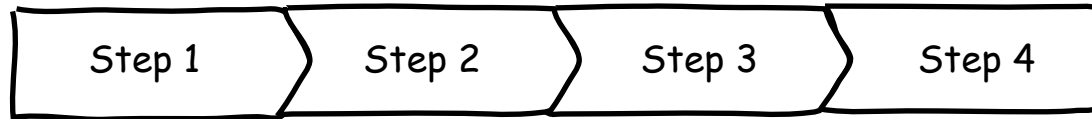


In-Class Exercise 2

STORYBOARDING AN INTERACTION

Pick one of the following scenarios and illustrate a storyboard

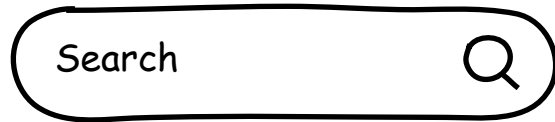
Animated Breadcrumb Wizard Widget



SCENARIO

A visitor is completing a 4-step shopping cart wizard to purchase a pair of gloves. The visitor would like to go back from Step 3 to Step 2. The breadcrumb widget should respond with some subtle motion graphics to a hover event in a visually interesting way. On click, the widget should somehow use motion to communicate what step they are currently on.

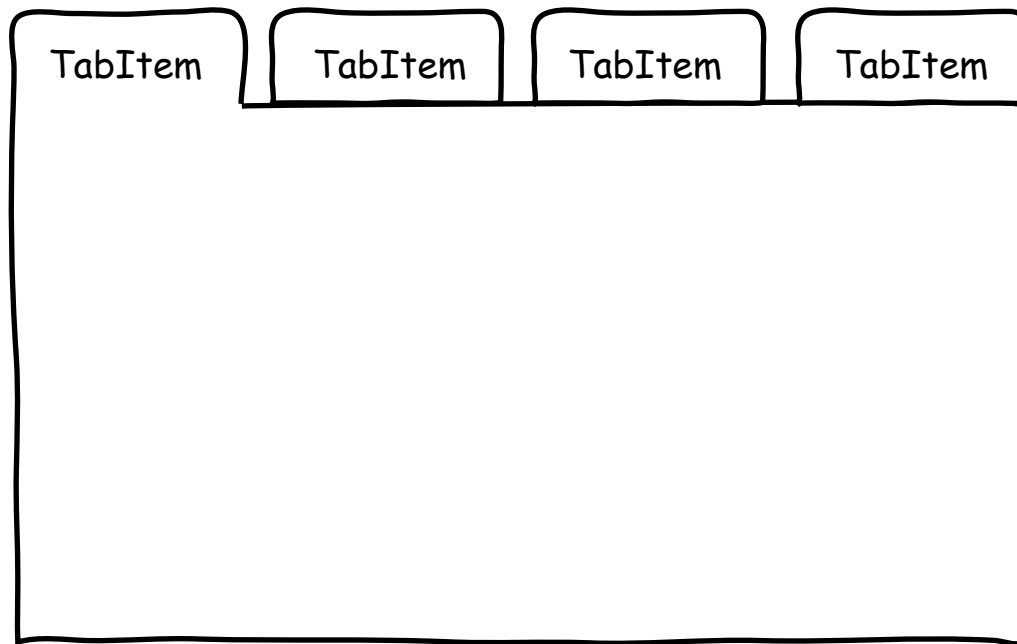
Animated Search Bar Widget



SCENARIO

A visitor is frustrated that she cannot locate what she needs in the drop menu navigation. Design a friendly animated search widget that features subtle but friendly interaction, making it obvious when the visitor is mousing over the widget, typing a search string inside, and submitting her query.

Animated Tab Panel Widget



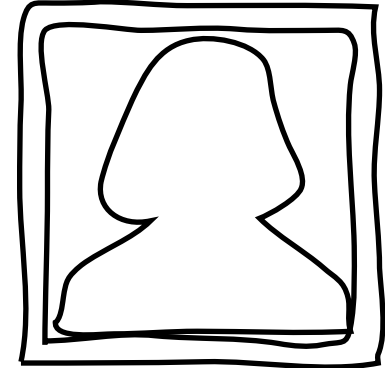
SCENARIO

A visitor is frustrated that she cannot locate what she needs in the drop menu navigation. Design a friendly animated search widget that features subtle but friendly interaction. There should be motion-based feedback on hover for each tab, and on click, putting visual focus on the current panel.

User Interaction Storyboard

PERSONA

Name: _____



SCENARIO

A large, empty rectangular area with rounded corners, intended for drawing the user interaction scenario. The lines are simple and sketchy, typical of a storyboard.

Storyboard 4-UP

1

2

3

4