

# SIMS 202 PHONE PROJECT – NOTES ON STORYBOARDING

## November 2, 2004

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



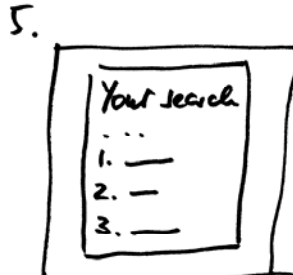
2. JANE needs to find the ASUC building to buy books.



3. Our photo application will help her.



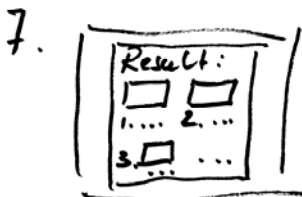
4. She searches for ASUC and Sims in our photo application.



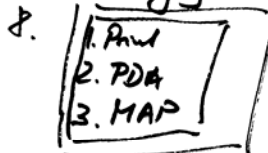
5. The application offers options for the trip: 1. Scenic Route, 2. Shortest Route, 3. Route with least annoying undergrads.



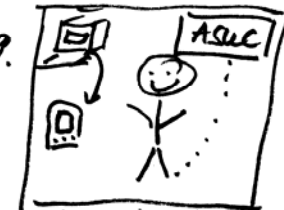
6. Jane picks one option.



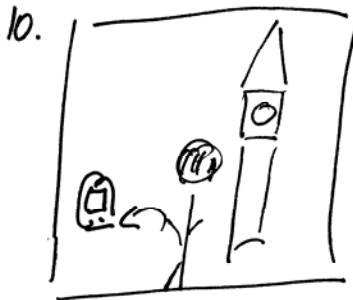
7. The application displays photos for the scenic route.



8. The application has some more options for Jane.



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



Jane exits Sims and looks at her PDA display.



The application displays a photo and provides a description.



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



The photo helps Jane to find the way and the next landmark.



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



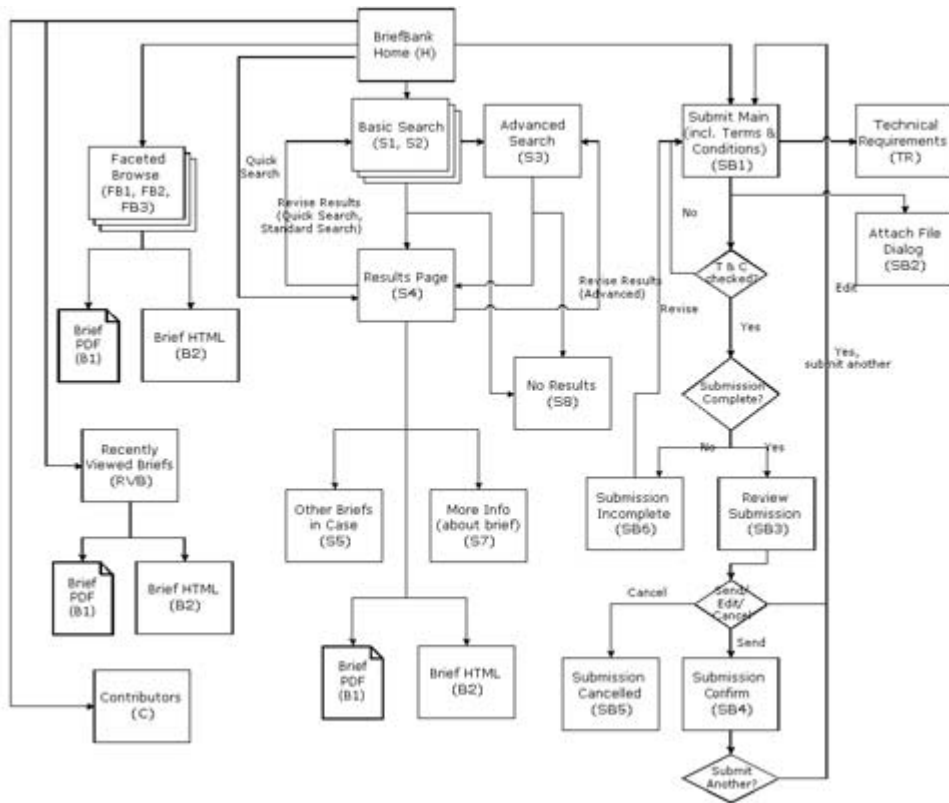
...



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

THE  
END.

Using Visio for a flowchart:



### Using Denim for a user – website interaction:

