
ASSIGNEMENT 3: STORYBOARD AND LOW-FI PROTOTYPES

- Marra Benito (s295220)
- Grande Francesco (s296962)
- Rota Luca (s303941)
- Sciara Lorenzo (s303462)



PROJECT NAME AND VALUE PROPOSITION

PROJECT NAME: Medical Reality

VALUE PROPOSITION: Train on Bytes before training on real bodies.

PROBLEM: Students need to have more knowledge before the start of the pre-training.

SOLUTION: Provide interactive materials to learn-alone.

TASKS

- **SIMPLE TASK:** Begin a new preparatory lesson to the pre-training
 - **MODERATE TASK:** Share train result to the professor
 - **COMPLEX TASK:** Receive tips on future medical pre-training lessons based on demonstrated skills
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STORYBOARD



- **WHY:** These figures best express our idea
- **STRENGTHS:** It represents all chosen tasks
- **WEANESSES:** Our drawing may not be totally clear
- **HOW WELL GOAL ARE ACHIEVED:** The goals have been partially represented because to show them at best we would need to represent also the graphical interface

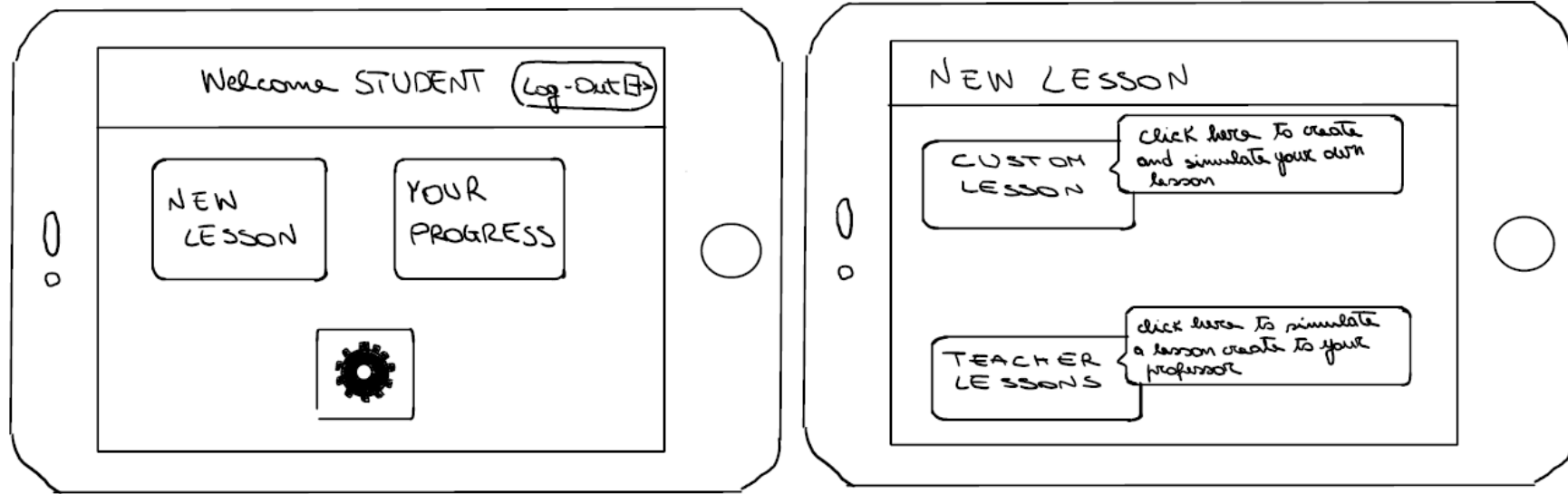
MODALITIES EXPLORATION

- **OVERVIEW:** We focused on portable and immersive devices that can meet our tasks
 - **ALTERNATIVES:**
 - **Tablet / VR:** Has an affordable cost and has a very large screen that increases the immersivity of the experience
 - **Visor / VR:** Maximizes the immersivity of the experience and allows you to interact with the environment
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PROTOTYPE #1

- **CONNECTION WITH STORYBOARD:** The prototype is connected with the storyboard but the device used for this prototype is not the same of the storyboard one.
 - **CONNECTION WITH TASKS:** The prototype is perfectly connected with the tasks. More in deep the simple task is represented by figure 5, the moderate task is represented by figure 8 and the complex task is represented by figure 4
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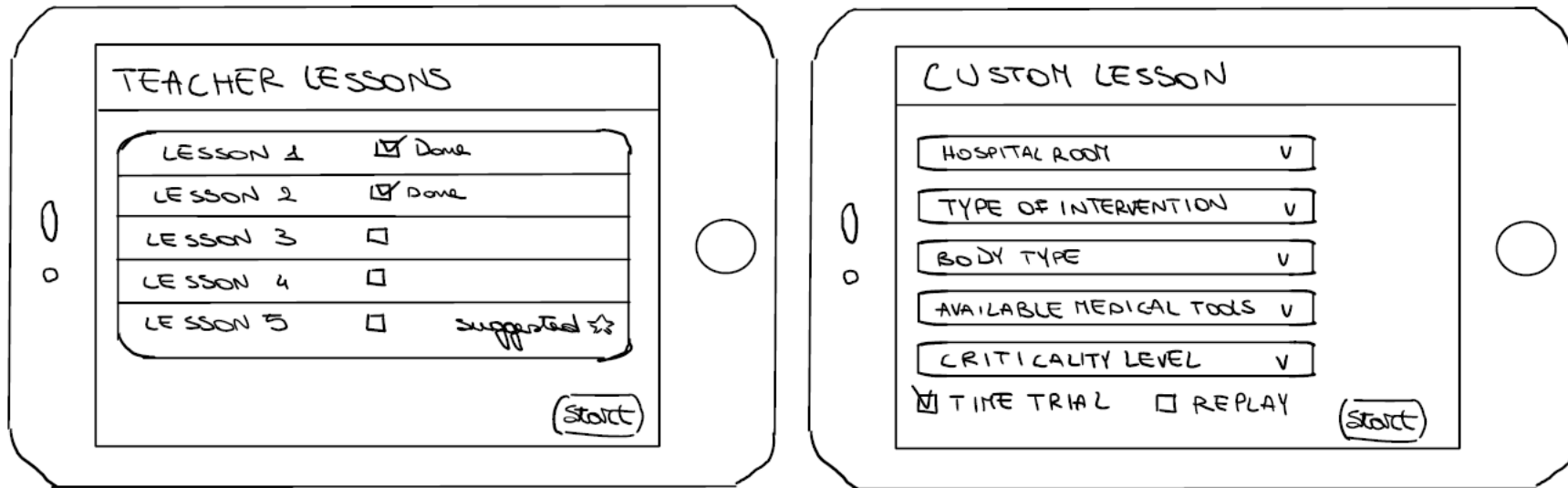
PROTOTYPE #1



1. This is the home page. The user can press different buttons:
 - a. Logout: will send the user to login page
 - b. New lesson: will send the user to new lesson menu (2)
 - c. Your Progress: will send the user to review lessons list (6)

2. This is the new lesson page. The user can press the teacher lesson button that will send user to the teacher lessons list (3) or the custom lesson button that will send the user to the custom lesson form (4). Alongside each button there is a description on what the user is searching for

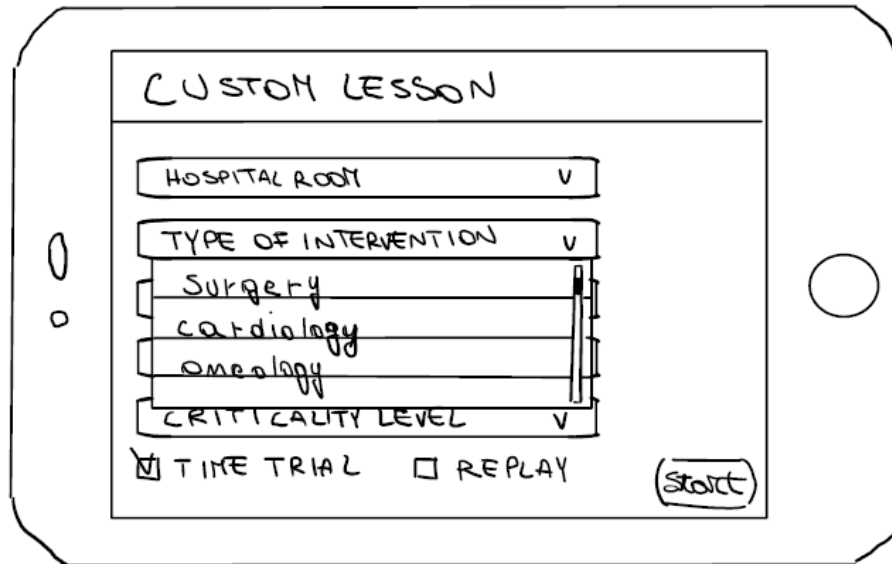
PROTOTYPE #1



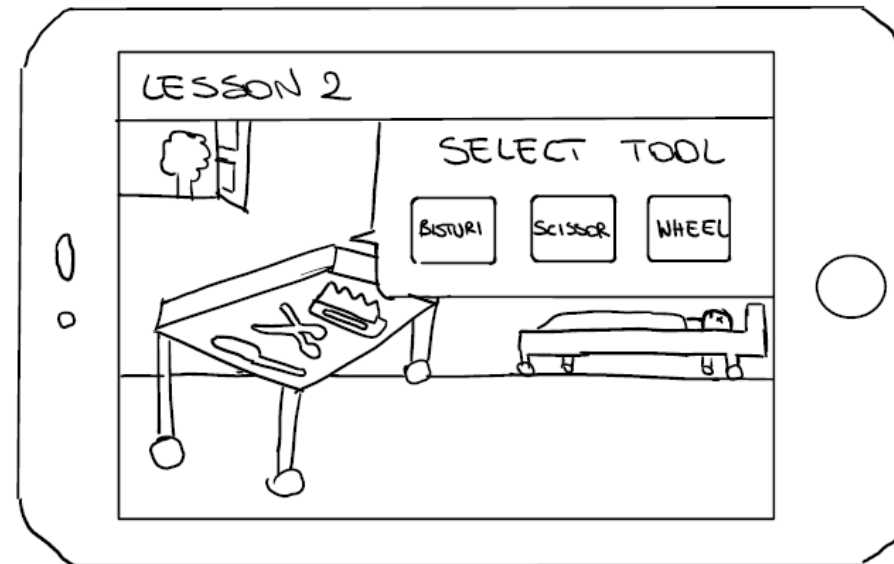
3. This is the teacher lessons list. The user could press a lesson to open it. There are also present two information (not modifiable from the user): the done mark that indicates if the lesson was already seen from the user and the suggested mark that indicate if the lesson is suggested based on the results of the previous lessons

4. This is the custom lesson form. The user can customize his lesson with drop-down selection forms (7) and check boxes. The user will be sent to the lesson when press the start button (7-8)

PROTOTYPE #1

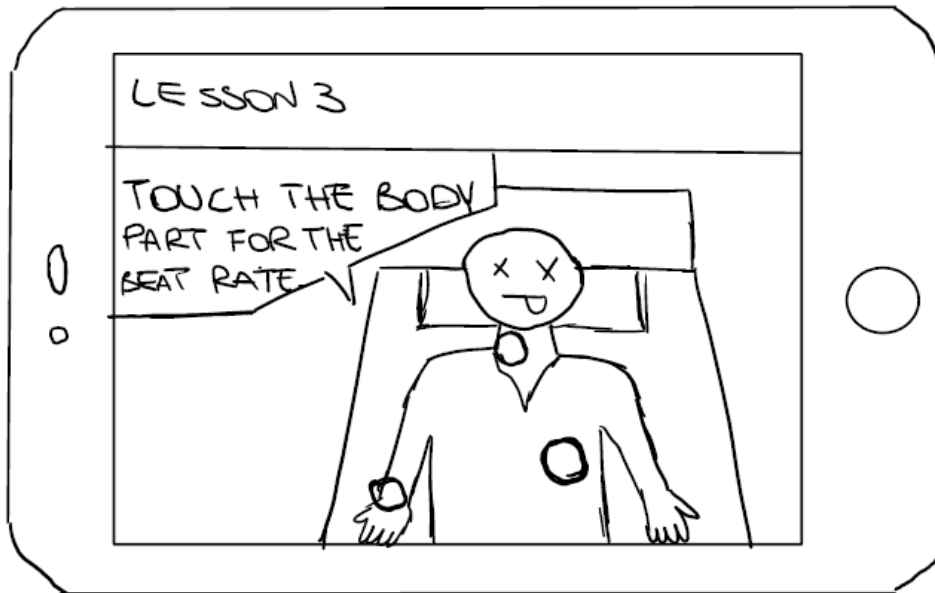


4.1 When the user presses a drop down row the selection curtain opens

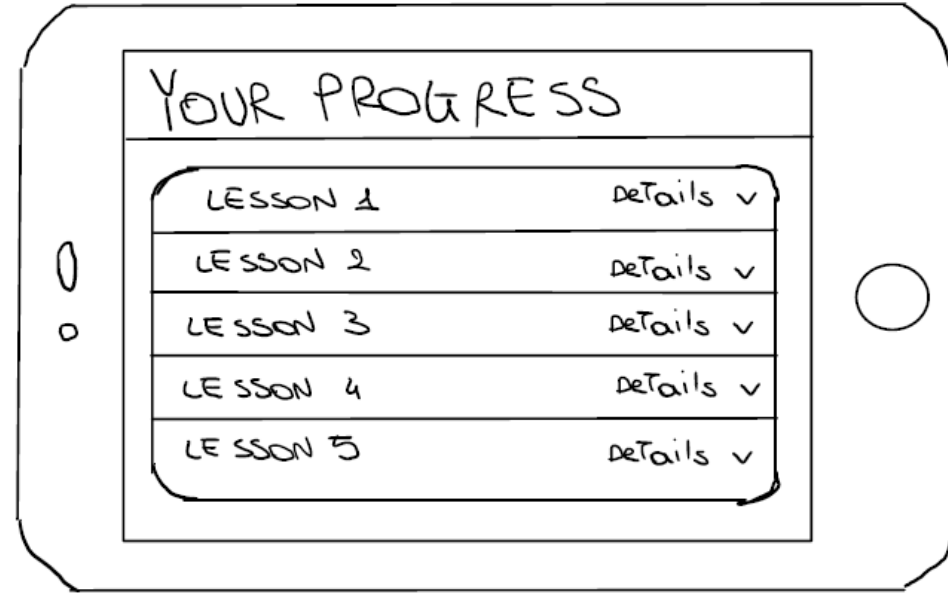


5.0. This is the lesson page. The user can make his choices by pressing the various buttons based on what is required of him

PROTOTYPE #1

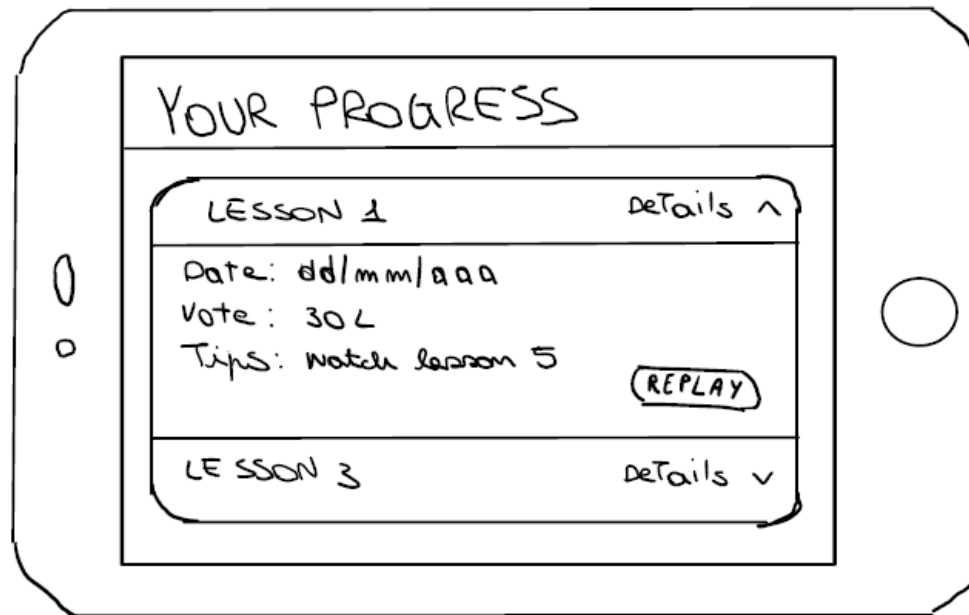


5.1. This is the lesson page. The user can interact with the environment by touching different points when prompted



6. This is the your progress lessons list. A drop down contain with details (10) will open when the user presses an arrow

PROTOTYPE #1



6.1 This is the your progress lessons list with a details lesson curtain opened. The user can review the lesson pressing the replay button. There is also an information about the suggested lesson (tips)

PROS&CONS PROTOTYPE #1

- **PROS:**

- The device is portable and with moderate price;
- Different options are clearly distinguishable and easily selectable with the touchscreen;
- Pages are clearly distinguished so that the user can always know where it is;
- User can do a login;

- **CONS:**

- The interface is not totally immersive;
 - User can only interact with touch screen;
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PROTOTYPE #2

- **CONNECTION WITH STORYBOARD:** The prototype is connected with the storyboard because it represents the graphical interface that was not present in the storyboard
 - **CONNECTION WITH TASKS:** The prototype is perfectly connected with the tasks. More in deep the simple task is represented by figure 5, the moderate task is represented by figure 8 and the complex task is represented by figure 4
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PROTOTYPE #2

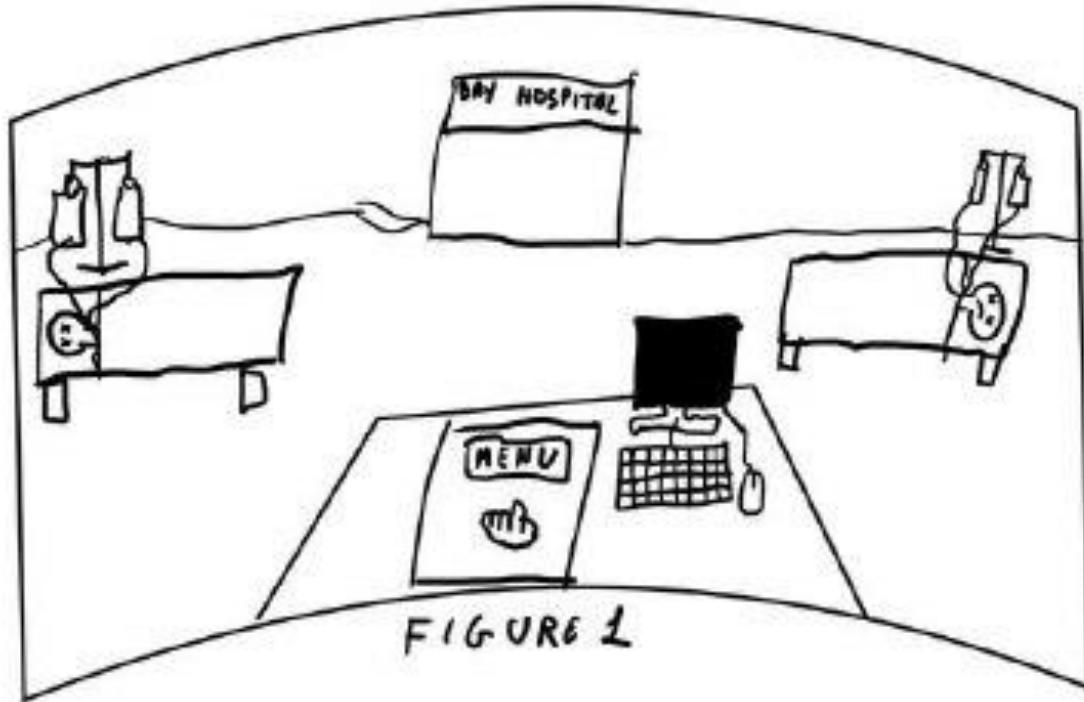


FIGURE 1

1. This is the main page of the application. The user can open the menu(2) by touching it.

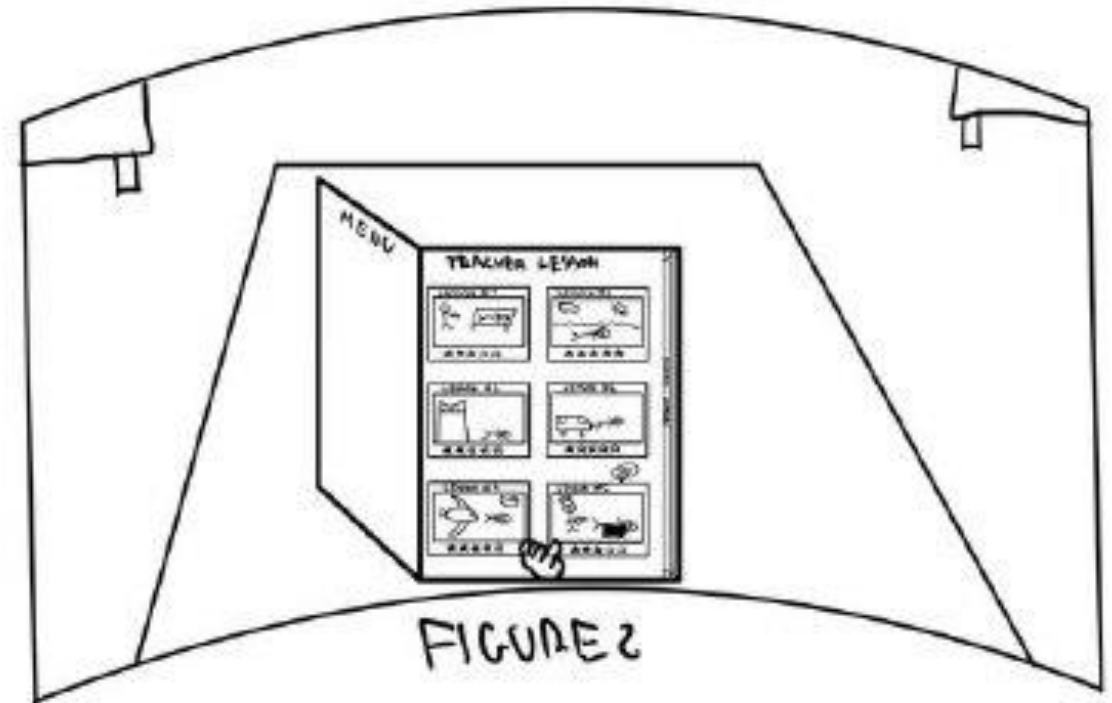


FIGURE 2

2. The menu is a scrollable book. The first page contains the available lessons: some have already been tried, others are suggested from application. All the lesson have a difficulty grade based on the user skills. By touching a lesson the user see the figure 2.1.

PROTOTYPE #2

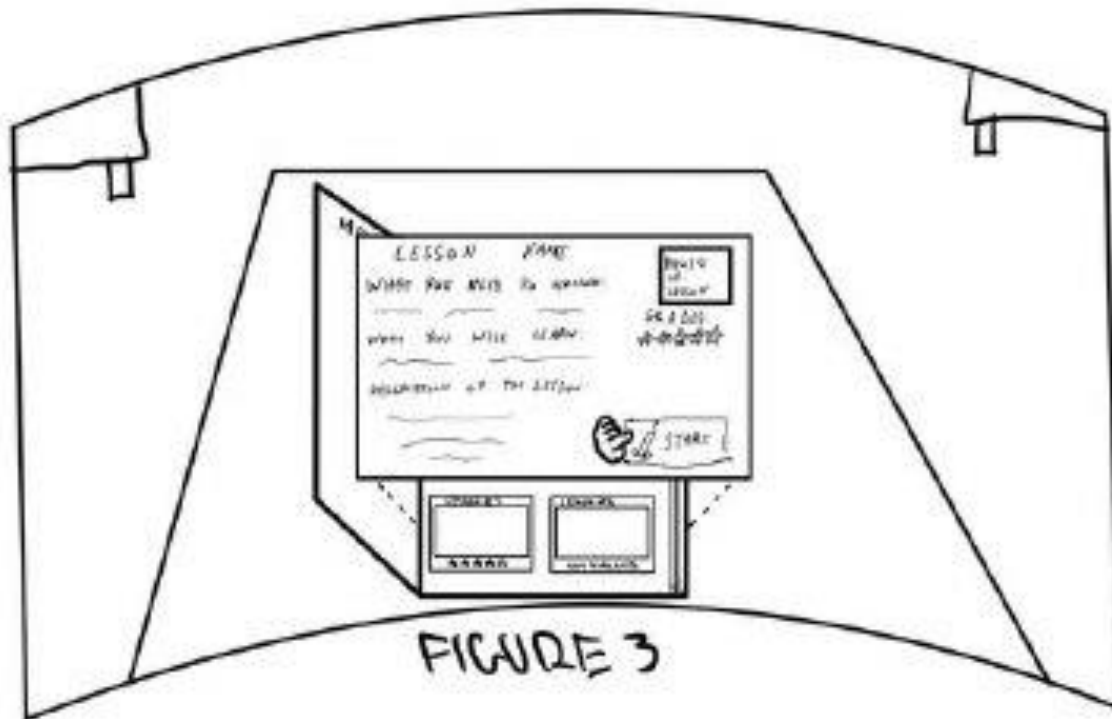


FIGURE 3

2.1. In this section the user can view the lesson details, with his rate if he already tried it, and he can decide to start a new simulation(5). Next the user can close the window and turn the page(3).

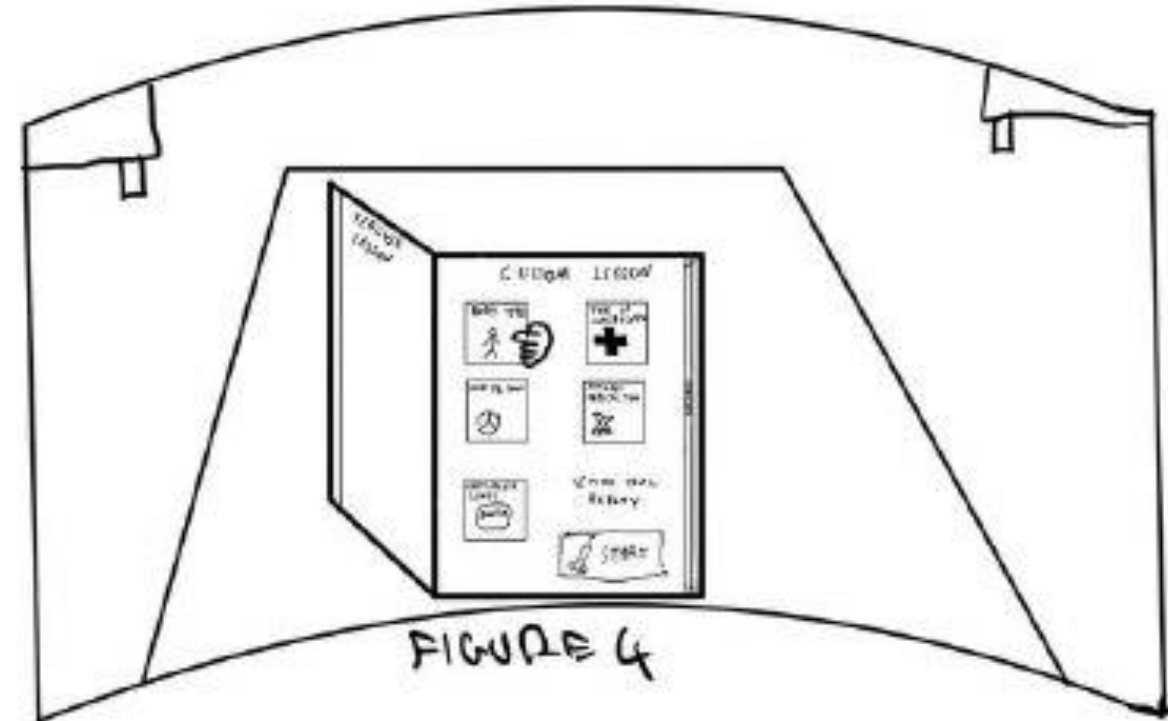
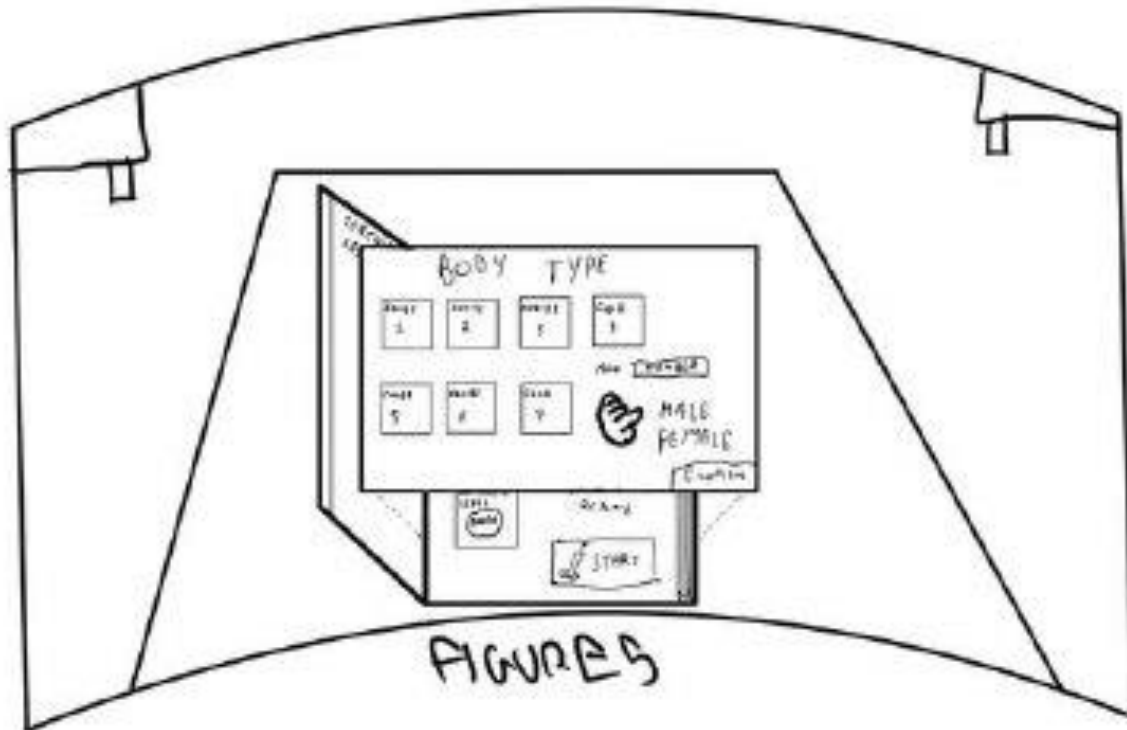


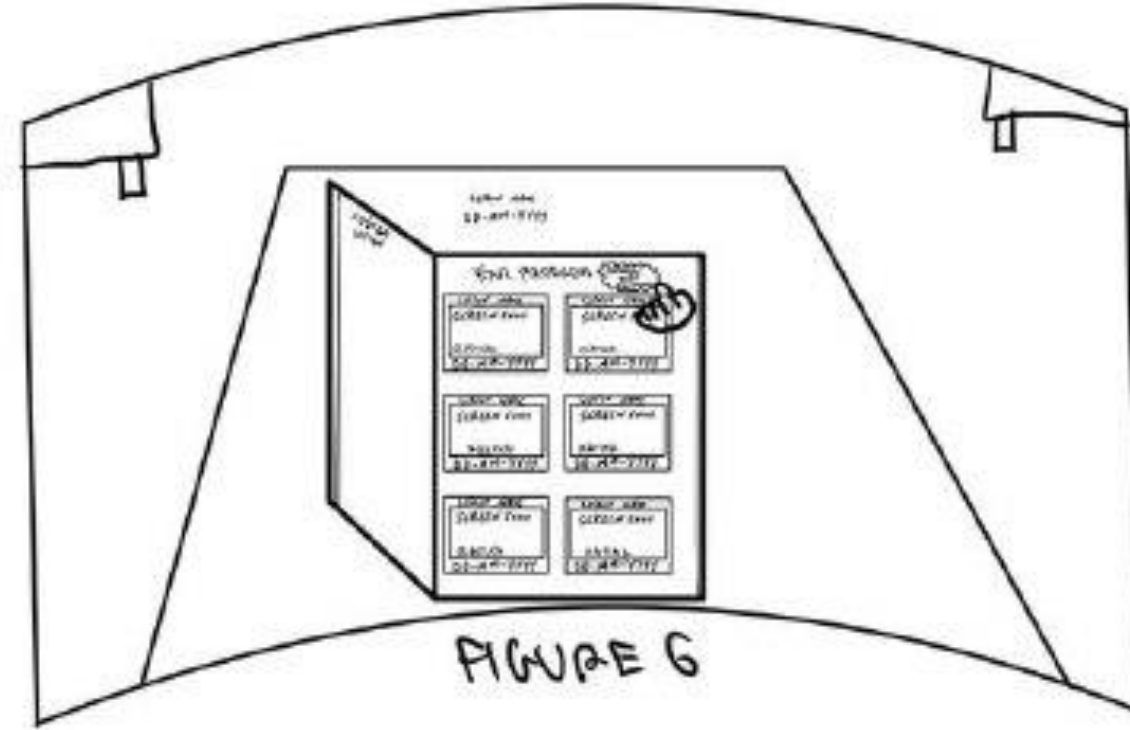
FIGURE 4

3. Here the user can create a custom lesson in which everything is customizable. Touching one of the fields take the user to 3.1.

PROTOTYPE #2

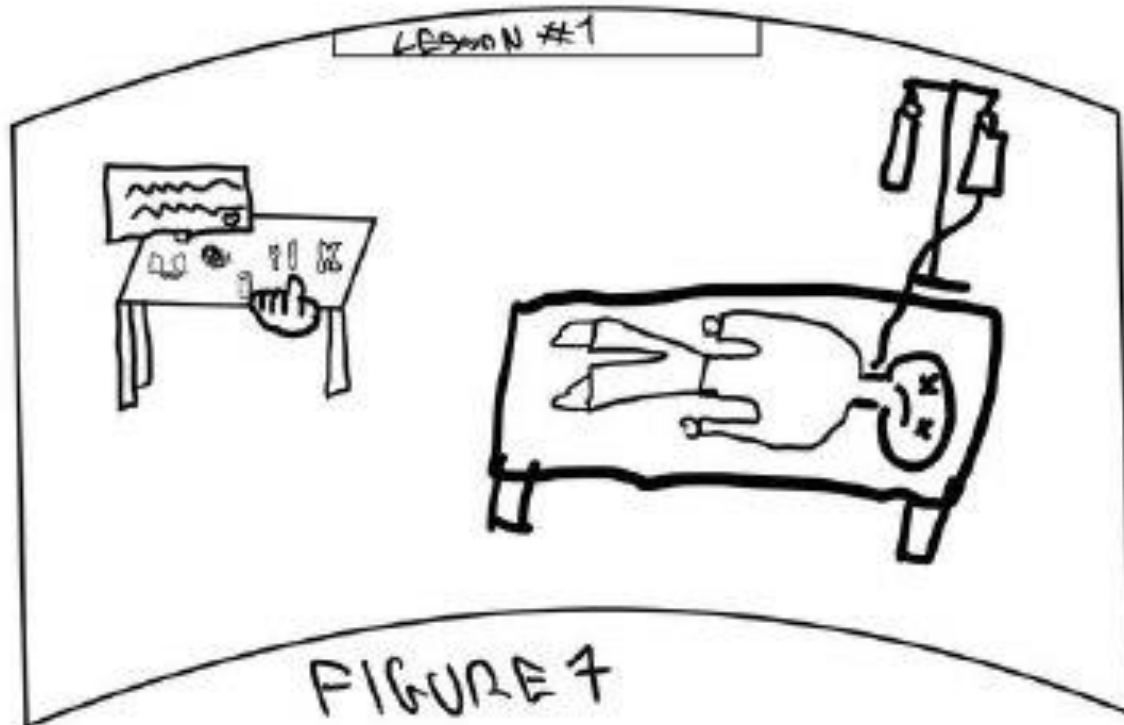


3.1. For this field the user can select different types of bodies, the gender and the age. Closing the window and turning the page the user goes to 4.

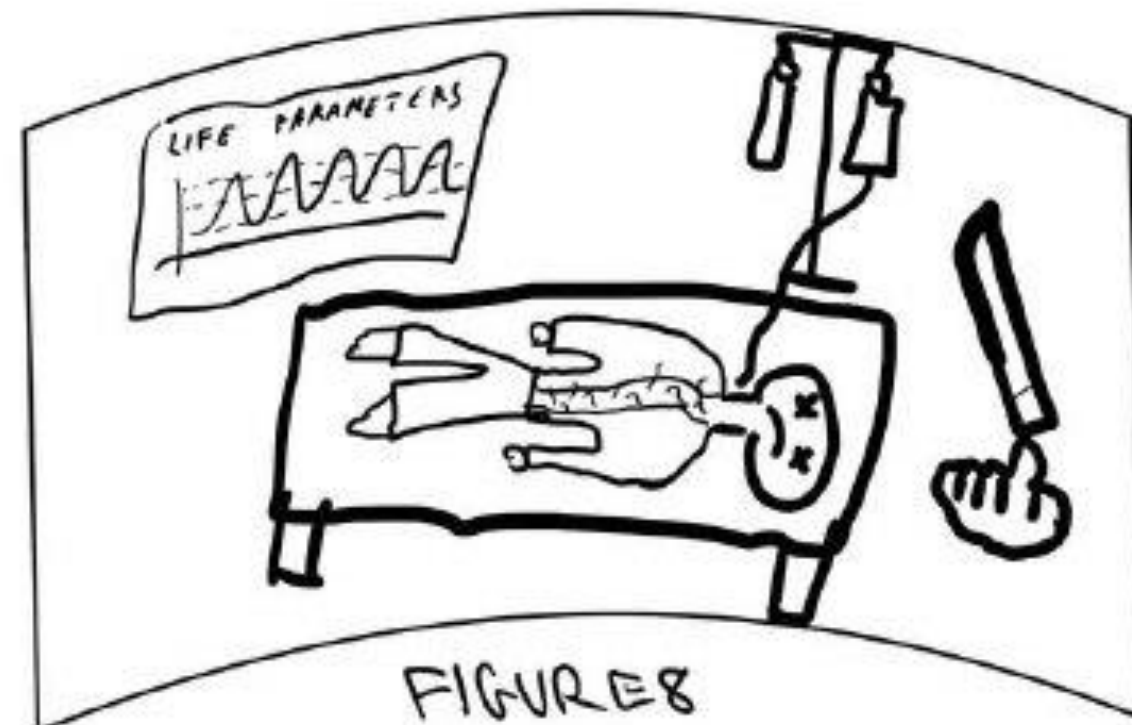


4. The user can view all the simulations done and he can request the professor for an evaluation. This is the last page, so the user can turn back(3) or close the book(1).

PROTOTYPE #2



5. During the simulation the user can choose the tools that he needs by touching them(5.1).



5.1. Once he has chosen it, he can perform operations on the body in order to complete the simulation. Next, depending on which page he started the lesson, the user goes to

PROS&CONS PROTOTYPE #2

- **PROS:**

- More immersive since people can interact with the experience using their hands directly;
- Video recordings of the simulation can help to analyze the students mistake in a very efficient way;
- It provides a more detailed view during the simulation;

- **CONS:**

- Tiring to the eyes (virtual reality can't be used for long time);
 - Create a custom lesson requires more time since you have to scroll the book pages;
 - It may be portable but it's not optimal to use everywhere;
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CHOICE OF PROTOTYPE

We chose prototype #2 because, although prototype #1 apparently has more pros than cons, since the main objective of the project is to provide the most interactive and immersive lessons possible, the prototype #2 responds better to this need.

Furthermore, the menu presented by a scrollable book, in the prototype #2, is more user friendly as it seems like a study book for the med students.
