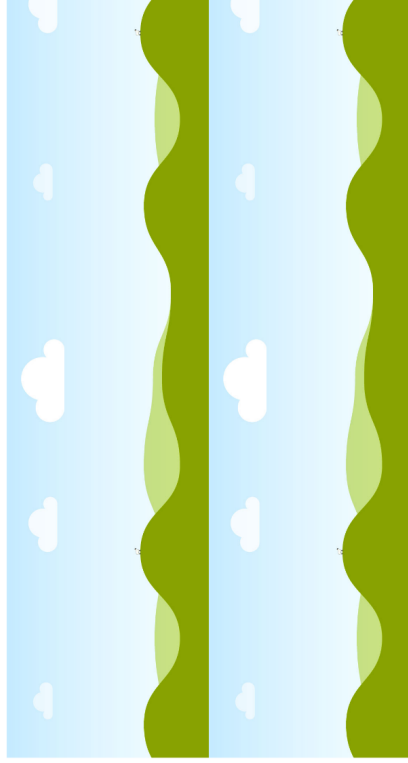




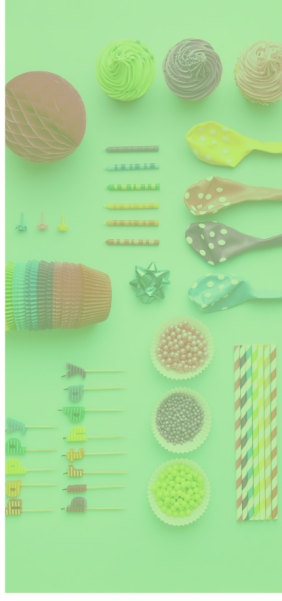
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## STORYBOARD



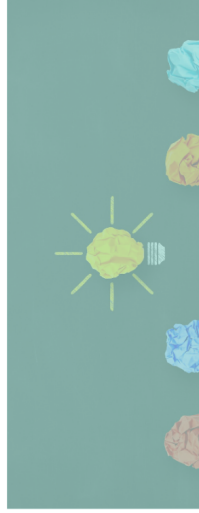
## INTERFACE

### OBJECT



## AWARENESS

### FEEDBACK MODALITY



### FEEDBACK GOAL



## CONTROL

### ACTION MODALITY

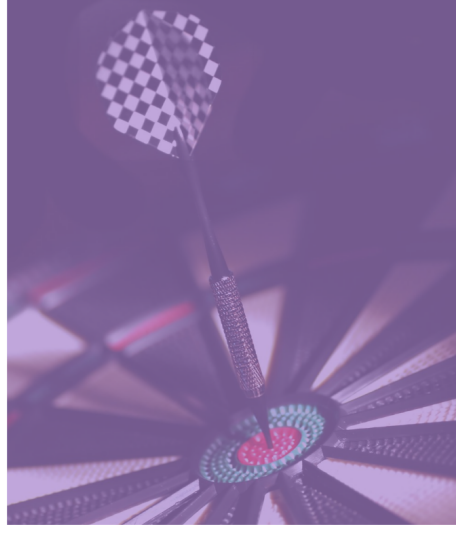


### ACTION GOAL



## REFLECTION

### CRITERIA



~ 5 mins	~ 8 mins	~ 13 mins	~ 13 mins	~ 10 mins		
<div>1 The Scenario</div> <p>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 <i>Storyboard</i> section.</p>	<div>2 The Object</div> <p>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 <i>Object</i> section.</p>	<div>3 a What to Inform</div> <p>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 <i>Feedback Goal</i> section.</p>	<div>3 b How to Inform</div> <p>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 <i>Feedback Modality</i> section.</p>	<div>4 a The Purpose</div> <p>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 <i>Action Goal</i> section.</p>	<div>4 b The Human Action</div> <p>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 <i>Action Modality</i> section.</p>	<div>5 Reflect to Improve</div> <p>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.</p>