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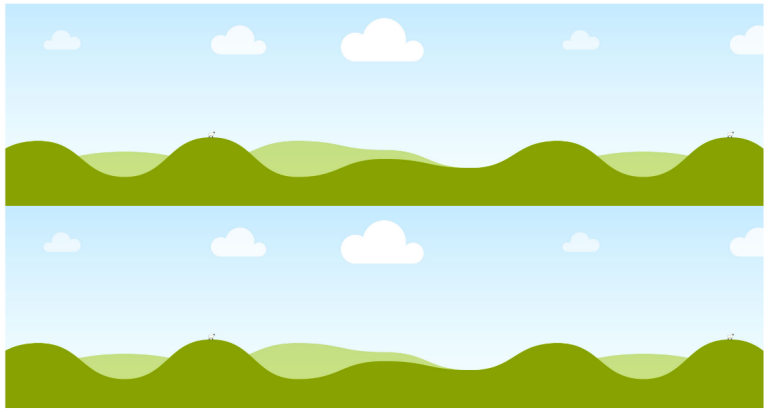
STORYBOARD



INTERFACE

OBJECT

AWARENESS

FEEDBACK MODALITY

FEEDBACK GOAL

CONTROL

ACTION MODALITY

ACTION GOAL

REFLECTION

CRITERIA

TOOLKIT BOARD

Playbook

~ 5 mins	~ 8 mins	~ 13 mins		~ 13 mins		~ 10 mins
❶ The Scenario	❷ The Object	❸ a What to Inform	❸ b How to Inform	❹ a The Purpose	❹ b The Human Action	❺ Reflect to Improve
Go through the given storyboard. Notice the central character's (user) context. Understand the privacy violation scenario timing, who is accessing what and why. Place them in the *Storyboard* section.	Browse the OBJECT pack and pick object(s) that are easily accessible to the user for the given context. You can choose up to 3 cards. Discuss why particular cards were chosen or discarded. Place them in the *Object* section.	Browse the GOAL pack and pick Feedback GOAL(S) to indicate dimensions of violation to inform the user through the object(s), without overloading. You can choose up to 3 cards. Discuss why particular cards were chosen or discarded. Place them in the *Feedback Goal* section.	Browse the FEEDBACK pack and pick cards to determine how should the object(s) communicate back to the user. You can choose up to 3 cards. Discuss why particular cards were chosen or discarded. Place them under the *Feedback Modality* section.	Browse the GOAL pack and choose Action GOAL(s) that the user want to achieve with their action. You can choose upto 3 cards. Discuss why particular cards were chosen or discarded. Place them under the *Action Goal* section.	Browse the ACTION pack and choose the actions that the user can use to operate the object and control the privacy violation in time. You can choose up to 3 cards. Discuss why particular cards were chosen or discarded. Place them under the *Action Modality* section.	Go through all the CRITERIA cards one by one and discuss whether they get fulfilled with your proposed solution. Try to resolve weaknesses and improve the solution.