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DES 157

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Storyboards

For storyboard #1, I showed when I first user-tested the “Live Calligraphy” application that has similar features to how I want my final project to be. During the testing, I sat next to the user while he opened the application and began to explore. First he started to move past each screen to get to the main calligraphy screen. After tracing the character once, the program didn’t allow him to continue to the next character, since he didn’t trace the character well enough. The user did not know this, so he was confused when trying to advance to the next screen — tapping random parts of the screen and getting confused. The user continued to tap the screen and choose random menu items of the application, until he realized he had to trace the character perfectly in order to advance to the next character. Once he got a hang of how to navigate the application, the user commented that the interface was aesthetically pleasing but not modern enough and that the user experience was hard to grasp at first and confusing. However, once he enjoyed how realistic the tracing of the calligraphy was, and appreciated the other features of the application, such as the historical facts of China. While Dani Macedo tested storyboard #1, she understood what was going on in the sequences and thought it was an interesting idea, but quickly asked the question, “what is the goal?”. She wanted to visually see what the application would do, and suggested to make it more applicable and more of a personal teacher type of application. Adding special

stylus' that represent a brush and/or flat-tipped calligraphy pen and making sure to keep records of the user would create an application with more meaning. Questions she told me to ask were, "how is this different and what is it replacing?". She wanted me to figure out how to make this application relevant, such as highlighting the fact that it reduces waste.

For storyboard #2 I tested with Qiushi Wang. While sketching out the sequences for storyboard #2, I kept in mind Dani's suggestions from storyboard #1. I drew out the steps to getting the program, how the application would work, and showed the special stylus' that would come with the program. I wanted to make sure it was more clear what the application did, and how it would entice users to use it. After Qiushi tested this project, her initial reaction was "I really like this". It resonated with her because as an International student from China, she knew the struggles of writing Chinese calligraphy, and said she would even want to use this application to practice calligraphy. She suggested to either focus on simplified or traditional characters, or having a feature where simplified users could learn traditional or vice versa. Additionally, she suggested to look up Xizhi Wang, a famous Chinese calligrapher. After testing with Qiushi, I gained the confidence to continue to refine this application, knowing that it would be relevant with users. I also learned that I needed to make sure to focus on the learning aspect, and make it more of a valuable experience to use the application and learn calligraphy and language.

