Sheila Pontis Framework
Story Goal

- Define what you will explain in the story (why are we here?)
  - Insights and Progression of Video Games through Economics and Popularity
- Identify ways that you will use visuals to clarify the topic
  - Horizonal Gaming Platform Scroller
  - Bar Chart Graphics
  - Card Tiles
  - Content Carousel

Story Outline

- Title Screen
- Quick Instructions
- Quantitative & Qualitative Sections
  - Past
  - 1970s
  - 1980s
  - 1990s
  - 2000s
  - 2010s
  - 2020s
  - Future
- Credits
- Play Again
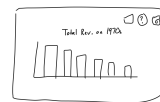
Storyboard & Design Patterns

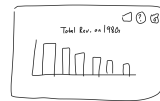GamInsights

Start

Instructions
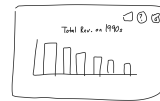
Play

Past

Past

Past

1970s

1970s

1970s

Total Rev. on 1970s

1980s

1980s

1980s

Total Rev. on 1980s

1990s

1990s

1990s

Total Rev. on 1990s

2000s

2000s

2000s

Total Rev. on 2000s

2010s

2010s

2010s

Total Rev. on 2010s
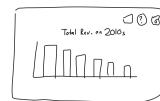
2020s

2020s

2020s

Total Rev. on 2020s

Future

Future

Future

Credits

Play again ?