

Abstract for

*Community-Based Multiliteracies and Digital Media Projects: Questioning Assumptions and Exploring Realities*

**You Want to Do *What* with Doda's Stories? Building a Community for the Skins Workshops on Aboriginal Storytelling in Digital Media.**

The Skins Workshops on Aboriginal Storytelling in Digital Media were developed to provide an engaging context in which youth could learn how to be producers of digital media. Our primary community of engagement has been the Kahanwake First Nations, but a number of other communities are involved to one extent or another. These other communities include serious game advocates, games studies academics and game designers, all of whom have strong opinions about the current state of games, as well as Aboriginal communities of practice around new media and education. As the Skins co-directors, our greatest challenges have been threefold: 1) maintaining focus on what is of benefit to the students, 2) negotiating the question of what stories from the community are appropriate for remediation, and in what manner, and 3) matching the temporal grains between the community, the academy, and the game production industry. Our method for meeting these challenges has been a blend of participant-observation, design-as-research, and community-integration shot through with critical analysis based on Aboriginal methodologies and a substantial dose of improvisation. Our contribution will articulate each of these challenges, discuss our efforts to meet them, and examine the outcomes of the workshops to date within that context.

Jason Edward Lewis & Skawennati Fragnito