Assignment: Storyboarding Design Ideas

Submit by March 13, 10:59 PM PT

Important Information

It is especially important to submit this assignment before the deadline, March 13, 10:59 PM PT, because it must be graded by others. If you submit late, there may not be enough classmates around to review your work. This makes it difficult - and in some cases, impossible - to produce a grade. Submit on time to avoid these risks.

1. [**Instructions**](https://www.coursera.org/learn/human-computer-interaction/peer/ceUC1/storyboarding-design-ideas)
2. [My submission](https://www.coursera.org/learn/human-computer-interaction/peer/ceUC1/storyboarding-design-ideas/submit)
3. [Discussions](https://www.coursera.org/learn/human-computer-interaction/peer/ceUC1/storyboarding-design-ideas/discussions)

Instructions

Design Brief

A storyboard presents a scenario that takes a hypothetical user from setting (a problem, need, or desire embedded in a specific situation) to satisfaction (an outcome achieved through a design that addresses the problem/need/desire). Storyboards show what a design enables the user to accomplish without specifying a particular user interface. A good storyboard begins by introducing the problem: what does the user seek to do? The subsequent panels walk through what the user does. It introduces how the user begins using the system, any exploration that they do, and how the design helps the user accomplish their goal.

As in the interviewing assignment, here you’ll also be exploring opportunities to improve the transit experience. You’re welcome, but not required, to take your design inspiration from your work in the interviewing assignment.

Review criterialess

Please review at least 3 peer assignments

Assignmentless

Storyboards

Your first step is to settle on 3 design ideas that you’d like to storyboard. One good way to do this is to brainstorm a long list of design ideas and then pick your favorites from among them. Once you’ve settled on your three design ideas, it’s time to make your storyboards. For each idea, you’ll create 2 storyboards showing alternative tasks or users. This means that in total, you’ll create 6 unique storyboards.

Each storyboard should comprise 5-8 panels and fit on two A4 or 8.5" x 11" sheets of paper. Computer-drawn work is forbidden; storyboards must be hand drawn. You will not be graded on illustration quality. The goal is human-centered content. Use a sharpie, or other thick, black marker for your drawings. The reason to use a thick, black marker is that it’s easy to take a picture of. Also, it discourages fine detailed drawing because that’s not the point of a storyboard.

You’ll need to take a picture or scan your storyboards in order to submit them for peer review.

Feeling stumped about how to show your ideas visually? Check out "[Understanding Comics](http://books.google.com/books?id=tUwqbo48lp4C)" by Scott McCloud, and Amal Dar Aziz's excellent [Guide to Storyboarding](http://spark-public.s3.amazonaws.com/hci/assignment_ressources/assignment3_storyboard_notes.pdf).

As an example, the following storyboards both address the point of view "Through clever scheduling, homework doesn't have to be a time-consuming and dreaded process:" [Storyboard 1,](https://s3.amazonaws.com/coursera-uploads/user-c062cb137e8c3ccd320a5278/971604/asst-19/9d6cdd0a8f48a2e50db265312c8bf5be.jpeg) depicts a way to prioritize tasks, [Storyboard 2](https://s3.amazonaws.com/coursera-uploads/user-c062cb137e8c3ccd320a5278/971604/asst-19/59d984931b4cc72ea93c01d837076dcc.jpeg), depicts a way to factor in breaks.

What's this for? A UX agency perspective

by Mike Davison, Community TA and UX Project Manager

*Agencies use storyboards to convey to clients potential solutions to a given problem....problems discovered during needfinding. Doing it this way allows you to tell a story and explain how a user will interact with your design, without the need to draw a single pixel or code a single line. Storyboards are generally used during the discovery phase of a project, or during pitching activities when we are trying to dazzle a client with our creative thinking!*