SIMS 202 PHONE PROJECT – NOTES ON STORYBOARDING
September 4, 2003

0. DOCUMENT SUMMARY

1. **INTRODUCTION**
2. **SUGGESTED TOOLS FOR STORYBOARDING**
3. **EXAMPLES**

1. INTRODUCTION

A storyboard provides you with a pictorial "script" of important events. It sketches a scenario of a possible interaction between a user (your Persona) and the system (your application). It leaves out the details and concentrates on the important interaction.

A technique called performance-based design might be really helpful in creating your storyboards. Literally take on one of your personas and act out what might happen if this user interacts with your application.

2. SUGGESTED TOOLS FOR STORYBOARDING

These are entirely optional, and are only meant as suggestions.

Again: This is not an exercise in how pretty your design is. Don't spend too much time figuring out how to draw your storyboard; if you don't know a tool, don't attempt to learn it for this (except you really want to:-)).

- Paper and pencil are the easiest tools to sketch your storyboard. Simply scan your results.
- Use a whiteboard and take a digital picture of the outcome.
- You can use applications like PowerPoint, Adobe Illustrator, Visio, or any other graphical program to draw your scenario.
- Take photographs in which you act out the use scenario to create the images in your storyboard.
- You might want to look at Jesse James Garrett's visual vocabulary (http://www.jjg.net/ia/visvocab/). He explains how to use Visio and other tools. You could also use this in combination with Denim, below.
- Denim (http://guir.berkeley.edu/projects/denim/).
  You can use Denim to sketch out the main components and use its storyboarding facility to show interaction flow.

3. EXAMPLES

Using Pen and Paper for a Photo Project Scenario Storyboard:

Photo Project — Storyboard   I
"JANE WANTS TO FIND THE ASUC"

1.

SIMS

This is Jane. She is a new student at Sims.

2.

ASUC?

JANE needs to find the ASUC building to buy books.

3.

PHOTO DB
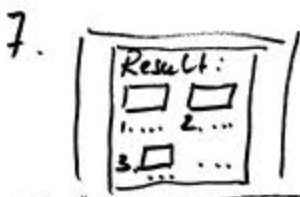
Our photo application will help her.

4.

ASUC
GO

She searches for ASUC and Sims in our photo application.

5.

Your search
...
1. ___
2. ___
3. ___
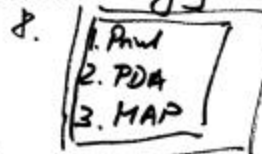
The application offers options for the trip: 1. Scenic Route, 2. Shortest Route 3. Route with least annoying undergrads.

6.

The scenic route!

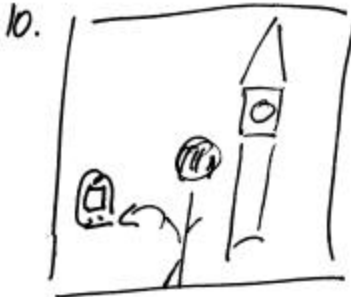Jane picks one option.

7.

Result:
☐ ☐
1. ... 2. ...
3. ☐ ...

The application displays photos for the scenic route.

8.

1. Print
2. PDA
3. MAP

The application has some more options for Jane.

9.

ASUC

Jane downloads the info on her PDA and happily finds her way.

10.

Jane exits Sims
and looks at the
PDA display.

11.

Directly in
front of you,
you see the
Campanile~

The application
displays a photo
and provides a
description.

12.   II

Now turn
right and ...

The photo application
gives a new direction
and shows a new
photo.

13.

You will
see
Moses Hall
...

The photo help's
Jane to find the
way and the next
landmark.

14.

Sather Gate.
Go straight
...

With the help
of the photos and
description, Jane
finds Sather Gate.
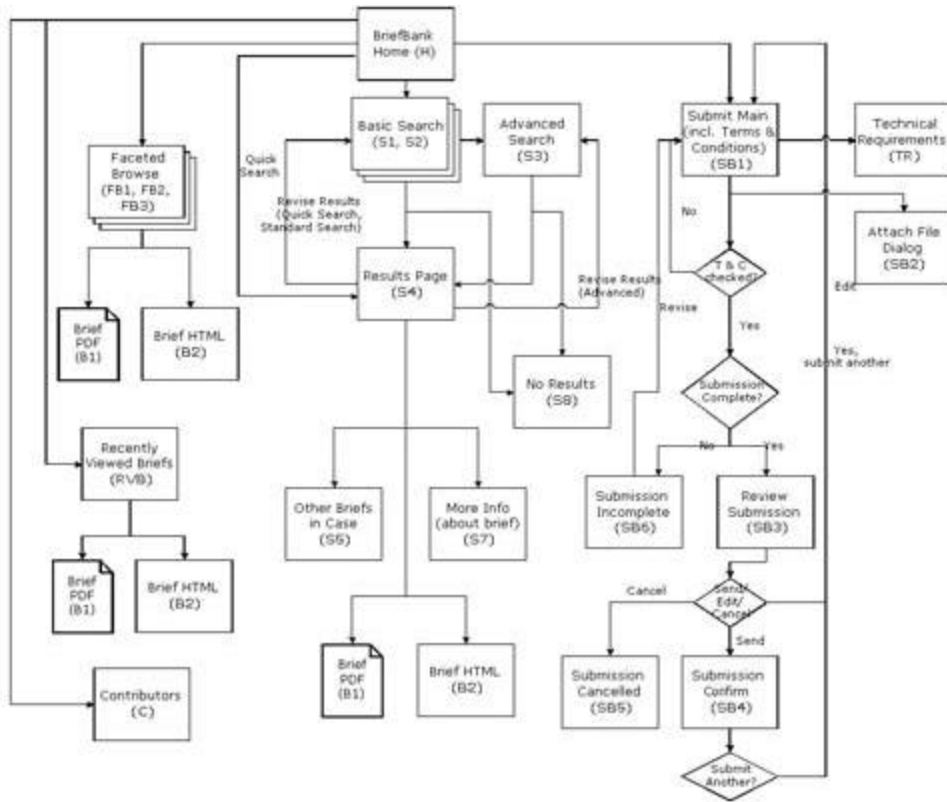
15.

And here it
is:
ASUC

. . . . .

16.

Jane found the ASUC
and deletes the
application file from
the PDA.

THE
END.

Using Visio for a flowchart:

Using Denim for a user – website interaction: