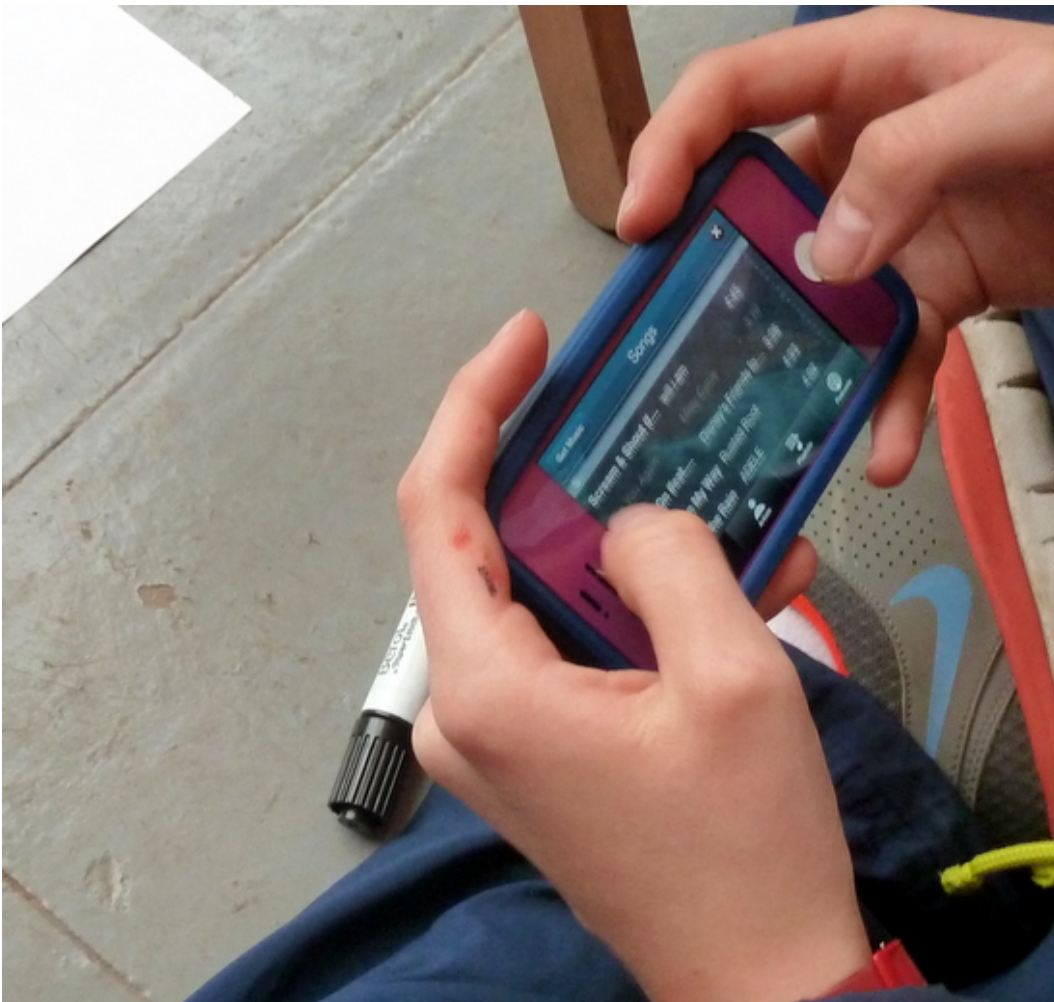


Using Mobile Phones to Make Animated Films

By [Sheila Ceccarelli](#)

With the introduction of tablets into schools and the general acceptance that personal, hand held, digital devices will be soon be completely integrated into our learning, I thought I should look into the potential of them as creative tools for teenagers at AccessArt's experimental drawing class.



Choosing the right app and setting up the controls
i.e. speed of capture

I had been encouraging students for some time to use their phones to help document the progress of a piece (i.e. a

drawing or sculpture) but we had not used phones or digital devices as creative tools per se.

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