


### Step 3: Entering a Script

Go to <http://www.digitalstoryteller.org> and click on the *Application* link in the upper-right corner. Have the delegate login using their username (see table below) and *tapestry* as the password.

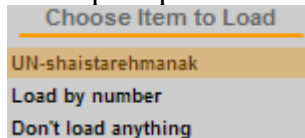


Name

Password

Delegate's Name	DigitalStoryteller Username
Rehman, Shaista	shaistarehmanak
Ngalim, Eugene Nyuydine	ngalimeug
Santos da Silva, Paula Christina	psilva642
Nhapi, Vimbai Mercy	childpresidentzim
Folkmann, Benjamin	bennyfolkman
Carrasco, Marta Escribano	martaescribanoca
Fuentes, Daniel Mateos	danimateos
Mammo, Zerihun	mmzerihun
Mbuge, Philokomzi	phiko
Opazo, Jose	jopazo
Rivera, Johanna Alarcon	jalari
Mohammedlou, Jalal	jalal
Cimone, Matthew	vcfprez
Cvetkovski, Jennifer	cvetkoje

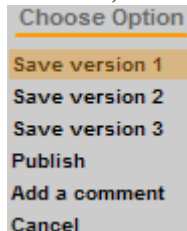
When prompted to load an activity, choose the UN activity listed at the top.



Choose Item to Load

- UN-shaistarehmanak
- Load by number
- Don't load anything

The delegate should then switch to the *Script* tab and begin typing in his/her script. When finished, he/she should save the project by clicking *Save* and *Save version 1*.



Choose Option

- Save version 1
- Save version 2
- Save version 3
- Publish
- Add a comment
- Cancel