

# Activity 8B: Storyboarding

The purpose of this activity is to give you an opportunity to practice generating storyboards based on ideation sessions. Storyboards are a visual representation of a design that lead into design production and eventually prototyping.

## Step 1: Find Project Group Members

### Modifications for Remote Team Members

We are working to develop activities conducive to remote participation for this semester. If your team members cannot attend class today for whatever reason, here are some tips:

- Create a meeting in your group Teams channel and invite remote team members to attend virtually. They can participate in your group's discussion and actively contribute to your Google doc during class time
- Delegate tasks you cannot finish in class to your absent team members. If you are unable to collaborate on all sections in real time, you may assign out remaining work
- Please use the table in the following section to let us know how each team member will be participating in this activity today
- Note: The GTAs will review your notes in this worksheet regarding team member participation as well as user activity on the Google Doc. If team members are not contributing, they will be docked points. If there is a pattern of lack of contribution to the project reflected in activities and TMEs, non-participating team members will also be docked on project deliverables, up to and including receiving no marks if warranted. Please surface concerns about collaboration with your UTA coach or during office hours

## Team Member Participation

Please list the members of your group and whether or not each group member was present today in the classroom for the activity.

Group member name	Present? (Yes/No)	If absent, active remote participation? (Yes/No)
Jordan Rudman	Yes	
Kashan Raza	Yes	
Karthik Nair	Yes	
Harrison Gagnon	Yes	
Campbell Dalen	No	Yes

## Step 2: Design Selection

Refer back to your work on personas and ideation over the last couple of weeks, and pick out some of your team's favorite design ideas. What are the key features of your new design that distinguish it from existing systems? Create some bullet points here providing your most important design ideas along with a short description and value proposition:

- Picture sharing from national parks - A connected network between national parks that allows users to easily share photos while enjoying the parks.
- RPG APP - An RPG that rewards the user for outside interaction and physical activity. Users are encouraged to invite their friends, create guilds, track their time outside, and the events that they attend. Users can attend and create events, play on their own, or meet up with friends to gain experience points.
- OxyClothes - Clothing that changes colors when not exposed to fresh air for an extended period of time. Encourages people to get outside to avoid ruining their clothes.

**Pick one of your ideas above to focus on.** In a paragraph or two, write out a scenario of someone using the system. Think back to your persona and how they might engage with your design in practice. Keep the three design perspectives from the textbook in mind and try to address each perspective in your scenario. Your design needs to fit within the broader social and physical contexts of use, engage the user in an emotionally appropriate way, and provide an effective means of interaction.

Bob is an introvert who doesn't enjoy social interaction. He usually stays in his room and plays video games. However, one day, he decided he wanted to change that and interact with people outdoors. So, he downloads the RPG App because he saw an advertisement for it online. He realizes that to earn points on the app, he needs to add new friends and attend outdoor events. He decides to go on a hiking trip to Deerfield Trail, hosted by the VT Outdoor Club. On this trip, he meets new people that also have the RPG App and uses its NFC feature to add them as friends (interaction/ecological). He also takes pictures and videos and posts them to the social section of the app. As a result, he receives some positive feedback on his posts (emotional). When he finishes the trip, the app gives him a lot of experience points and he climbs up the leaderboard. Bob is very satisfied with this experience and he plans to use the app even more to connect with the outdoors.

## Step 3: Mental Models and Conceptual Design

Based on your design idea and envisioned usage scenario above, consider your conceptual design and how it helps to address gaps between user and designer mental models. You have expertise in the technology working behind the scenes in your potential design. Your users have their own knowledge of their work activities, work practice, and domain. How will the two map up? What mapping strategies can you use as part of your conceptual design to help align your design with your user's mental model? Provide some bullet points or short paragraphs here describing your conceptual design and how you could use the user/designer mental model mapping strategies we discussed as part of that concept.

### **Metaphors**

The “community board” page where local events are posted is a metaphor for the physical kinds of boards where fliers are posted in real life

### **Cognitive Affordances**

The arrow on the GPS page of the app affords that this is where you currently are. (Intuitively “You are here”)

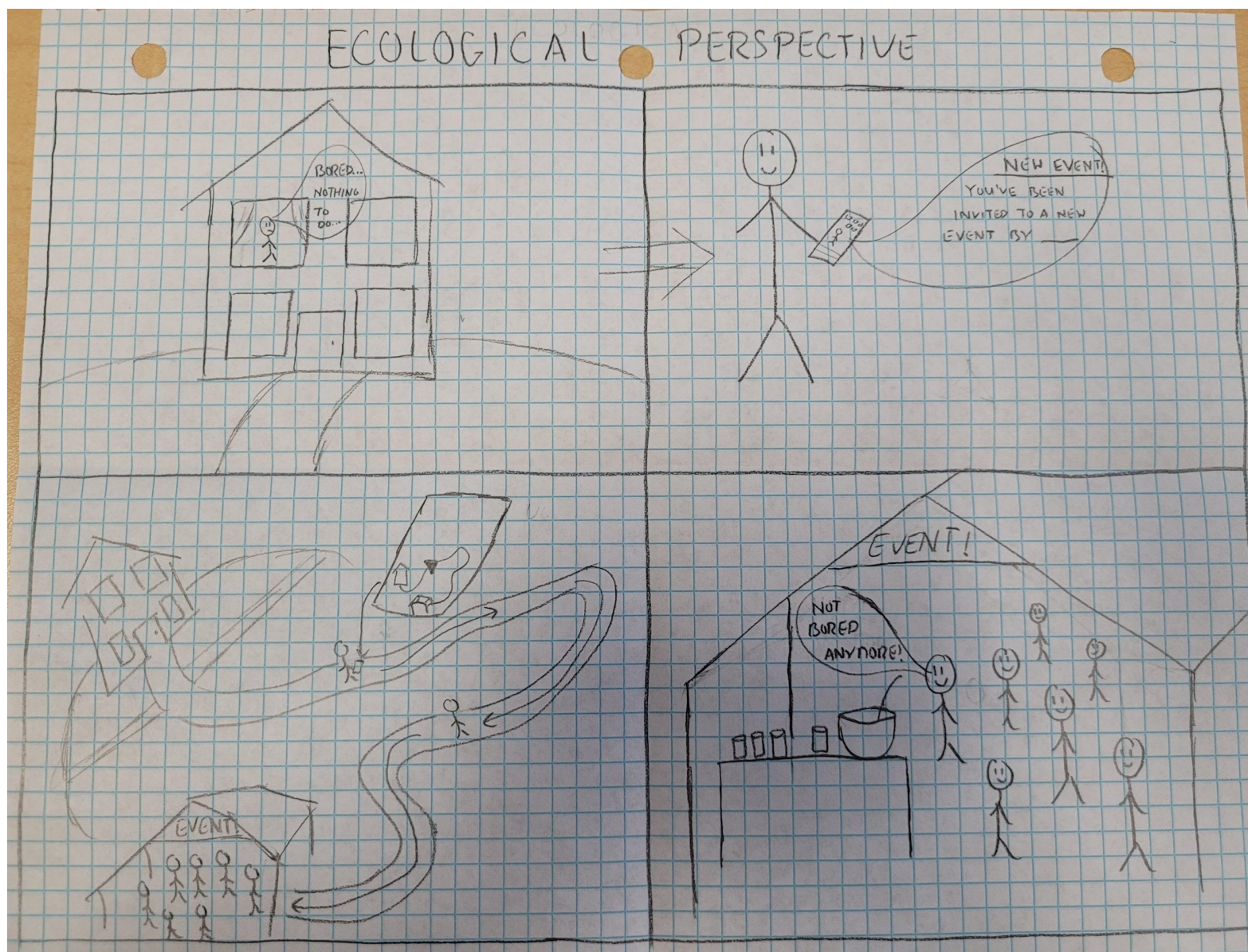
### **Design patterns**

The use of common player stats and menus make the experience familiar to the user, as they all follow classic RPG menus and layout. For example, the user will have an HP and MP bar, a certain amount of XP points they need to level up, and a way to customize their character.

## Step 4: Storyboards

Based on your usage scenario and conceptual design, work as a team to draw three sets of storyboards, one focusing on each of the design perspectives the textbook discusses. Remember that storyboards are sequences like comic books, so each storyboard should have three or four “panels.” Include your images in the following pages. Follow the best practices from the textbook and lecture discussion. You may come back to these and further develop them for use in your deliverable.

N.B. – One of the most important things about storyboards is that they are easy for people to read and understand. Keep this in mind in terms of the size and quality of your images, the amount of text you include, and so on. You don't need to be a great artist, but you do need to convey a clear idea to the reader. The visuals, text, and flow of the panels need to be legible to your audience.



**Figure 1.** Storyboard from the ecological perspective



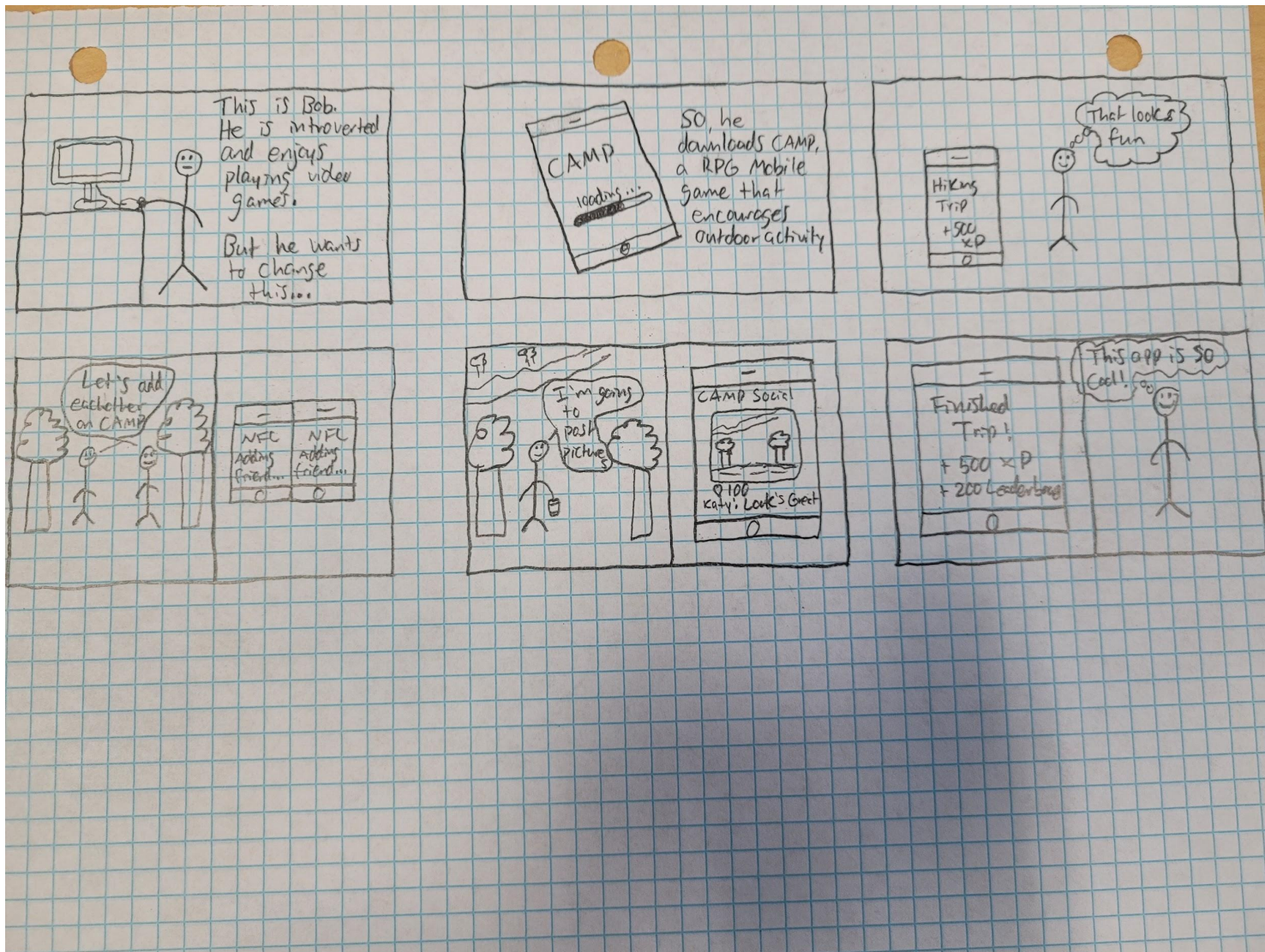
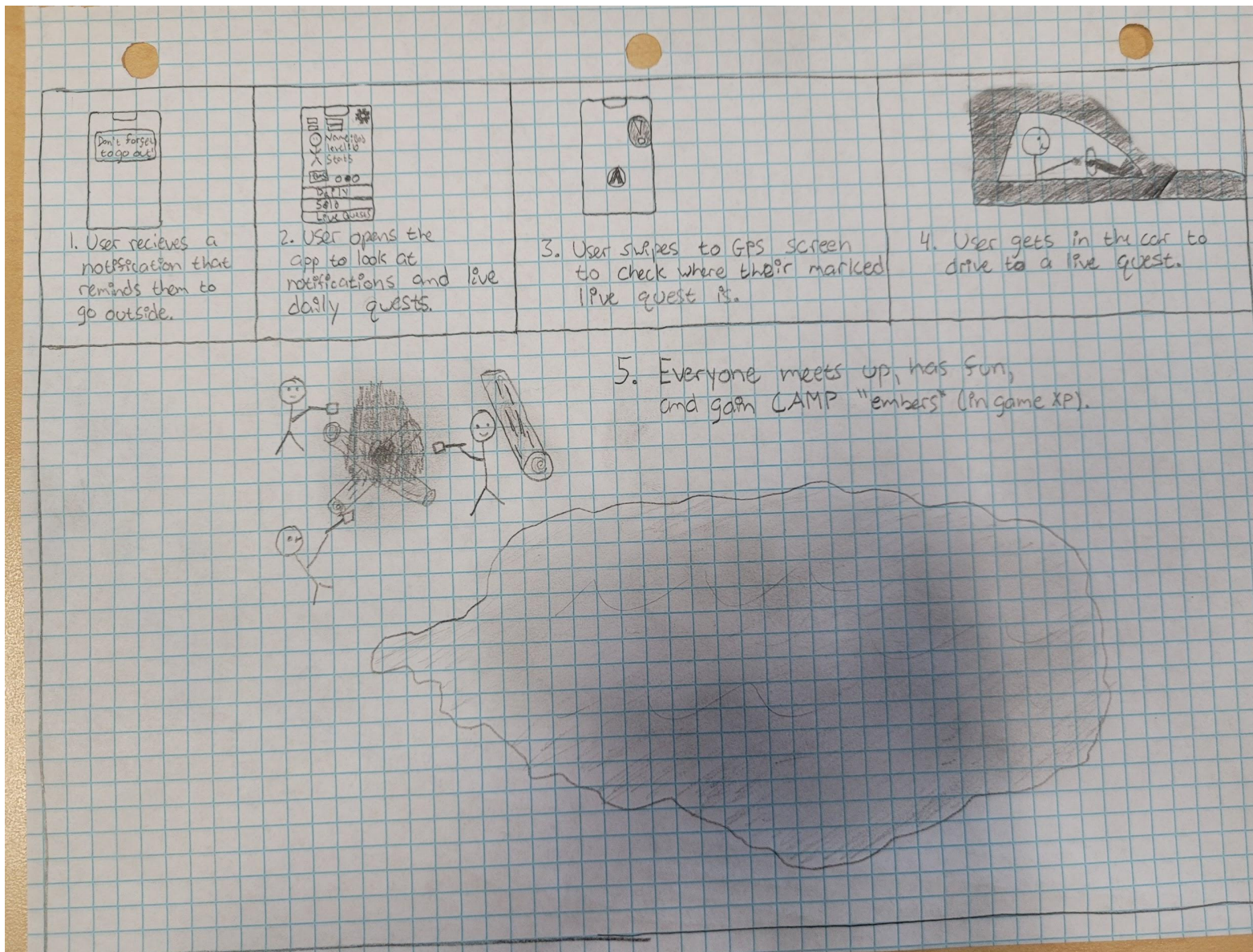


Figure 2. Storyboard from the interaction perspective





**Figure 3.** Storyboard from the interaction perspective



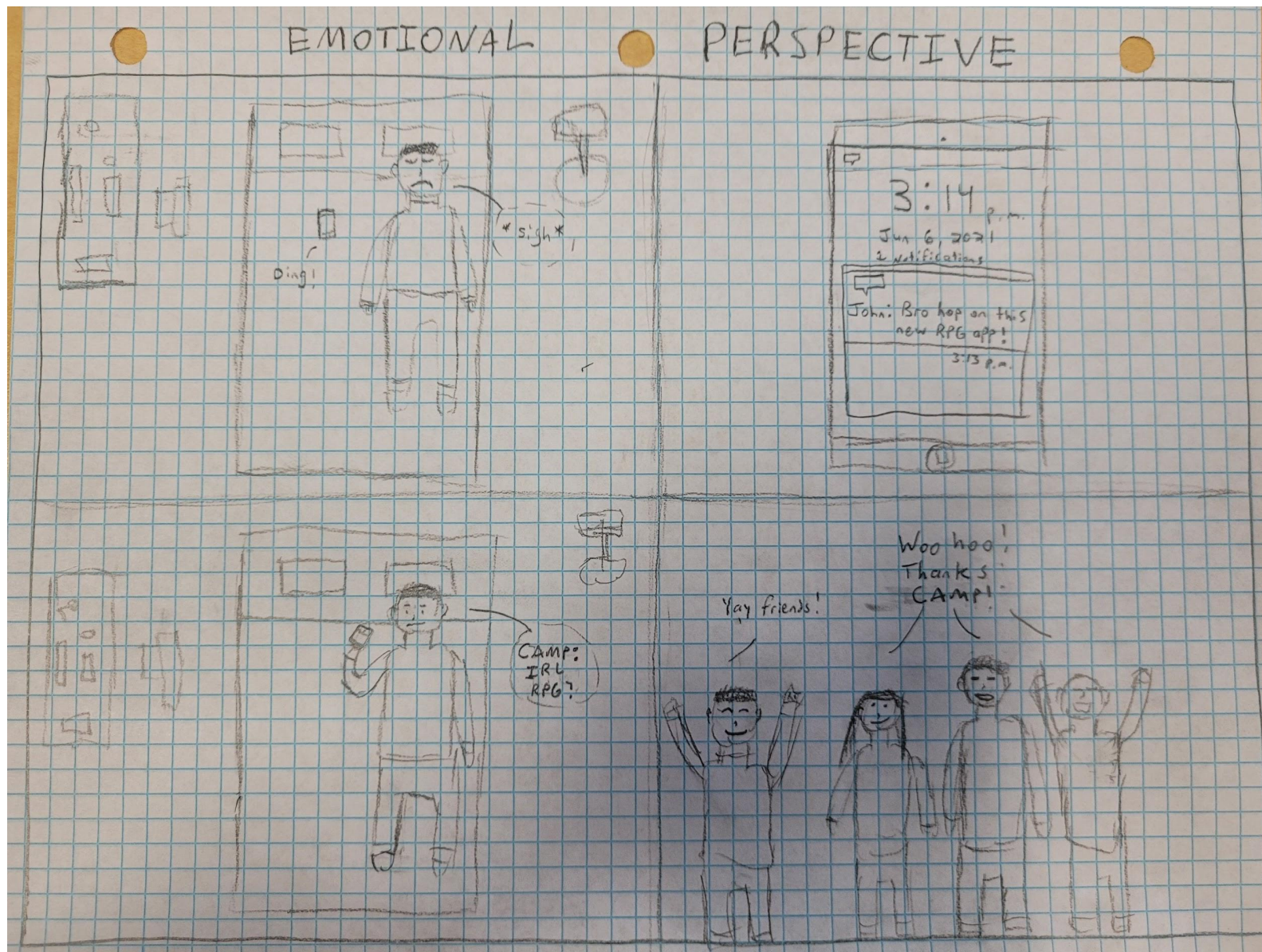


Figure 4. Storyboard from the emotional perspective