# vitae project key concepts

Vitae supports the personal, professional and career development of doctoral researchers and research staff - whether in highereducation or research institutes.

The International Centre for Guidance Studies (iCeGS) is funded by Vitae to run a pilot project to develop new ways of supporting those researchers. It engages a helping process, based on a narrative methods, called 'three-scene storyboarding'. The project begins with a storyboarding workshop - for iag and counselling people working with researchers.

The career-management of researchers can be fraught. Early idealistic commitment may be compromised by competitive realities. Research projects do not lend themselves to reliable career progression. And the current policy-and-economic framework is not making things any easier.

Three-scene storyboarding is a method linking reflective talk to such real-life experience. The project task is to identify whether and how the method helps iag and counselling people in their work with client situations like these.

The project is to be monitored and written-up, the publication to be available through iCeGS. Related on-line information is available throughout the project. The workshop also draws on the narrative website iCould.

more information:
Vitae - for research staff and post-graduate researchers http://www.vitae.ac.uk/
iCeGS - research and development in career management http://www.derby.ac.uk/icegs
three-scene storyboarding main stockroom http://www.hihohiho.com/storyboarding/sbstockroom.html
how storyboarding draws on underpinning thinking - a draft journal article http://www.hihohiho.com/information/sbjournalarticle.pdf
iCould stories: http://www.vitae.ac.uk/policy-practice/200941-200241/Dr-Elizabeth-Vokurka.html http://www.vitae.ac.uk/policy-practice/200941-200361/Dr-Cara-Owens.html http://www.vitae.ac.uk/policy-practice/200941-200291/Professor-Dave-Robertson.html

## storyboarding assembles case-note lists into narrative sequences

<u>alice</u>

#### <u>contact</u>

> self referral – 'don't know any more why I'm doing this'

#### <u>offering</u>

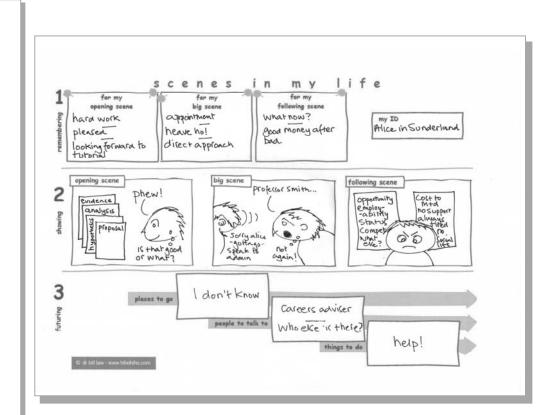
- > 2-1 engineering
- > second-year PhD structural engineering
- > top 5% in spatial, numeracy, dexterity

#### <u>seeking</u>

- > inventory high on pragmatic, social, persistent
- > says 'love finding-out how things work since a child'

#### <u>background</u>

- > little contact with uni
- > offered financial support 'for five years!'



#### more information:

Bill Law (2010). *Narratives for Well-being - How We Can Use Stories and Why We Should* http://www.hihohiho.com/moving%20on/cafnarrative.pdf

Bill Law (2010). *Worked Examples of Three-scene Storyboarding* (including these) www.hihohiho.com/storyboarding/sbtwelve.pdf

## it is processed in three stages of reflection-on-experience

wendy contact > self-referral - 20 minutes > department chair offering teaching job > not sure - asks about recruitment and training for secondary-school teaching > declines test and inventory

> accepts offer of urls, & of phone-no of local secondary says she'll come back 'if necessary'

#### offering

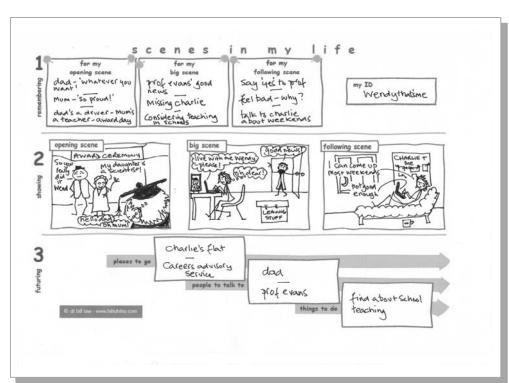
> A\*: physics – A: maths and chemistry 1st in metallurgy PhD in metallurgy - first time

#### seeking

- > metallurgy says she is less interested now couldn't say why - or wouldn't
- > welcomes STEM-teaching challenge 'help working-class kids' - but worried about telling her parents - 'they'll think it a waste'

#### background

- > mother a teacher, father a long-haul hg driver
- > parents come to all the uni events
- > boyfriend `likes teaching idea'
- > Prof Evans 'unpretentious "working-class" I like and respects' her - a rare talent - want to help'

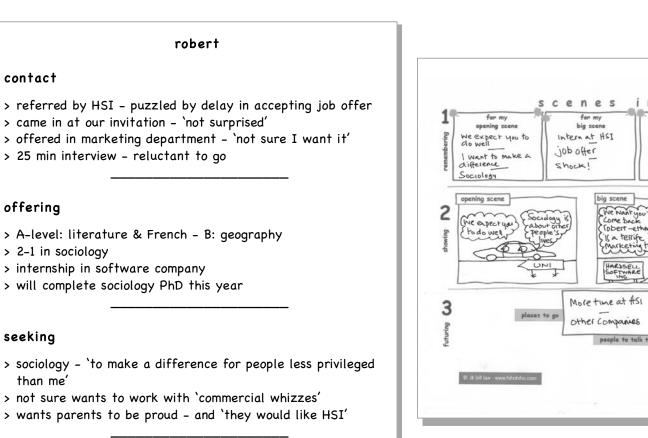


#### more information:

Bill Law (2010). Narratives for Well-being - How We Can Use Stories and Why We Should http://www.hihohiho.com/moving%20on/cafnarrative.pdf

Bill Law (2010). Worked Examples of Three-scene Storyboarding (including these) www.hihohiho.com/storyboarding/sbtwelve.pdf

## it sets out a thinking-feeling account of experience in its social context



#### background

- > loner? mentions only family and girl friend
- > girl-friend impressed by 'big money'
- > well-off family ambitious for their son



Bill Law (2010). Narratives for Well-being - How We Can Use Stories and Why We Should http://www.hihohiho.com/moving%20on/cafnarrative.pdf

life

my ID

ing scene

Hisis big Money\_

Coberto

USE alon PURMERSTAND Robert

don't know

need

in

Jane

Plessure

need space

my for my

following scene

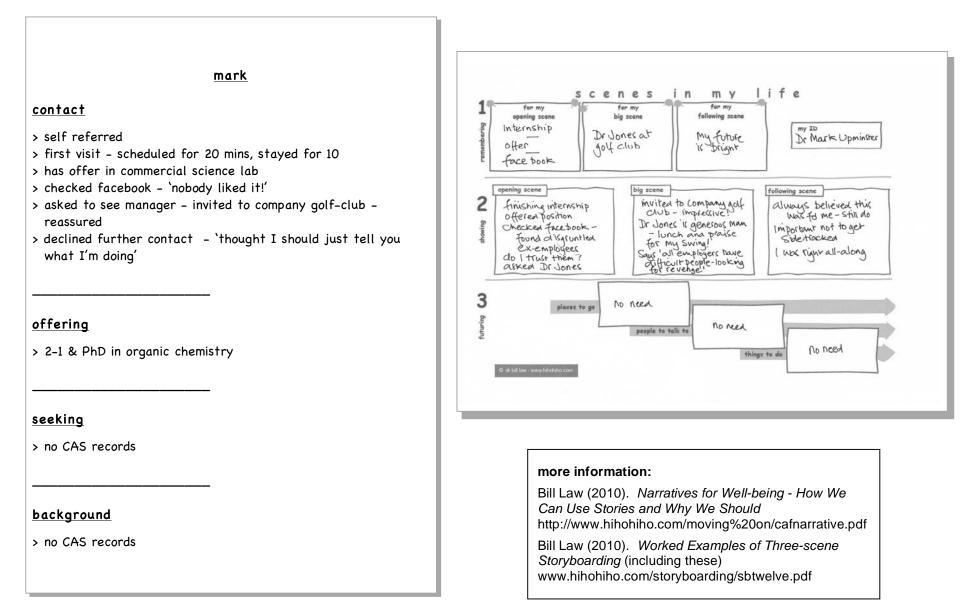
who use ethnography

In Commercial work

things to do

Bill Law (2010). Worked Examples of Three-scene Storyboarding (including these) www.hihohiho.com/storyboarding/sbtwelve.pdf

## each episode hinges on a middle-scene turning-point



## turning points

each episode hinges on a turning point - a middle-scene with one-or-more of these features:

#### in what experience?

luck / surprise / loss / gain / encounter / curiosity / hope / fear / unforgettable

#### at what settings?

home / street / neighbourhood / away / course / tv / net / reading

#### moving-on to what new possibilities?

points-of-view / wider-horizons / make-up mind / change-direction / holding-on / letting-go / could-change-but-don't

## conjuring what ways-of-seeing?

a-journey / with-cross-roads / not-a-race

#### more information:

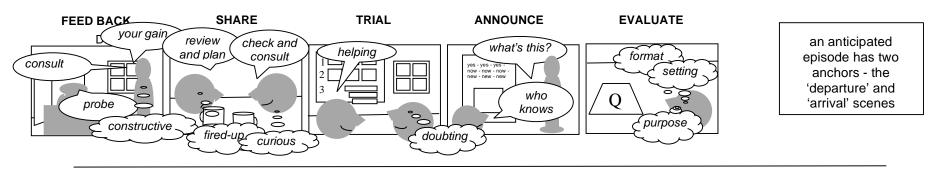
Bill Law (2010). *Narratives for Learning and Research - The Overview* http://www.hihohiho.com/storyboarding/sboverview.pdf

## transfer-of-learning - found here used in your work

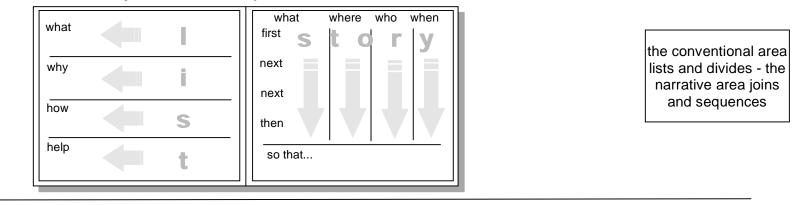
### transfer extends remembered into anticipated episodes...

...who you will then be with - 'people to talk to' ...where will you then be - 'places to go' ....tasks you will then take on - 'things to do'

#### storyboarding plans and rehearses an action plan - in however many scenes it takes



action planning needs both analytical list and sequential narrative



#### more information

Bill Law (2006). *Careers Education and Guidance Out of the Box* http:// www.hihohiho.com/underpinning/cafculture.pdf - pp. 24-25

learning reminds you of your work - so that your work reminds you of your learning