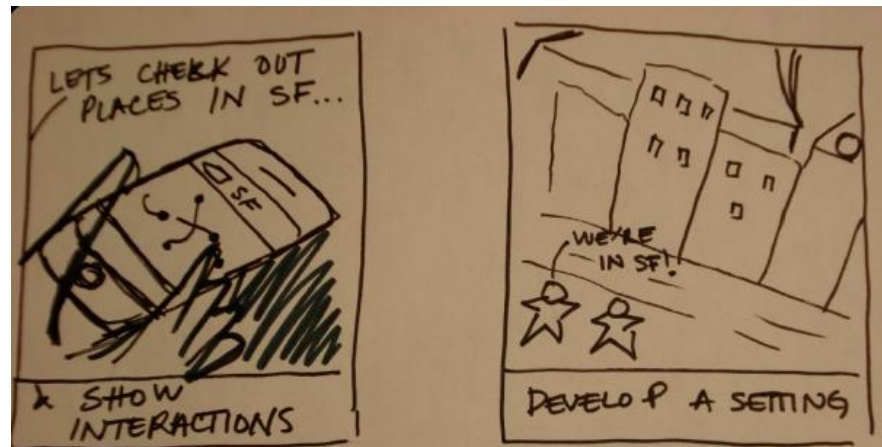


## Story boarding

One of the biggest worries about creating storyboards is that they'd tell me "Ugh, I can't draw!" However, storyboarding isn't about beautiful drawing; it's about **communicating ideas**, and I think that everyone can learn how to visually communicate ideas.

These are some images from the storyboarding guide. One of the very first things a storyboard should do is to **illustrate a goal**. Like in this storyboard, it's "Let's check out places in SF!" Here you can see some "star people", and they're explaining what they're doing, so here they's saying "Here we're in San Francisco." And **by the end of the storyboard you'll want to show how they accomplished what their goal was**, or, in some other way, have a **satisfactory outcome at the end of the storyboard**.



So, storyboards should accomplish three things:

First, it should accomplish the **setting**: Who are the people involved, what is the environment? And what tasks are they trying to do?

Next, it should show the **sequence**: What are the steps that they do to accomplish the task? Not necessarily what user interface's exactly where the buttons and widgets are, but what role the UI plays in helping them get their goal achieved.

And one the first steps is going to be: What leads somebody to use the app?

At the end, you've got **satisfaction**: How does what motivated them to use the app in the first place, how does that connect to their achieving that in the end of the sequence?

## Benefits of Storyboarding

It enables you to think through how you might **support a task without committing to a particular user interface**. Moreover, this is especially important when you're designing as a team, because the idea that's in your head may or may not be the same as the idea that's in somebody else's head. On the other hand, you may have this great idea, but people don't know what you're talking about yet. Once you've got it out on paper and concrete, it makes it much easier for people to have common ground, and agree on how to move forward.

## Paper/video prototyping

For figuring out the UI at early stage, best technique that is to use paper prototyping.

You're going to **make a mockup of the user interface**, and, instead of doing it on the computer, which can take a lot of time & encourage you to try to get it beautiful & exact, you're going to use paper, Post-It notes, & markers, to sketch things really quickly.

Just like the storyboards, it is **important to work quickly**. And if you had a widget that you're going to use a lot of, like radio buttons or sliders or something like that, sometimes it can be faster to photocopy them on a photocopier, so you can make one version and then photocopy it to have a whole bunch.

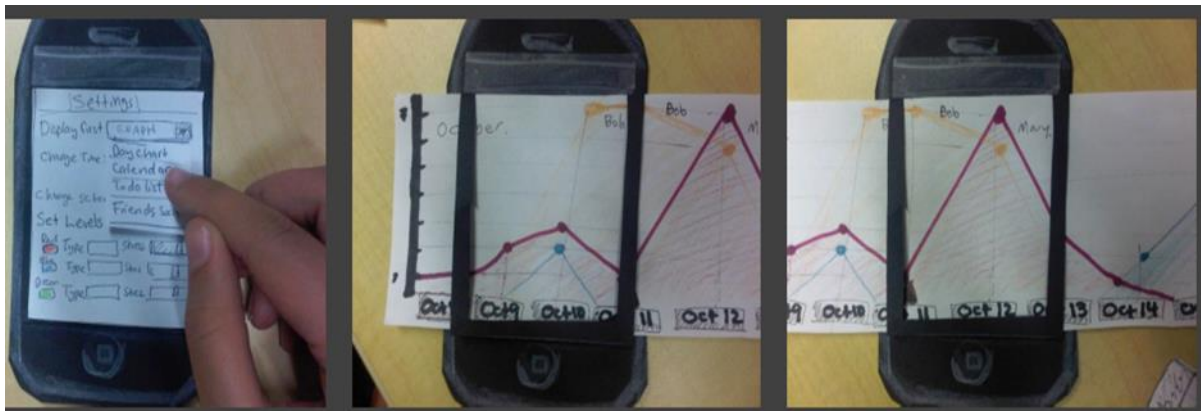
It can be helpful to **have a frame to put your interface widgets in**. Here we have a mobile frame. You can also stick things right on the device itself, So, if you want to make a mobile screen shot here, mobile user interface! Or, if you have a desktop user interface, you can take, like, an 11-by-14 sheet of poster board and put all of your elements on that.

Good paper prototyping is also like collage, you can mix and match fidelities. So you can use printouts of actual screen shots; draw and explain on top of that, anything that you want that can get your point quickly.

## Get Creative with Materials

Paper prototyping is not only **fast and efficient**, it's also really fun, and you can get really creative in **figuring out different ways to convey interactions**. If you have popup menus, you can make the back sticky, so that can stay on the right place on top of the main interface. You [can] use any kind of marker or pen you want; you can have things be colored, [or] just black-and-white.

Here you can see a wonderful widget from the “Lifealyfics” team, where they’ve created a sliding window inside a mobile phone mockup as a way of conveying how something would change over time and in response to user input.





# Story boarding, Paper/video Prototyping

Ms. Sana Ashraf

