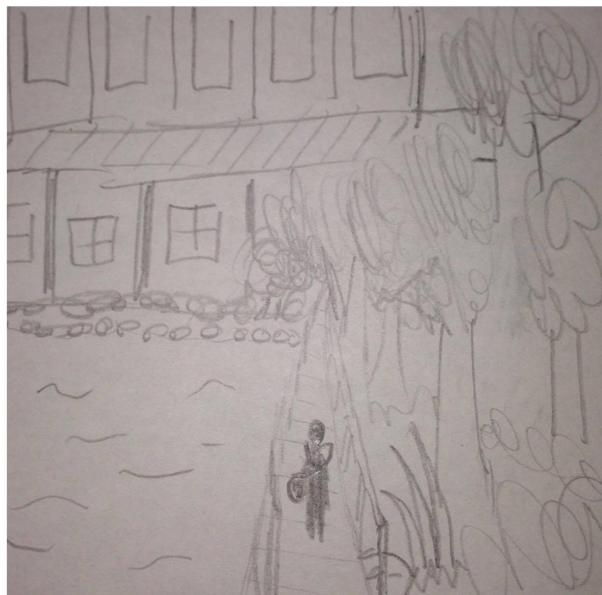


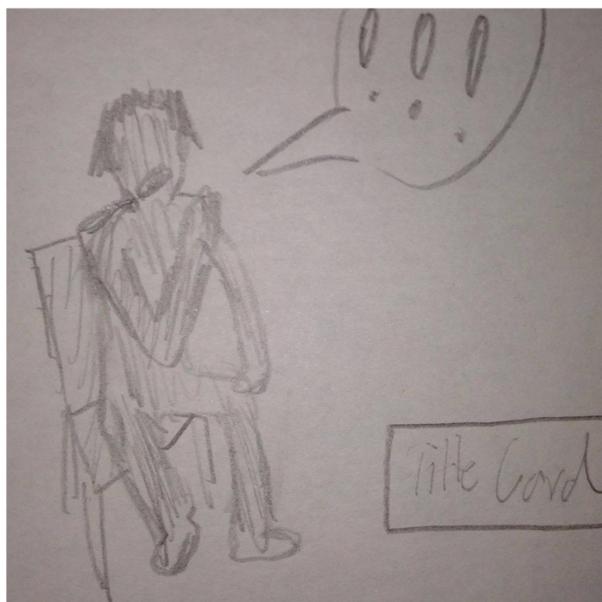
# Video Storyboard



Shot Type: Wide Landscape shot

Description: People walking across a boardwalk in front of University buildings.

Sound: Motivational Soundtrack Plays

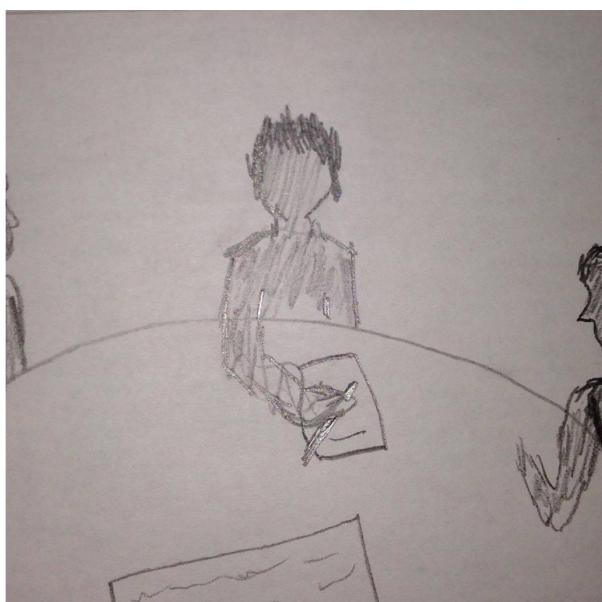


Shot Type: Medium Close

Description: A person is sitting in a chair addressing somebody off camera.

The person introduces themselves, the group and states the aim of the project.

Sound: The voice of the person, soundtrack

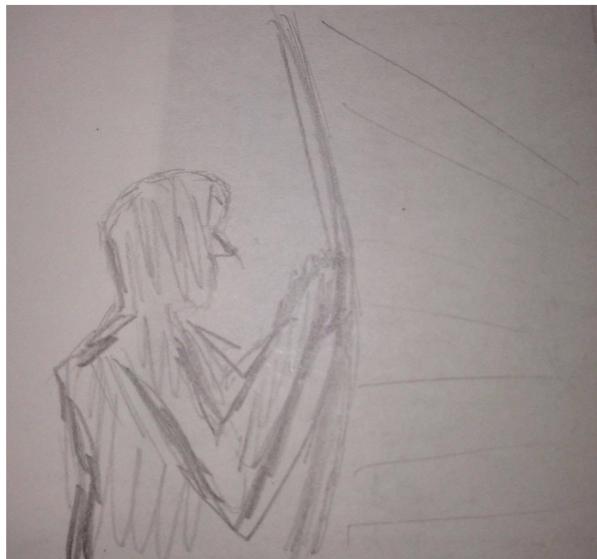


Shot Type: Wide shot

Description: The whole group is seated at the table in conversation. The camera is slowly pulling back to reveal the full table.

The voice begins to explain the early process of the project. This includes the brainstorming and early design phases.

Sound: The voice of the person, soundtrack

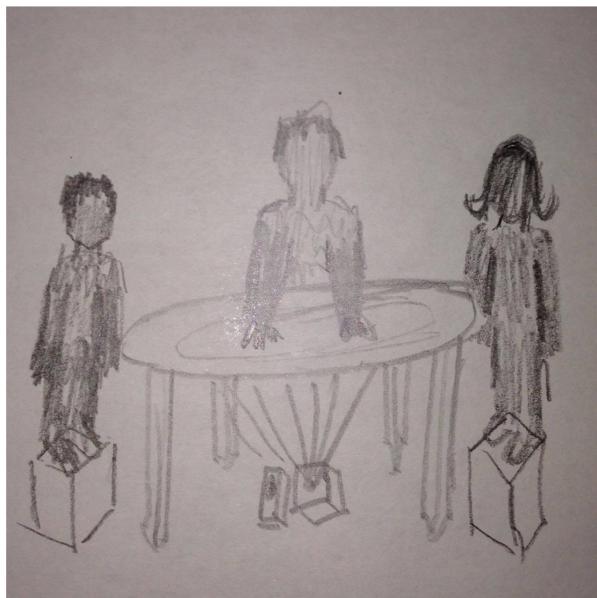


Shot Type: Close Up

Description: Images are shown of the various inspirations that influenced the design.

Voice over how each inspiration influenced a different part of the overall concept.

Sound: Voice over, soundtrack

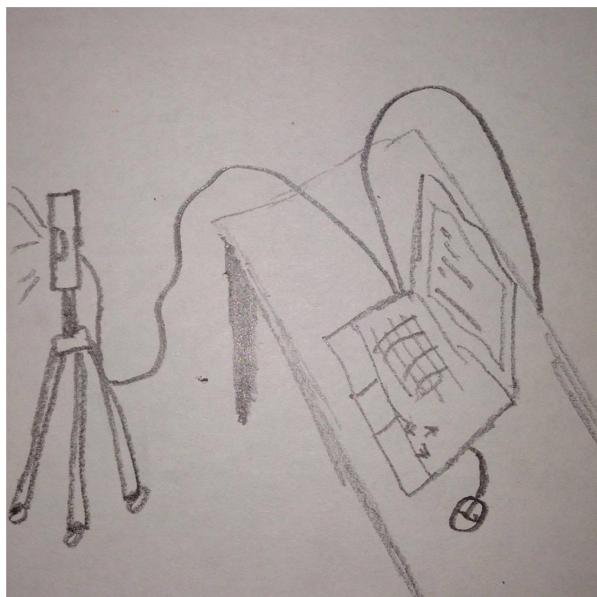


Shot Type: Wide Angle

Description: Images of the final concept are presented and then cut to a full shot of the final table being used by teacher and some school children.

Voice over explains how this concept plays into the aims and objectives explained earlier.

Sound: Voice over, soundtrack



Shot Type: Medium close up

Description: The process of prototyping is demonstrated, showing footage of the Kinect being tested.

Sound: Voice over, soundtrack

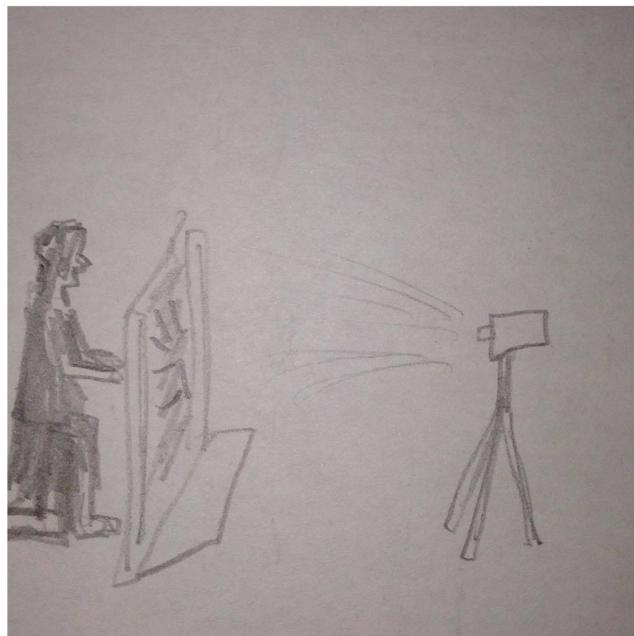


Shot Type: Close up shot

Description: Group members are discussing with each other and the tutors.

Voice over communicates the problem solving process and how the group is using all resources at hand to help produce the project.

Sound: Voice over, soundtrack

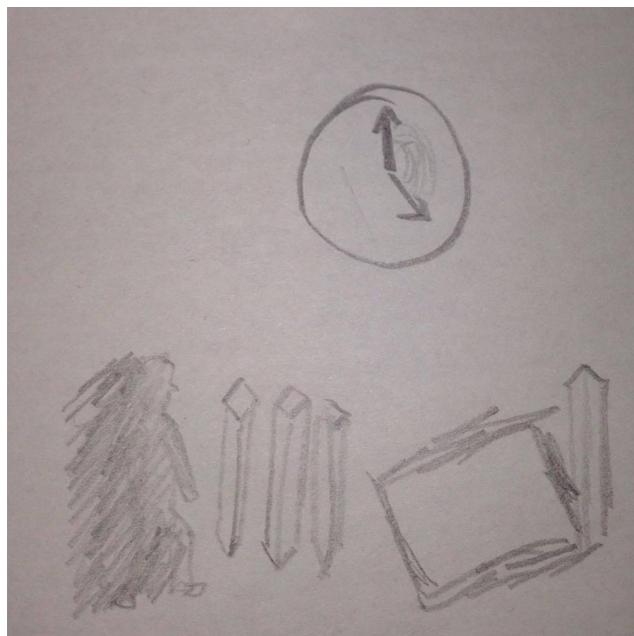


Shot Type: Wide Shot

Description: The testing phase is displayed. People are testing the various technologies.

Voice over discusses how each aspect of the project was developed separately.

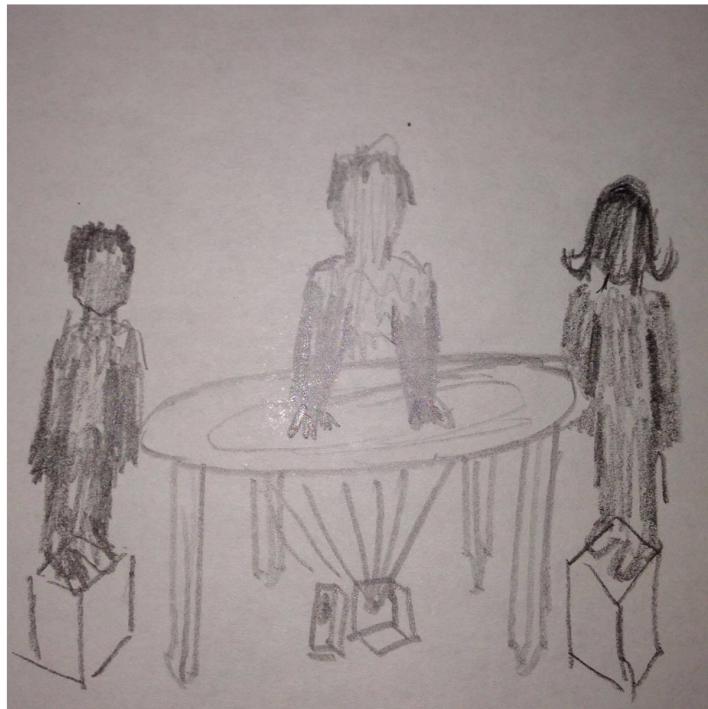
Sound: Voice over, soundtrack



Shot Type: Wide Shot/Timelapse

Description: A timelapse shows the assembly of the product by the team.

Sound: Soundtrack

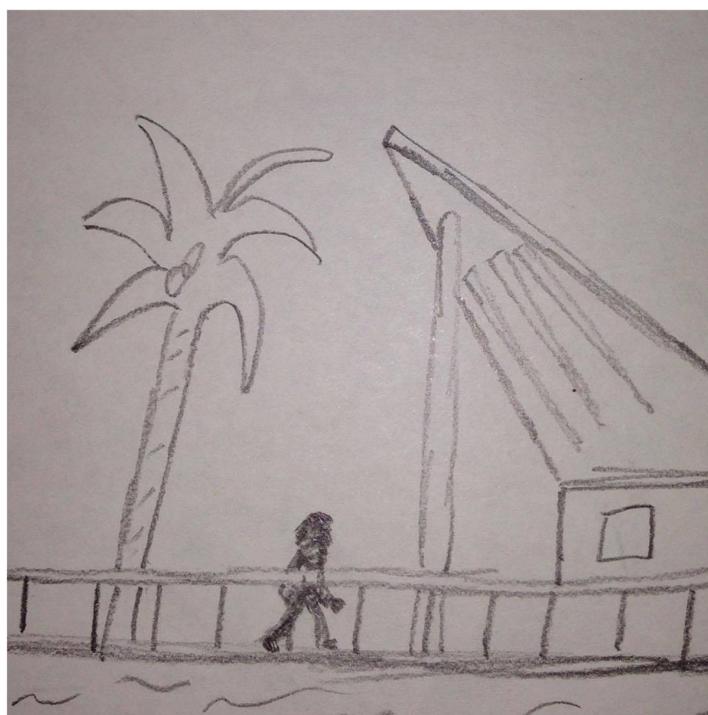


Shot Type: Medium Close Up

Description: The user testing process is shown. Students and teachers are interacting with the project and communicating with team members.

Voice brings up some of the positive and negative results of the testing. It's explained how these results impacted the final product and footage showing these changes are displayed.

Sound: Voice over, soundtrack

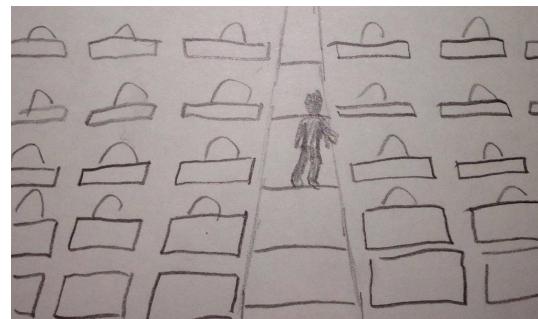


Shot Type: Wide Angle Landscape shot

Description: People are walking across a pathway towards a building in slow motion.

Voice over talks about the rewarding process of working towards the exhibit

Sound: Voice over, soundtrack



The aim of this storyboard is to get an understanding of the video's structure and to provide a level of groundwork in which to help build a stronger final product.

It is essential that the aims and objectives of the project are addressed early on in order to provide relevance to the rest of the video. It is also essential that communication of the concept is clear. This will require a strong use of relevant imagery in conjunction with a clear and concise script to effectively communicate the concept. The storyboard has also been designed to show off use of the interactive table frequently, this is so the viewers can very easily get a visual reference for how the product works. This should prove to make the exhibition process easier as many potential users will get to see a video of the product in use.