

Project: Storyboard

In this project assignment, you and your team will create storyboards. Your group will need to agree on a *goal* that your project will help people achieve. In selecting a goal, build on the *needs* you discovered through the needfinding assignments.

A *storyboard* is a comic-strip-like set of drawings about what your interface does and how it is used to accomplish tasks in an actual usage scenario.

For example, your storyboard may show a family who's bored. You could then illustrate how they can use your mobile interface to enter their location and get directed to fun family activities in their area.

For tips on creating a storyboard check out Amal Dar Aziz's Guide to Storyboarding: http://hci.stanford.edu/courses/cs147/2009/assignments/storyboard_notes.pdf.

A good storyboard shows: who the user is, the usage situation, and user's motivation for using the interface. It should illustrate what the user can accomplish with the interface. **It does not need to show a specific user interface design.** See examples in posted lecture notes on D2L.

Each team-member will create their own storyboard. These should address different needs. After the last assignment you should have at least three needs and you can have each storyboard address a different one. You can modify the scenarios for each storyboards. Team leaders should decide how to allocate the distribution of work. (Groups of 4 would have 3 storyboards submitted, while groups of 5 would have 4 submitted.)

Each storyboard should have 5-8 panels. Remember to include setting, sequence, and satisfaction.

Submission: Submit the following to the folder labeled Storyboard on the D2L Assignments tab:

1. One paragraph explaining the task that you chose to create storyboards for.
2. Digital versions of your panels (i.e., take photos or scan handwritten ones or you may also use a computer-based painting tool if you like).
3. A document containing the names of the team-members who worked on this assignment and which students created which storyboards. If a student does not participate in the storyboard assignment that student will receive a 0 on this part.