


Storyboarding

- Purpose of Storyboarding
- Types of Storyboards
- What Storyboards Do
- Tools & Tips for Storyboarding



Storyboarding

- The purpose of storyboarding is to gain an early reaction from the users on the concepts proposed for the application.
 - Storyboards offer an effective technique for addressing the "Yes, But" syndrome.
 - Storyboarding is
 - extremely inexpensive
 - user friendly, informal, and interactive
 - Provides an early review of the system's interfaces
 - easy to create and easy to modify
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Types of Storyboards

1. Passive storyboards

- Tell a story to the user.
- Consist of sketches, pictures, screen shots, PowerPoint presentations, or sample application outputs.
- Walks the user through the storyboard, with a "When you do this, this happens" explanation.

2. Active storyboards

- Try to make the user see "a movie that hasn't actually been produced yet."
 - Provide an automated description of the way the system behaves in a typical usage or operational scenario.
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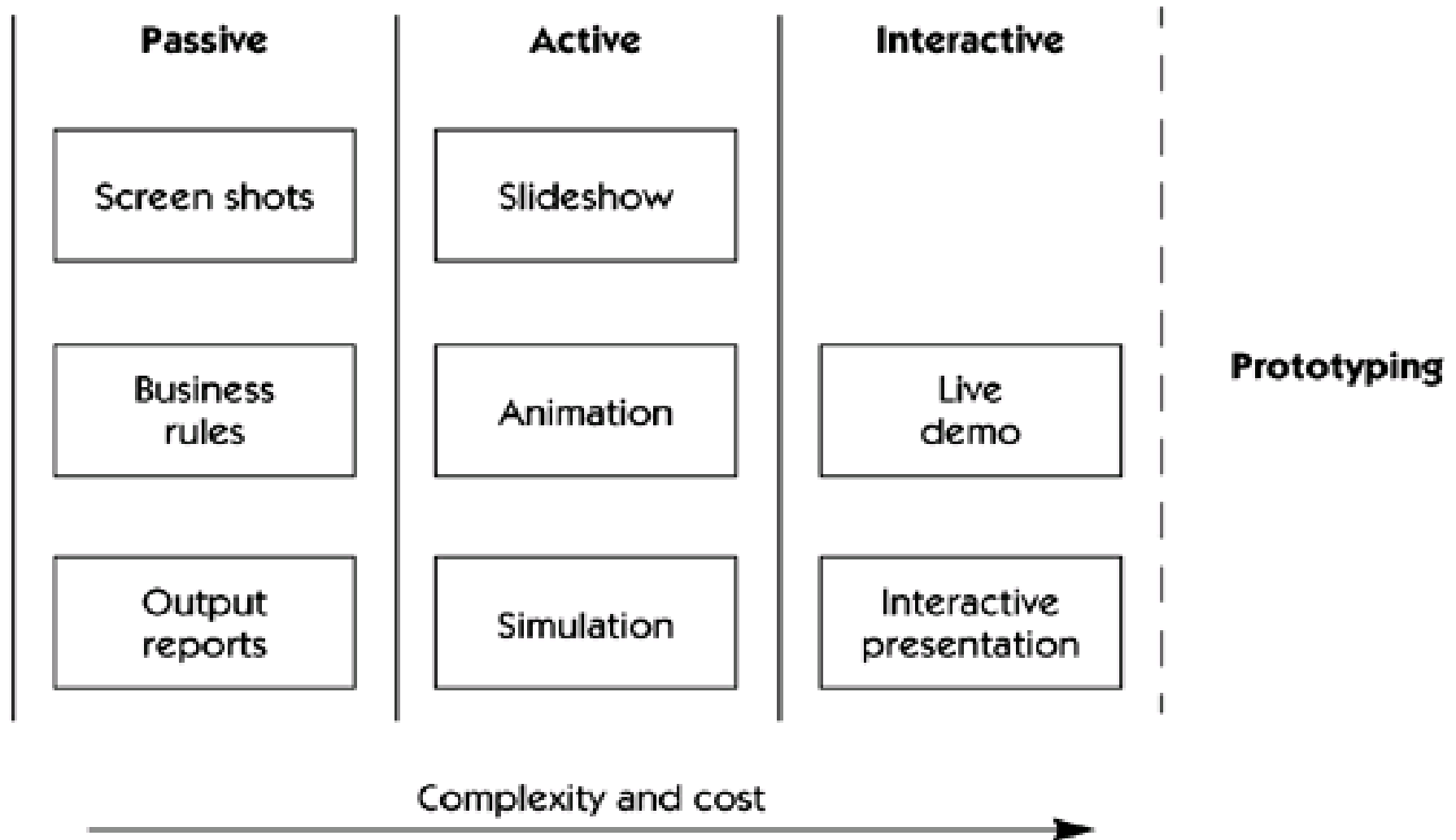
Types of Storyboards

3. Interactive storyboards

- Let the user experience the system in a realistic and practical way.
- Require participation by the user.




Storyboarding Continuum






What Storyboards Do

- In software, storyboards are used most often to work through the details of the human-to-machine interface.
 - In this area each user is likely to have a different opinion of how the interface should work.
 - Storyboards for user-based systems **deal with the three essential elements** of any activity:
 - Who the players are
 - What happens to them
 - How it happens
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Tools for Storyboarding

- Passive-storyboarding constructs have been made out of tools as simple as paper and pencil or Post-it notes.
 - More advanced storyboards can be built with presentation managers such as PowerPoint.
 - Passive, active, and user-interactive storyboards have been built with various packages that allow fast development of user screens and output reports.
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Tips for Storyboarding

- Don't invest too much in a storyboard.
 - If you don't change anything, you don't learn anything..
 - Don't make the storyboard too functional.
 - Whenever possible, make the storyboard interactive.
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Key Points

- The purpose of storyboarding is to elicit early "Yes, But" reactions.
 - Storyboards can be passive, active, or interactive.
 - Storyboards identify the players, explain what happens to them, and describe how it happens.
 - Make the storyboard sketchy, easy to modify, and not shippable.
 - Storyboard early and often on each project with new or innovative content.
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