

Assignment 2: Storyboard

In this second honors track assignment, you are starting to prototype a new expedition-like XR experience using storyboarding to create an initial set of wireframes. In your earlier design critique, you were asked to make two suggestions for improvement (*What If*). Here, I want you to take these initial ideas further by sketching them out in gradually more detail:

1. **Start with 2-3 high-level sketches capturing the flow of the app**
2. **Gradually add more detail and distinguish physical/virtual objects**
3. **Annotate your sketches with arrows and labels for key elements**
4. **Create 2-3 alternative wireframes of your new idea with content**
5. **Optional: Create a 360 or 3D storyboard (paper template/VR)**

Expected results

- Better understanding of the overall flow of the app
- More concrete ideas for how to change & improve the design
- Good sense of what your app may feel like in AR/VR

Submission

Please submit the following materials (as PNG image or PDF document) to the Storyboards Gallery:

1. **High-level sketches:** First, I want you to sketch out the flow of the XR experience as you understand it from your try-out. This is storyboarding to visualize the user flow. You should submit your 2-3 high-level sketches capturing the flow of the app.
2. **Detailed sketches:** Then, you should gradually add more detail and distinguish physical and virtual objects. I would like you to brainstorm one new idea by sketching out alternative designs of new features. This is storyboarding to ideate. You should submit 2-3 alternative wireframes of your new idea. It's important to use example content, not just placeholder "Lorem Ipsum" content to better communicate your idea.
3. **(optional) Additional storyboard:** If you tried an alternative storyboard using 360 or 3D, please submit that as well.

Tips

- **Tools:** I would suggest to use paper, but you are of course allowed to use a digital drawing tool as well, e.g., when you prefer sketching on your tablet—whatever makes you comfortable and efficient. If you have access to VR, give 3D a try. It's really quite fun, but also limited. The limitations are different from those you have with paper, but it's not like sketching in VR would solve everything. I like paper. Hope you like it, too :)
- **High-level first, then detailed:** It's important to find the right resolution when sketching. You only want to sketch what is critical to communicate the user experience, and leave

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everything else out. Keeping it at a high level first will allow you to more quickly try out alternative design ideas. You can refine them in a second step, when you start wireframing. Please refer to my videos of me going through the steps myself.

- **360 template:** You can find our 360 sketching template in the resources section. I also share the 360 sketches from our [360proto CHI'19 paper](#) as examples.
- **360/VR previews:** If you want to give the 360/VR preview tool I was using in my examples a try, you can find it here: <https://xrmooc.glitch.me/camera/vr/>. You need to tilt down your phone to see the camera. Tilt it up after capture to preview. Otherwise you can take a new photo after 1.5 seconds. This tool is a simplified version of the system described in our [360proto CHI'19 paper](#). Would be fun if you gave it a try. I tested it successfully in Chrome on Android. On iOS, you need to use Safari and you may need to enable a few flags to get it to work.