

6

Storyboarding

Crash course in UX

Homework Review

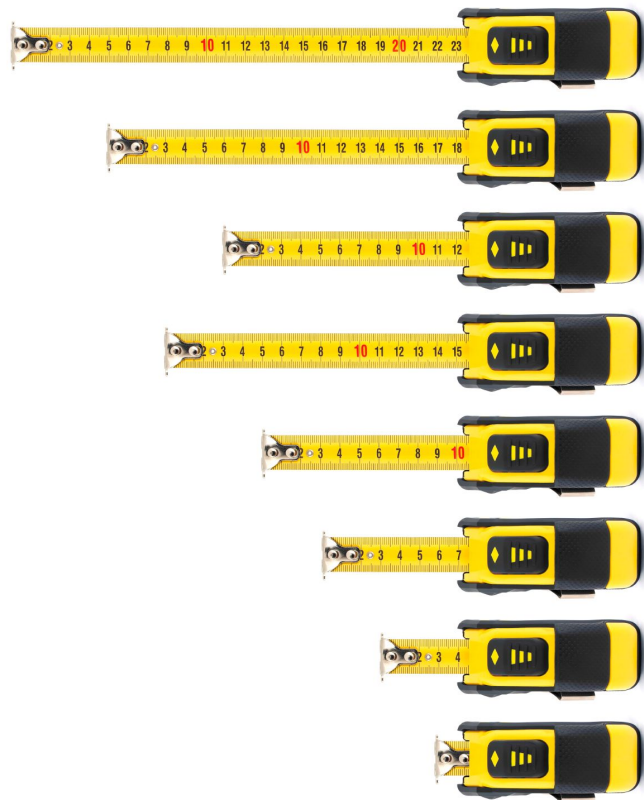
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Storyboarding

Crash course in UX

Heuristic evaluation

Share the most crucial findings that you came across during the heuristic evaluation of your closest competitor's product.



Agenda

6

Storyboarding

Crash course in UX

1 Storyboarding

2 Sketching



Later that day...



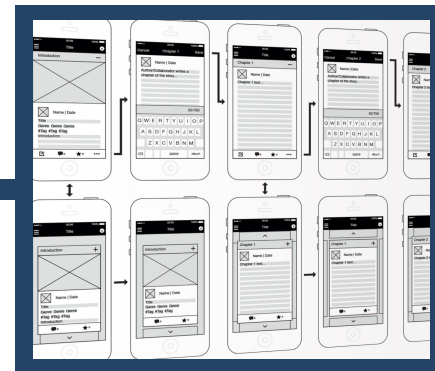
Storyboarding

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Storyboarding

Crash course in UX

A storyboard can go a long way...from providing context to depicting the interface.



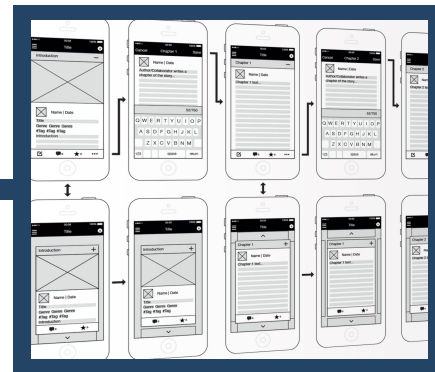
Storyboarding

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Storyboarding

Crash course in UX

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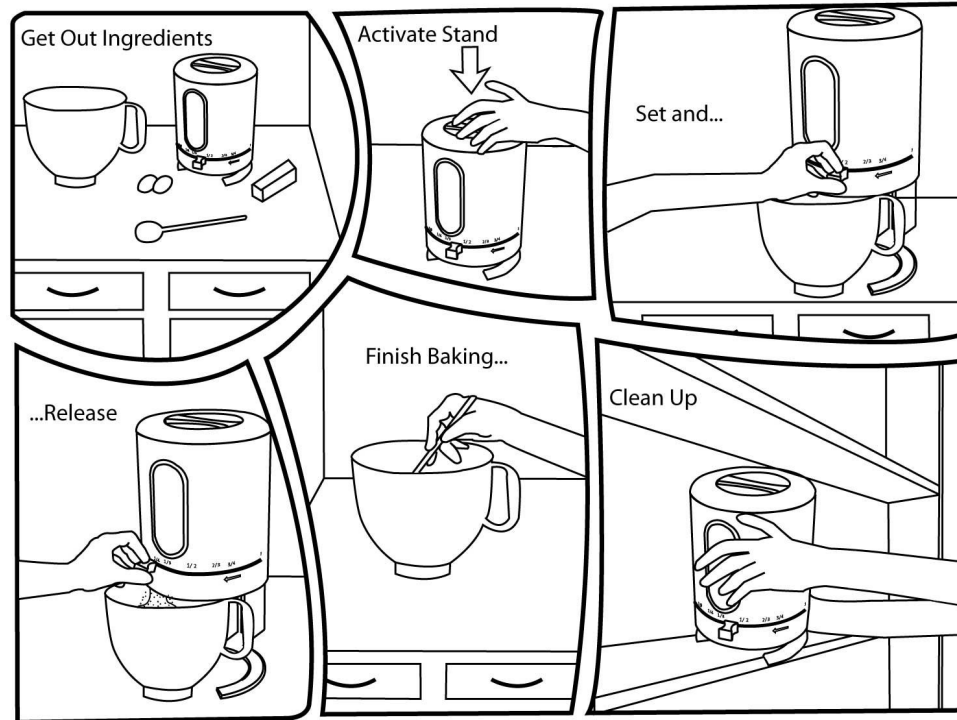
Storyboarding

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Storyboarding

Crash course in UX

- ▶ Sequence of a few annotated screens
- ▶ Always start on paper
- ▶ Illustrate the problem you are solving
- ▶ Show the task flow in its relevant context
- ▶ Accomplish a task or miserably fail it

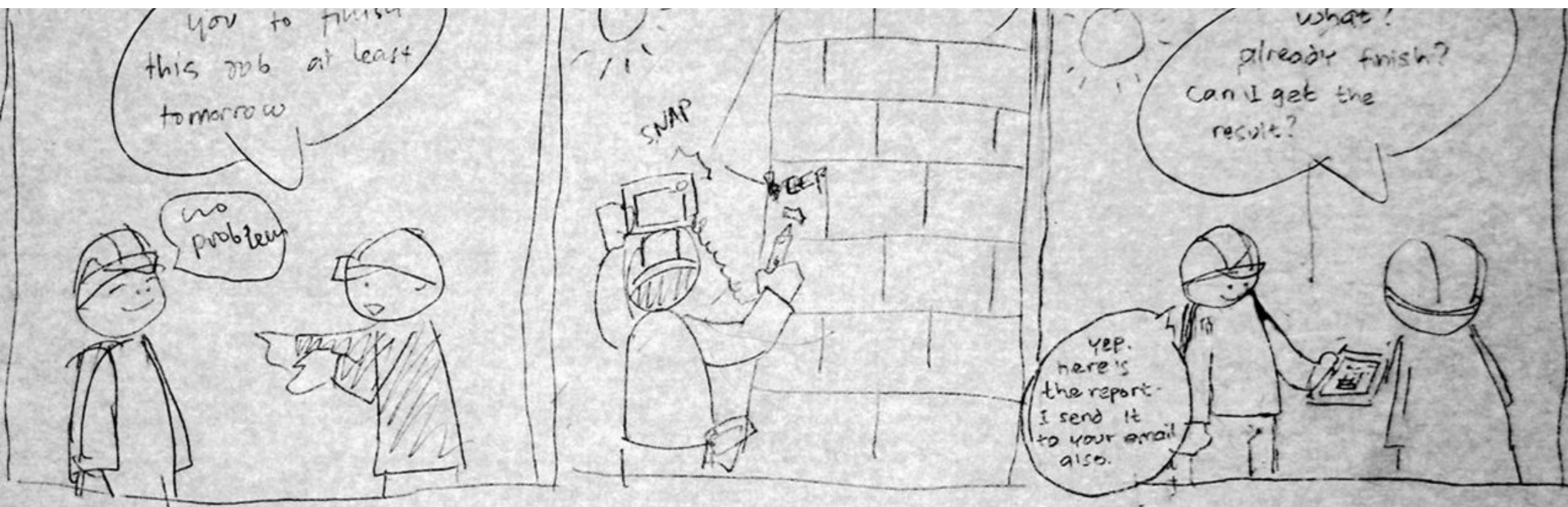


Storyboarding

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Storyboarding

Crash course in UX



one engineer asked to do
civil engineering task

using our Civil engineer
best friend, we can reduce
all time and resources needed
to finish the task

minimizing effort,
and produce report
needed in one tool.

Storyboarding

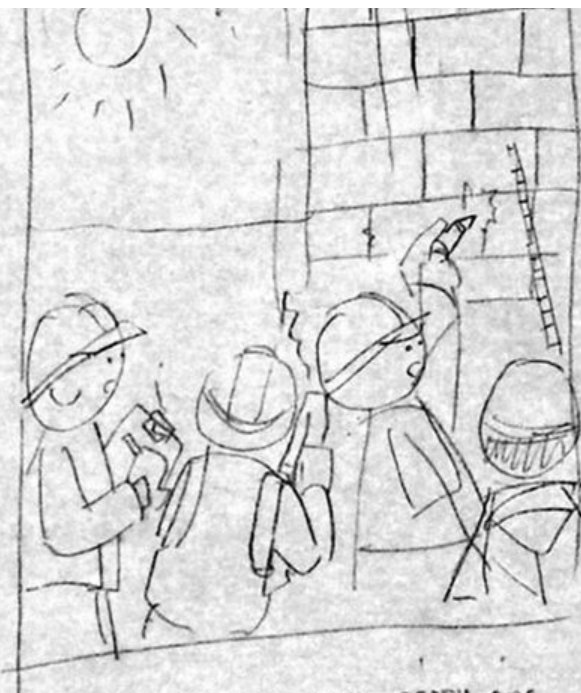
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Storyboarding

Crash course in UX



The group of 4-5 civil engineers deployed to do the work



Each engineer must carry one (sometimes heavy) tool to do the task and one assistant to record.



it always consuming time and human resources to do each task.

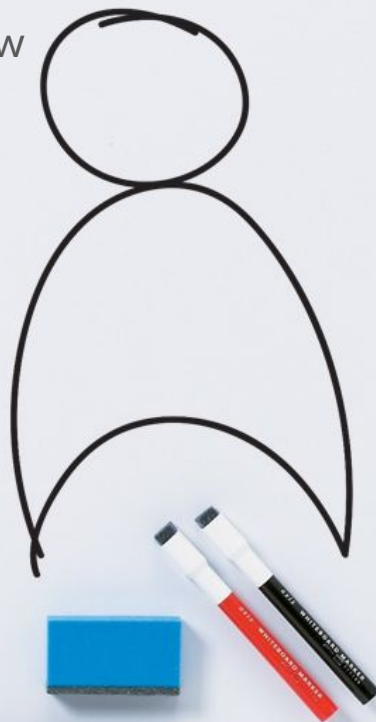
Sketching

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Storyboarding

Crash course in UX

- Human that anyone can draw
- Drawing different ages
- Adding accessories
- Drawing the crowd
- Inside or outside
- Time of the day
- Using colors
- Focus through silhouette
- Writing the annotations



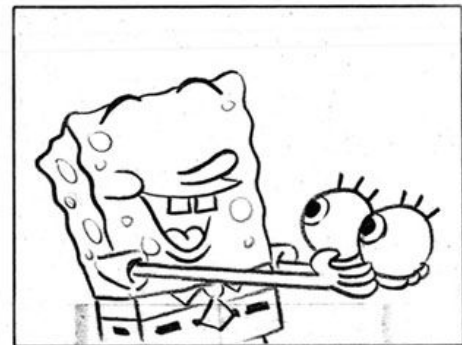
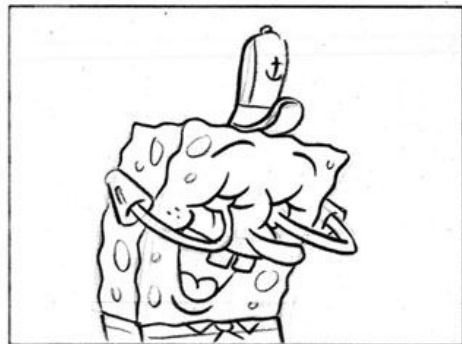
Sketching

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Storyboarding

Crash course in UX

- ▶ Big picture first, UI comes next
- ▶ Pinpoint frustration and create empathy
- ▶ Quick and easy creation for early validation
- ▶ Ideas are easier to communicate with stakeholders
- ▶ Skeptics neglect it as a means for early validation



Sketching

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Storyboarding

Crash course in UX

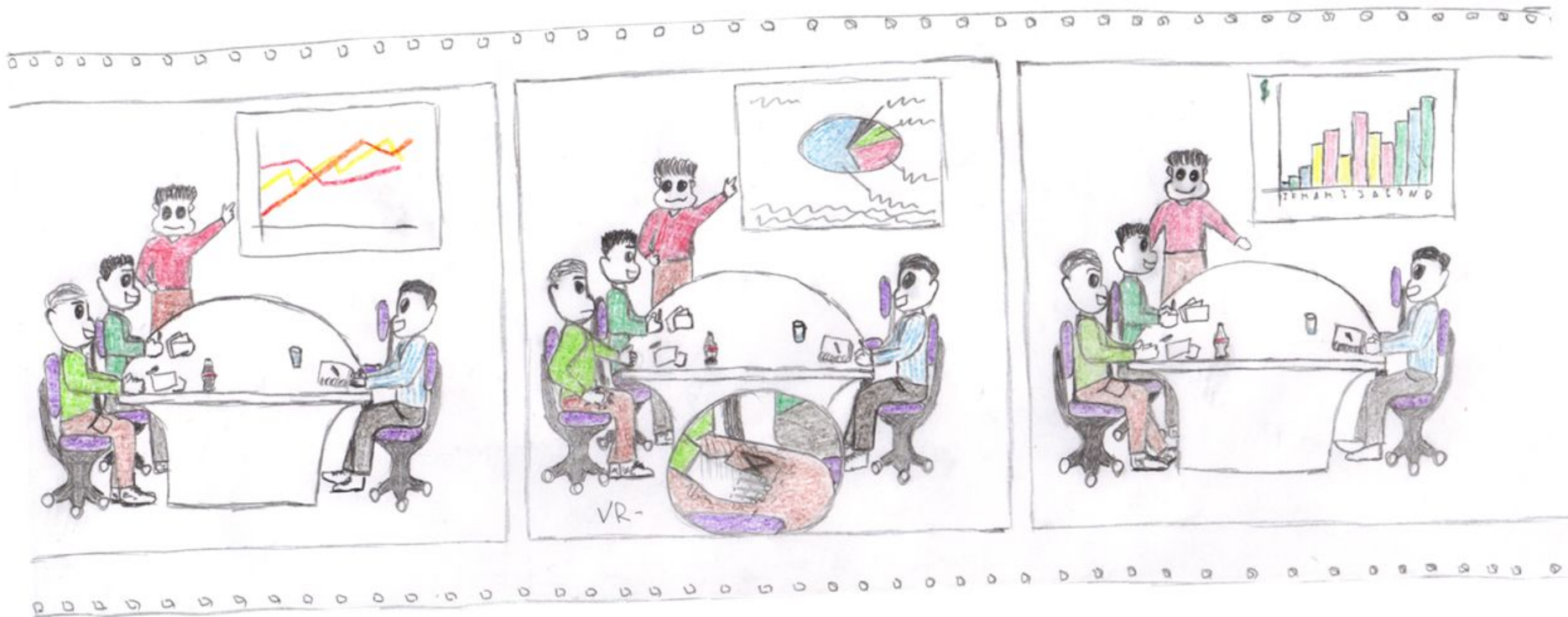


Sketching

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Storyboarding

Crash course in UX



Storyboarding: Exercise

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Storyboarding

Crash course in UX

- We want to build a one button personal hardware device for the audience of PowerPoint presentations.
- The device is synced to the recordings being made and allows each attendee to mark/highlight specific moments from the talk that can be later used as a way to navigate the recording when it gets submitted online.
- Each person from the audience uses his personal device to highlight his very own special moments during the talk he is attending.



Storyboarding: Exercise

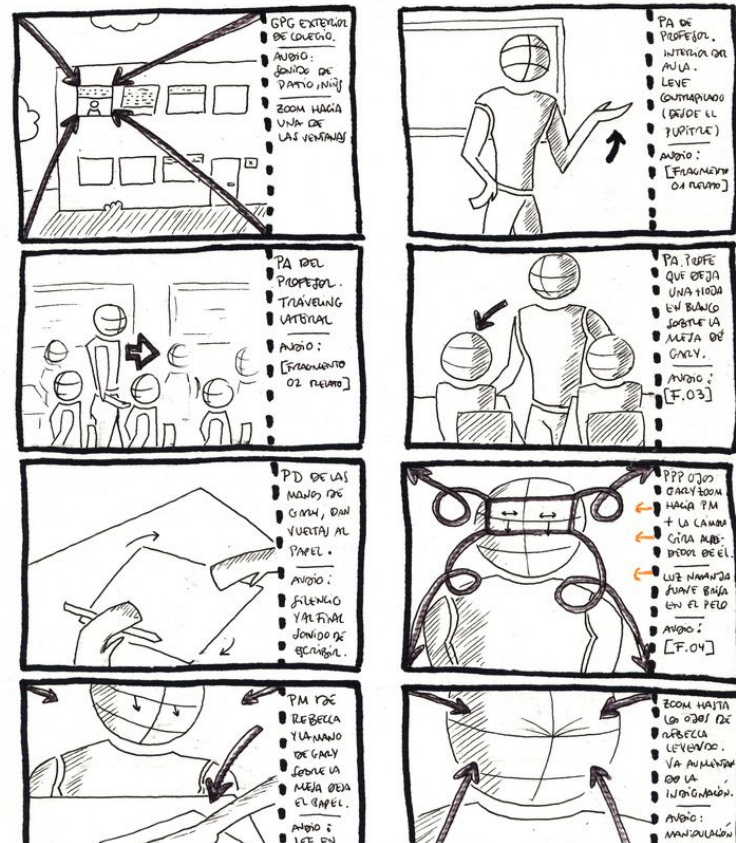
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Storyboarding

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30 mins for creation

30 mins for feedback



Homework Assignment

6

Storyboarding

Crash course in UX

Create storyboards for your project, depicting a few steps of the user journey and test these storyboards with a couple of potential users.

A dark blue chalkboard with horizontal white lines. The text "WHAT'S YOUR STORY" is written in white chalk. "WHAT'S YOUR" is on the top line, and "STORY" is on the bottom line, spanning across the lines. The chalk has a slightly textured, hand-drawn appearance.

WHAT'S YOUR
STORY