# Workshop Scenario-based design

**Main goal of this workshop:**

Learn to look at design as an experience over time. Scenarios and storyboards:

- show relations between users and systems in a certain context.

- expose threats and opportunities

- focus user goals

- involve stakeholders in the design process

- expose holes in a concept (user flow)

**1. explore the concepts of**

**- scenarios**

**- user-scenarios**

**- use cases**

**- storyboards**

*Use more than one source. 20 minutes.*

**2. Think of your commute from home to school and back.** Think of 3 scenarios to incorporate Spotify as an accompanying app.

**- Write/draw/design an erveryday scenario**

**- a worst case scenario**

**- an ideal scenario**

*You are the main actor. 45 minutes.*

2b. add details or change parameters to make

**- a horror scenario**

**- gold plated superscenario**

*Scenarios can consist of text, but rather involve images/sketches. They are highly narrative.*

Describe where the interaction begins. Is this a customer journey? Where does IxD end and starts UX? Is there such a distinction?

**3. The same as assignments one and two but now your main actor is the persona/actor from the previous workshop. Consult your teacher.**

*- include the research framework Fontys endorses. incorporate at least four strategies and be aware of triangulation*

*- Sum up the adaptations needed to the Spotify UI/features using M.O.S.C.O.W.*

*90 minutes.*

**4. Hand in/Presentation/Discussion Discussion** (a selection of students presents their findings)

*Finally, make your efforts presentable and hand in your research and designs*