



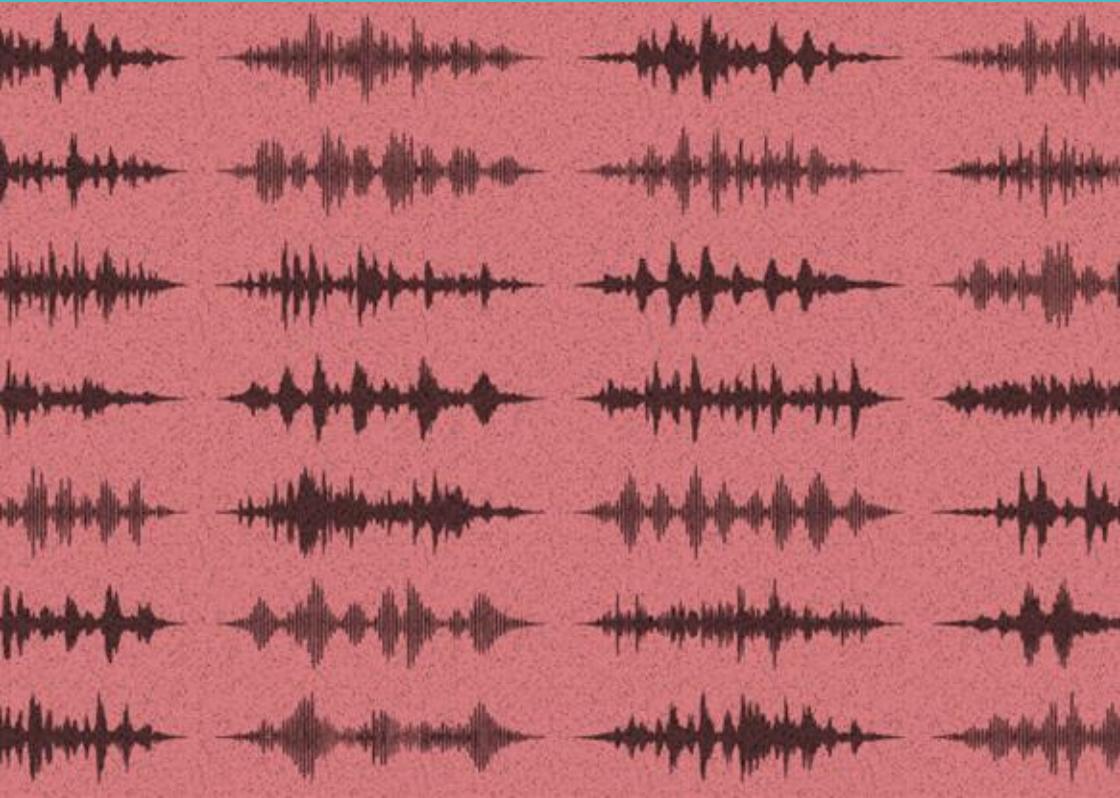
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**UNIVERSITÄT
BERN**

WBKOLLEG
WALTER BENJAMIN KOLLEG

GSAH Soft Skills

Introduction to Audiovisual Storytelling

31 March / 14 April 2026, 10.15am–5pm



Introduction to Audiovisual Storytelling

31 March / 14 April
2026, 10.15am–5pm

Venue:
UniS,
Schanzeneckstrasse 1,
room A 015

Course language:
English

Prerequisites:
participants are
required to install
DaVinci Resolve on
their laptops (see
abstract)

1.5 ECTS

Registration:
Until February 28,
2026
via KSL or e-mail to
michael.toggweiler@unibe.ch

Audiovisual formats are powerful tools for thinking, communicating, and trans-forming research. This workshop introduces doctoral students and early-career researchers to the principles and practices of visual storytelling, with a focus on how images (still and moving) and sounds can convey complex ideas in the humanities and social sciences.

Across two sessions, participants will learn how to structure visual narratives, select and sequence images, and engage with epistemological, narrative and aesthetic (sensory) considerations in audiovisual research. Drawing on examples from documentary film, visual anthropology, artistic research, and multimodal scholarship, the course explores how images shape meaning, invite attention, and open space for alternative forms of knowledge production and dissemination.

In the first part of the workshop, a short introduction will guide participants through some of the audiovisual forms and approaches currently being developed in research contexts, such as the video essay. This will be followed by a basic, hands-on introduction to the open-access editing software DaVinci Resolve, offering participants fundamental skills in assembling simple image sequences, adding sound, and experimenting with the expressive possibilities of editing. Before the first session, participants are required to install DaVinci Resolve on their laptops (<https://www.blackmagicdesign.com/it/products/davinciresolve>) and bring materials connected to their research – such as a short, written abstract; photographs, archival images, field recordings, interviews, sketches, or short video clips – to use during the practical exercises. In the second part of the workshop, we will conduct a collective studio session to review the editing work developed during the first session and the time in between. The remaining time will be dedicated to finalizing and exporting the participants' audiovisual pieces. By the end of the workshop, participants will have created a short audiovisual narrative (1–2 minutes) and gained tools for integrating audiovisual storytelling into their research communication, artistic practice, and public engagement.

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Requirements:

Participants are expected to come with DaVinci already installed on their computers, and with some materials connected to their research interests (written abstract, pitch, images, sounds). They are also strongly encouraged to do their own work between the two sessions.

Learning outcomes/course objectives:

- Participants will:
- Understand key principles of visual storytelling and narrative structure.
- Learn how to shape research ideas into compelling visual forms.
- Explore sequencing strategies and create emotional/intellectual resonance through montage.
- Gain introductory skills in DaVinci Resolve for editing and multimodal composition.
- Produce a short visual narrative or video essay sketch based on their own research materials.



Andrea Bordoli is a researcher and filmmaker whose research and practice lies at the intersection between anthropological theory, film and visual art. He is currently pursuing a practice-led PhD in Visual and Environmental Anthropology at the University of Bern. His audiovisual works have been presented in academic settings and exhibited in film festivals and art spaces nationally and internationally.