Include photos that highlight the community, location, and livelihoods.
 - Caption and narrative Information summarizing a brief description of the community (numbers, livelihoods, social dynamics, most vulnerable/discriminated groups, history, politics, government, etc.). This should give the reader a feel for the community, how it lives, what is important to it.

Sample of community photo which can be used in this section:



E. Project description & project development (2-3 photos)

- Photos Include photos that show the project from inception to present, describing the goal, mission and how the project is addressing the environmental challenges that have been described.
- Caption and narrative Give a brief project description and discuss project development, participatory process (our role as facilitator only), and techniques to build on local knowledge/skills/resources, project highlights and milestones.

F. Project successes (2-3 photos)

- *Photos* Include photos that show the success of the project.
- *Caption and narrative* Explain why and how the project was successful (i.e. what are the positive environmental and community impacts of the project). You may wish to

highlight challenges you have encountered and how these are being or have been addressed. You may show photos before and after the project.

Sample of photo which can be used in this section:



Coral being restored

G. Lessons learned and conclusion (2-3 photos)

- *Photos* Include photos that illustrate any lessons that may have been learned to date.
- *Caption and narrative* Lessons learned from projects that could help other communities to successfully create and implement biodiversity projects. Comments may be made about the future of the problem, the project and plans for future success.

****A note about photo resolution:**

Ideally, photos being used for Photo Stories should have as high a resolution as possible. The key for the use of digital images is understanding resolution. Resolution can great enhance the quality and efficiency of digital image use, as much as it can threaten the image quality and limit the ability to use the image. Digital image resolution varies and both high and low resolution has its purposes and advantages. For instance, high resolution is key for print publications and low resolution for web based applications.

Digital Images are composed by pixels, square units of measurement composed of smaller units called bits. More bits per pixel increases the pixels ability to render colors. More pixels in an image increase its definition. The appropriate resolution for publication is 300 dpi.

Resolution is expressed in two ways:

- Dimension: The number of pixels in an image by width and height like for example 3000 x 2000 pixels
- Megapixels: the number of pixels by width and height times a million: 3000x2000=6 megapixels. Usually, megapixels are used to indicate the maximum image size of a digital camera.

Image size: Images are often measured in kilobytes(KB), megabytes(MB) or gigabytes (GB) that represents the amount of space it occupies in a Hard drive, CD, USB, etc. Most images when they are closed they are compressed, to see the image size the image should be open for viewing. Once you have chosen your 15-20 photos, make sure to compress the photos before use in the photostory. The proper image size for reproduction or publications is:

Image Size	Resolution	Pixel dimension	Bytes
11 X 7.35 inches	300 dpi	3300 x 2257 pix	20.9 MB

While the above parameters can serve as guidelines, this should not limit a community from creating a photostory with existing photos that may be on hand. Also, if photos are not available, one can also improvise by taking a screen shot of a map, a website, a newspaper, a sign and so on.

A STEP-BY-STEP PHOTOSTORY SOFTWARE TUTORIAL

Downloading the software:

Microsoft Photo Story 3 for Windows XP is a free accessible user-friendly software. To begin creating your new story, first install the photostory software onto your computer:

A. ENGLISH LANGUAGE VERSION:

http://www.microsoft.com/downloads/details.aspx?FamilyID=92755126-a008-49b3-b3f4-6f33852af9c1&displaylang=en

B. FRENCH LANGUAGE VERSION:

http://www.microsoft.com/downloads/details.aspx?FamilyID=92755126-a008-49b3-b3f4-6f33852af9c1&DisplayLang=fr

C. SPANISH LANGUAGE VERSION:

http://www.microsoft.com/downloads/details.aspx?FamilyID=92755126-a008-49b3-b3f4-6f33852af9c1&DisplayLang=es

- 1. **Opening the program:** Open Photo Story from your computer's Start menu by clicking "Start." Then point to "All Programs," and then click "Photo Story 3 for Windows."
- 2. Creating the file: On the Photo Story welcome page, click "Begin a new story," and then click "Next." See below:



3. Import and arrange your pictures

- After you click "Next" above, you will come to the screen which says "Import and arrange your pictures"
- Chose 10-20 photos you plan to use for your Photo Story and arrange them in the order that they will be viewed.

Photo Story 3 for Windows	
mport and arrange your pictures	
	Select the pictures you want to use in your story, and then arrange them in order on the film strip. Learn more about editing your pictures
	Import Pictures
S 🛋 🖻 🕹 🖉 Edt 📎	*
Kelp Save Project	< Back Next > Cancel

4. Add pictures to your Photo Story

- On the Import and arrange your pictures page, click "Import Pictures."
- In the File Browser dialog box, browse to My Documents\My Pictures\
- Add the photos you want by holding down the "Ctrl" button, while clicking and highlighting all the photos you wish to include. See below:



- Once your photos have been imported, all of your chosen pictures should be visible in the filmstrip. There will be a button just below the "import pictures" tab that says "remove black borders." Click on this and then click on "yes to all" to remove the borders.
- Click "Next"







- The filmstrip in Photo Story is a great place to quickly changes to your pictures and story. For example, you can drag a picture in the filmstrip to change the sequence.
- Underneath each photo, you will see an Edit button
- You can click a picture in the filmstrip and click **Edit** to change the appearance of the picture by rotating it, adjusting the color, fixing red eye or adding effects. You can also right-click a picture in the filmstrip to perform these actions. Try adding an effect to one of the pictures to see what they look like.
- When you are finished making changes to your pictures, click **Next** to continue.

ADD	CAPTIONS HERI	You can add text on a picture I for your story. Learn more about adding titles ADD CAPTIONS HERE		
0	Effect: (none)	J		

5. Add titles and text to your pictures

- With Photo Story 3 you can add text to a picture to create a title for your story.
- To add text to your pictures, **o**n the Add a title to your pictures page, click the box to the right of the first picture, and then type your text, for example "My first Photo Story" in the text box.

- There are small icons above the text box where you can choose font, bold, and alignment of your text.
- Repeat these steps to add text to another picture, and experiment with different text styles, sizes, and alignments, using different formatting buttons.
- When you are finished adding text to your pictures and choosing font and other attributes (as shown below), click Next.
- Repeat for all photos

E Photo Story 3 for Wi				
Add a title to yo	Font Font Font Microsoft Sans Serif Ø Mistral Ø Mistral Ø Modern No. 20 Ø Modern No. 20 Ø Modern Serif Ø Mistral Ø Mistral	Font style: Regular Resular Natic Bold Bold Italic Sample AaBbYy	Size: 16 OK 16 Cance 20 22 24 25 28	o create a tible
	Color:	Script: Western	V	• • ×
Help	Save Project		< Back N	ext > Cancel

6. Customize Motion



• You can add custom pan and zoom effects to your Photo Story to make it more unique and personal. This details allows you to creatively pan across one end of the photo to

the other and produce movement in an otherwise lifeless image. For example, you could have a picture with a map of Niger that then zooms in on the area where the project is. Or, you pan a group photo to focus on the face of every member briefly, one after the other.

- On the Narrate your pictures and customize motion page, click the picture where you want to have motion, and then click Customize Motion.
- In the **Customize Motion** dialog box, select the **Specify start and end position of motion** check box. (A rectangle with handles appears on the picture in the **Start position** and **End position** boxes.)
- In the **Start position** box, do one or both of the following:
 - To resize the rectangle, point to a side or corner of the rectangle. When the cursor changes into a double-headed arrow, drag the handle.
 - To move the whole rectangle, point to the center of the rectangle. When the cursor changes into a four-headed arrow, drag the rectangle to the area of the picture that you want to receive focus when the picture first appears in your story.
- In the **End position** box, do one or both of the following:
 - Resize the rectangle by pointing to a side or corner of the rectangle. When the cursor changes into a double-headed arrow, drag the handle; and/or
 - Move the whole rectangle, point to the center of the rectangle and when the cursor is a four-headed arrow, drag the rectangle to the area of the picture where you want to have the focus at the end of that frame.
- If you want the motion for the selected picture to start where the motion for the previous picture ended, select the **Set start position to be the same as end position of the previous picture** check box.
- Click **Save** to save the motion and duration changes you made.
- To preview the panning and zooming effects, click **Preview**.
- When you are done customizing the panning and zooming motion for the pictures in your story, click **Close**.

7. To add narration to your story:

- To add narration to your story you need to have a working microphone attached to your computer (and make sure that it is set up correctly).
- On the Narrate your pictures and customize motion page, click the Microphone button. This will launch the Sound Hardware Test Wizard.
- Complete the Sound Hardware Test Wizard by following the onscreen instructions. Once you have completed the Sound Hardware Test Wizard, your microphone should be ready to record narration. (N.B. There is also a text input area to create cue cards which can be a helpful memory aid when narrating your pictures.)
- Click a picture in the filmstrip.
- Add any desired text in the cue card area.
- Click the **Record Narration** button to start recording narration.
- The red dot in the record button will flash indicating recording is taking place and a timer is provided to help you keep track of your narration length.
- When you have finished narrating the picture, click the **Stop Recording** button.
- Repeat the above-mentioned steps for each picture you want to add narration to.

- Once you have added your narration, click the first picture in the filmstrip, and then click **Preview** to see how your story looks and sounds.
- Close the preview window, and click **Next** to continue to the next step.

8. Add background music

ick Select N	l background music to a set Ausic or Create Music. about adding background m			
[Select Music	Create Music	Delete Music	
		, Q High	Preview	

- With Photo Story 3 you can add music to your story by using Windows Media Audio (WMA), MP3, or WAV files or by using the Create Music option to create custom music that suites your story and taste.
- To add pre-recorded music to your story, on the Add background music page, click the first picture in the filmstrip and then click Select Music.

9. Select Music

- On the File Open dialog box, click My Documents from the left menu.
- Browse to My Music\Sample Music, click Beethoven's Symphony No9 (Scherzo).wma, and then click Open.
- The music you just added is shown as a colored bar above the picture in the filmstrip, as shown in the following screen shot. This helps you determine which pictures will be shown for each piece of music you add. This is particularly helpful when you add more than one song to your story.

10. Save your story

8 Photo Story 3 for Windows	
Save your story	
What do you want to do with your story? Activities:	
Save your story for playback on your computer	
Send the story in an e-mail message	
Save your story for playback on a Pocket PC with Windows Media Player 10 Mobile	
😡 Save your story for playback on a Smartphone with Windows Media Player 10 Mobile	
Learn more about the selected activity	
Check for more story activities on the Microsoft Web site	
Specify the location and file name of your story: 33y Mideos/Enctostory1.wmw Browse	
Quality Settings	
Profile: Profile for computers - 2 (640x480) Description: Recommended if the story is going to be played full screen on a computer (1.7 GHz processor, 256/MB of RAM or higher). Video size: 640x480	
Settings	
Help Save Project < Back Next >	Cancel

When you save your Photo Story, all the pictures, narrations, and music are compiled into a video file that you can view in Windows Media Player. Since you will play this Photo Story on your computer, you can use the default options when saving your Photo Story.

To save your Photo Story for playback on your computer:

- On the **Save your story page**, verify that Save your story for playback on your computer is selected in the activities list.
- Click **Browse** to specify the location and file name of your story.
- Once you have named the file, click **Save** and then click **Next**.

11. View your story

When your story is built and saved, the Completing Photo Story 3 for Windows page will appear. You can view your newly created story or begin a new story from here. To see what you have created, click View your story. Windows Media Player will open and your story will begin to play.



12. To Edit your Photo Story

- If you have completed and viewed your Photo Story, but want to make some changes, open the Photo Story program on your computer and click on the Photo Story that you want to edit.
- The Photo Story software will then take you again through the steps outlined above. This will give you the opportunity to make necessary adjustments.
- Again, click on the **Browse** button to specify the location and file name of your story. (N.B. If you have enough hard drive space, it may be valuable to save the different versions of the Photo Story that you are creating.)
- Click Save, and then click Next.
- When your Photo Story is created and saved, the Completing Photo Story 3 for Windows page will appear. You can then view your newly created / edited. To see what you have created, you can now click View your story.

EXAMPLES OF ALM PHOTO STORIES

Visit the **ALM Video Gallery** to view Photo Stories, as well as other contributed videos on climate change adaptation: <u>http://www.adaptationlearning.net/video</u>

Additional materials include:

ALM Photo Story 4 Step How-to Guide: <u>http://www.adaptationlearning.net/training-</u> materials/alm-photo-story-4-step-how-guide

ALM Photo Story 10 Step How-to Guide: <u>http://www.adaptationlearning.net/training-</u> materials/alm-photo-story-10-step-how-guide

EXAMPLES OF SGP PHOTO STORIES

Below you will find the links to the Photo Stories that SGP communities have created so far along with the contact information of the National Coordinators and Program Assistants that helped in putting them together. Please feel free to contact them if you have questions.

You can also find these Photo Stories on the SGP website's link to the CBD's International Year of Biodiversity page at: <u>http://sgp.undp.org/</u>

Benin:

Contact: Mathieu Houinato, National Coordinator, phone: 229-21 31 3045/46; Email: <u>mathieu.hounato@undp.org</u>

Belarus:

Contact: Alexander Levchenko, National Coordinator, phone: (375-17) 299-5505; Cell: (375) 296-89-38-88; Email: alexanderl@unops.org

Programme Assistant: Andrei Dementiev; Email: andreid@unops.org

Iran (Islamic Republic of):

<u>Contact: Ms. Laleh Daraie, SGP National Coordinator, phone: (98-21) 2286 0691-4, Fax: (98-21) 2286 9547, Email: laleh.daraie@undp.org</u>

Programme Assistant: Ms Fariba Aghakhani, Email: fariba.aghakhani@undp.org

Thailand:

Contact Mr. Poonsin Sreesangkom, SGP National Coordinator, phone: (66-2) 288-1820/288-2131, Fax: (66-2) 280-0556/1414, Email: <u>poonsin.sreesangkom@undp.org</u>

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SAMPLE PHOTO STORY SCRIPT TEMPLATE

SLIDE	DICTURE	NARRATION AND CAPTIONS
NO.	PICTURE	NARRATION AND CAPTIONS
TITLE PAGE	Insert your slide here:	Title page: Include the title and dates of the project and any
PAGE	Optimization of the hydrological regimen of the central part of swamp "Errys" for prevention of fifes and restoration of dishanced swamp ecosystem and biodiversity (2007-2009)	organizational logos such as those of GEF, SGP and the Grantee organization.
	APB-BirdLife Belarus	Audio Narration: Include introductory information about the
	Smill Gatts	project and the executing and supporting organizations.
1		Audio Narration: "Located in the North of the Republic of Belarus,
1		covering an area of more than 200 square kilometers, Yelnia Mire
		is one of the largest Belorussian and one of the largest European
		raised bogs."
		Written Caption: None. (Note: If the picture requires captions,
	the Albert II and the second second second	please include, otherwise leave as it is. Not all pictures require
		explanatory captions. With some, the narration is enough).
2		Audio Narration: Yelnia plays a very important role in supporting
	1	biological diversity and is home to a number of globally threatened
	which it is a summer	species and animals and plants, and supports large numbers of
	the second second	migrating geese and cranes. The site is a nature reserve, and IBA
	The second second	and Ramsar site.
	Ramsar and IBA-designated Yelnia is an important stop-over site for thousands of migrating Cranes.	Written Caption: Ramsar and IBA-designated Yelnia is an
2		important stopover site for thousands of migrating cranes.
3		Audio Narration: From the air, Yelnia looks surprisingly colorful.
	- 5-5-	But on the ground, the problems become much more apparent.
	1 BUS	The key reason for this is that the network of drainage canals was
		dug in the central part of the bog in the mid-20 th century.
		Written Caption: None
\4		Audio Narration: As a result of the drainage, the water table in the
		central part of Yelnia dropped by one meter. Dried peat started to
		mineralize, releasing thousands of tons of CO2 into the air, but
		what is much worst is that drainage made the peatland prone to
		fires.
	0 19/430 4 10 30p - 10	Written Caption: None.
		whiten caption: None.

5	Ashed peatland after the	Audio Narration: In the last two decades, fires began to occur
5	fire of 2002	regularly, usually starting from dry areas around the canals in
	and the second sec	2002, an exceptionally large fire burnt over 70% of the surface of
		Yelnia, destroying much of its vegetation and threatening its
		biodiversity.
		-
		Written Caption: Ashed peatland after the fire of 2002.
6		Note : A map image has been juxtaposed on top of a photo.
6		Audio Narration: Restoration of the vegetation layer was
		hampered by low water tables. Even five years after the fire, at the
	A Para Barke	time of a joint field trip by conservationists and scientists, the
		central part of the bog looked like desert. It was then that the
		project to restore the hydrology of the central part of Yelnia was
	► 19740 44 @ Xin • E	conceived.
		Written Caption: None
7		Audio Narration: Detailed research was implemented prior to
		planning conservation activities. In order to monitor the process of
		restoration of the vegetation and water level regime, a system of
		permanent and hydrological monitoring was set up.
		Written Caption: None
	218/431 4(0 %b + 10	Note: A collage of three photos has been used.
8		Audio Narration: Volunteers and local community members were
		engaged in rehabilitating the mire. Over 35 dams made of burnt
		trees and peat were constructed on the canals during joint camps.
		The use of local materials and simple design, makes maintenance
		of these dams very easy.
		Written Caption: None
		Note: A collage of photos showing volunteers at work is used.
9		Audio Narration: Six more solid dams of similar design, were also
		built by a local construction company. The caretaker network,
		involving local communities, was established around Yelnia to
		monitor the changes,, and condition of the dams.
		Written Caption: None
10		Audio Narration: Thanks to the dams, the water levels in the
	The sea	canals and lakes at Yelnia significantly increased.
	A CARLE	Written Caption: None

11		Audio Narration: But for some inhabitants of Yelnia, restoring
		hydrology is not sufficient. Every autumn, the willow grouse
	12 the second	moults into completely white disguising colors. Now when winters
	Charles and the second	become much softer due to climate change, the white bird
	Every winter, the Willow grouse moults into white plumage. In a	becomes an easy prey during the solstice.
	warming climate, this disguising white plumage becomes visible	Written Caption: Every winter, the Willow Grouse moults into
	381/451 441 😫 X05.4	white plumage. In a warming climate, this disguising white
		plumage becomes visible.
12		Audio Narration: Peatlands play a huge role in the climate balance.
	how do of the light on the straight of	In the boreal zone, it contains 7 times more carbon per hectare
	and the second second second second	than forests. Restoring and conserving peatlands helps mitigate
	The Contract Harting	the effects of the climate change, bringing hope to species, which
	all the state and	would otherwise have no chance to adapt to a changing climate.
	例外 百日公司 计不可容易	Written Caption: None.
13	ARK ALL AND	Audio Narration: However, many species that were threatened by
		the fires, such as charismatic black grouse, are already benefiting
		from restoration of hydrological regime.
	Black grouse numbers in Velnia decreased after the fires but are	Written Caption: Black grouse numbers in Yelnia decreased after
	now benefiting from hydrological restoration.	the fires but are now benefiting from hydrological restoration.
14		Audio Narration: While standing dead trees still remind of the
		fires, the vegetation layer is showing its first signs of recovery,
	TIT T	especially along the canals.
	a section of	
		Written Caption: None.
15		Audio Narration: The cranberry, an important source of additional
		sustainable livelihood for thousands of local families, may take
	STREET PROV	more time to restore.
	1/2 - Artes	Written Caption: None
		Note: Notice the audio narration in the last three slides describes
		challenges and progress and makes a statement about the future.

FREQUENTLY ASKED QUESTIONS ABOUT PHOTO STORIES

Q: Is the photostory software compatible with my operating system?

A: Microsoft photostory software is designed to be compatible with XP, but also works with Vista. Some computers automatically convert from Vista.

Q: What limitations does the photostory software have?

A: In the interest of using a free and user-friendly software, the chosen software has some limitations, including:

- The more caption text one adds per slide, the more unclear or grainy the text will appear. The more text and audio one adds per slide, the heavier the file will become.
- The longer the narration time that is allocated per slide, the heavier the file will become.
- Photos that are not compressed can make the file very heavy as well.
- One can customize and manipulate the photos only slightly in this software.
- Only one size and type of font can be used per slide (although the font can be different on different slides).

Given these considerations, we suggest the following *solutions:*

- Keep the text captions to 1-2 sentences (max) per slide
- Keep the audio to 10-12 seconds per slide
- Ensure that each Photo Story ideally has a maximum of 10-20 slides
- Compress the photos before putting them in the Photo Story.
- The narration should be kept between 2-4 minutes maximum.

Q: If I am narrating the audio portion in a native language that is not English, French or Spanish, should I create English subtitles?

A: Subtitles will make the files extremely heavy. Therefore, we suggest doing one Photo Story in your native language and one in English, French or Spanish wherever possible.

Q: Must I use high resolution photos.

A: It is optimal, but not prohibitive. Aim to use the clearest and highest quality photos available.