

Lesson 2.3

3.7.2020

Project Design #2

DAILY OBJECTIVE

In this lesson, students will expand on the project idea(s) that they'd like to turn into a full-length project! Through sketches, storyboards, and new critiques, students will refine their ideas.

DEFINITIONS

Here are a few terms that you might find useful today.

1. **Storyboard:** In User Experience Design, a storyboard is a visual tool used to predict the path of a user as they use a project or application. Storyboards can include sketches, collage elements, and text descriptions for the actions that are visually depicted, as well as information about the scenario these interactions take place in

Section 1: Good, Better, Best

We'll start this lesson by refining one of our project concepts using a "good, better, and best" prototyping strategy. This exercise should help us focus our efforts on the most important aspects of our project.

1.1 Finding Good, Better and Best

Complete the following activity using one of the project concepts you created in lesson 2.2!

A	10 - 15 Minutes	"Good, Better and Best": Review your project idea, and consider how the project could be completed in multiple stages. Define a "good", "better" and "best" state for your project using the Activity Worksheet.
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Use the guidelines below to define your “good”, “better” and “best states!

1. **“Good” project descriptions** should have the absolute minimum functionality to demonstrate your project concept. In this stage, ignore unnecessary elements that don’t help your project achieve its’ goals! (This is should be a “Minimum Viable Product”)
2. **“Better” project descriptions** should start to incorporate nice-to-have features that may improve the user experience of your project in some way. For instance, improved animations on the menu screen.
3. **“Best” project descriptions** should include all potential features a person might use in your application. This should be where descriptions of advanced features, that only a small subset of users would need can be included.

We’ll use these descriptions to create storyboards of our project!

Section 2: Storyboarding

Next, we’ll create at least two storyboards that visualize our interactions.

2.1 Creating a High-level Storyboard

Complete the following activity:

A	5-10 Minutes	High-Level Storyboarding: Create a visual and text descriptive storyboard that shows a person interacting with your application at a very high level. For instance, this storyboard should include big details like: <ol style="list-style-type: none">1. “A user enters the menu screen.”2. “From the menu screen, they can start the game”3. “The game begins to play.”
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2.2 Creating a Low-level Storyboard

Complete the following activity:

A	5-10 Minutes	<p>Low-Level Storyboarding:</p> <p>Create a visual and text descriptive storyboard that shows a person interacting with your application at a very low level. For instance, this storyboard should include small details like:</p> <ol style="list-style-type: none">1. “A user hovers over the “Play” button.”2. “A popover shows up, displaying the name of the button.”3. “The popover changes color as the person hovers the button to hint that the user should press it.”
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ACTIVITY WORKSHEET

Good, Better, Best

Define a good, better and best state for your project. List necessary features for each stage!

Good

Define features, interactions, and outputs for your project that are **necessary** for your project's success.

Better

Define features, interactions, and outputs for your project that are **nice-to-have** for your project's success. These should be features that you would add with additional time!

Best

Define features, interactions, and outputs that are **nice-to-have** for your project and **only affect some users**. These should be features that you would add with a lot of additional time

ACTIVITY WORKSHEET

Storyboard

Create a storyboard that describes a potential user interaction in your project.

#1

#2

#3

#4

#5

#6