

## Storyboard

- 1) Introduction of the project
  - a. Background – why creating an application like this is a thing that needs to be done.
  - b. Purpose of design – how the application was created and what principles have been followed.
  - c. Topics the application covers – also explain the extensibility of the project and the reason I am limiting it with model-related news.
- 2) Demo of the project – go over 4 different tasks that shows the user's different stages of familiarity with the application
  - a. For new registers – go over task 1 and explain the detailed design concept for button layout, color selection, error prevention, and even interaction feedback.
  - b. For new users – go over task 2 that shows the process of editing personal preference setting.
  - c. For users that are settled with their personal setting – go over task 3 that shows how the application actually works, including what it displays reflecting to the user's personal setting.
  - d. For general scenario – go over task 4 that shows how this application pushes notification to user, and how the user interacts with it to get further information.

### Intro:

Peter is a college student who's interested in making plastic models. The two titles he's mostly interested in are Mobile Suit Gundam series and Muv-Luv series.

Before today, he only learned about news related to new models through various sources with uncertain authenticity on all kinds of social platforms, so the timeliness was not guaranteed, which often led him to know the product information only long after they were put on sale, and even missed the time period to buy some products due to the limited sales.

Fortunately, Peter just learned about this application named NewsMe, which timely collects information related to models from various of social platforms and pushes them to the user due to user's own settings. At this moment, Peter is thinking about using this application for the first time.

### Demo:

Go over all four tasks in order that shows the user's different stages of familiarity with the application.

- a. For new registers – go over task 1 and explain the detailed design concept for button layout, color selection, error prevention, and even interaction feedback.
- b. For new users – go over task 2 that shows the process of editing personal preference setting.

- c. For users that are settled with their personal setting – go over task 3 that shows how the application actually works, including what it displays reflecting to the user's personal setting.
- d. For general scenario – go over task 4 that shows how this application pushes notification to user, and how the user interacts with it to get further information.

### **Changelog to my prototype**

After submitting the last prototype that has been edited based on the feedback from user testing, I added another scene (as Task 4) that shows you how the application works when it pushes a notification to the user on the phone's lock screen.