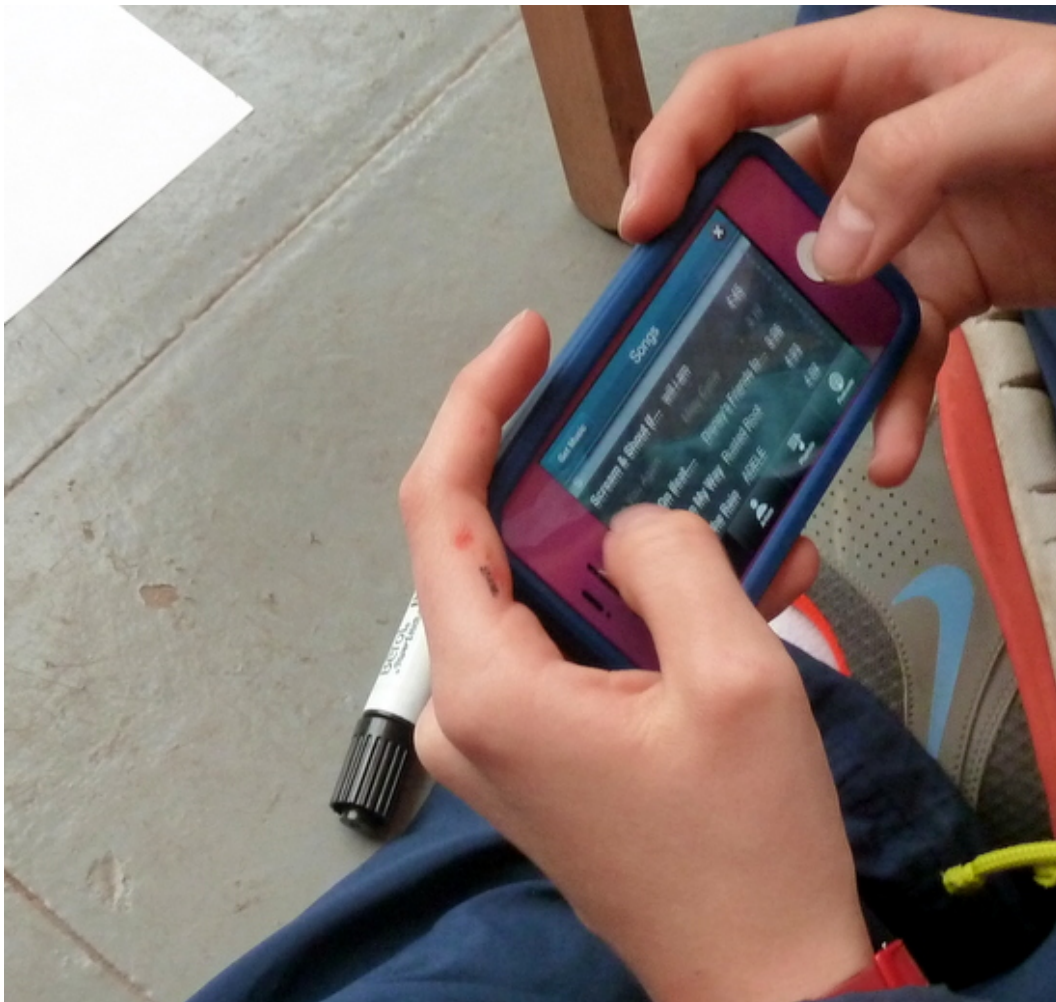


# Using Mobile Phones to Make Animated Films

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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