**Prototyping E-Learning Module**

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***Transcript:***

The objective for this e-learning module is for you to be able to compare and contrast storyboards and low-fidelity mockups as used in the “prototype” phase of design thinking.   
  
Keep in mind, storyboards and low-fidelity mockups are just two types of prototypes.

Your  organization may want you to create both or just one or the other. They may also request another type of prototype, such as a high-fidelity mockup.

Let's start with a review of the previous phases of design thinking.   
  
The design thinking process begins by empathizing with the target learners.   
  
Then, we define the instructional problem based on the specific instructional needs of the target learners.   
  
The next step is ideation. In the ideation phase we use divergent thinking to brainstorm many different possible ways to solve the instructional problem.   
  
Once we decide on one of the ideas for the e-learning solution, we need to prototype it.   
  
There are different levels of prototypes, including storyboards and low-fidelity mockups.   
  
Both are tools to help us plan our e-learning module.   
  
They also help us communicate our design ideas with stakeholders and the developer.   
  
Sometimes, you may design the module, but someone else will develop it for you.   
  
We create storyboards and mockups so that a developer could create the e-learning module exactly as we intend.   
  
Please click the next button to further explore storyboards and mockups.

The storyboard tells the story of how your e-learning module will progress.   
  
It helps you plan how your learners will progress through the content in your e-learning module.   
  
You might consider if you will chunk the content, how you will scaffold it, and so forth.   
  
The mockup focuses more on look and feel of the e-learning module. In the mockup we consider design elements such as color scheme and layout.   
  
The mockup should illustrate each element indicated by the storyboard unless you decide to iterate.   
  
For example, if your storyboard indicates a video on screen 3, then your mockup should illustrate a video on screen 3.   
  
Click next to look at an example.

We create one storyboard page for each screen we're planning to have in our e-learning module.   
  
In this example, we see the Summary screen of an e-learning module on budgeting.   
  
The storyboard helps us plan the content that we will have on the summary screen of the module.   
  
We can indicate any files we might provide to the learners, notes for graphics we plan to use, the text content we plan to have on this screen, and any audio narration, videos, or interactions we plan to use.   
  
Once we have our full storyboard finalized, we are ready to make a mockup.   
  
Remember, the mockup illustrates each element indicated by the storyboard.   
  
As you click next to view the sample mockup screen, notice how the mockup example illustrates the elements noted on this storyboard page.

Notice how this sample mockup page illustrates how we plan for the summary page to look.   
  
It illustrates where we want our graphic, where we want our text, the colors we plan to use, etc.   
  
Notice at the bottom of the mockup screen we have a "developer note."   
  
We can use developer notes to further communicate our design plans to the person who will develop this module for us.   
  
Click next to look more closely at how the mockup aligns to the storyboard.

You can iterate between your storyboard and your mockup of you decide to make a change to your design.   
  
Otherwise, the mockup should illustrate exactly what you indicated in your storyboard.   
  
For example, the storyboard indicates that this is the Summary screen. The mockup illustrates the Summary screen.   
  
The storyboard indicates that there will be links to files used in the module. The mockup illustrates those files and links and their location on the screen.   
  
The storyboard indicates that there will be an image of a completed budget. The mockup illustrates the completed budget and its location on the screen.   
  
The storyboard indicates that there will be text to summarize the key points of the module. The mockup illustrates the text for those key points and where the text will be located.   
  
The storyboard indicates that there will be an audio icon that, when clicked, provides text to speech. The mockup illustrates the audio icon.   
  
Hover over the storyboard image and mockup image if you would like to review them more closely.

Hover over each asterisk to hear more about each feature in this mockup.

All images should have alt-text that describes the image.   
  
This is helpful for learners who are unable to view the image.

If the storyboard indicates audio, video, interactions, etc., then the mockup should illustrate how learners will access those elements, e.g., with an icon.

In a low-fidelity mockup, we may use placeholders for some elements.

Low-fidelity just means that the mockup does not have to function.

We mentioned developer notes earlier.   
  
To elaborate on developer notes and the purpose of storyboards and mockups --- Envision that you are designing this module and someone else will develop it for you.   
  
Your mockup should clearly communicate your ideas to the developer so that they can develop the module exactly as you intend.   
  
If your illustration does not fully communicate your intent, you can include “developer notes.”

Notice that the mockup also illustrates the intended location of navigational elements.

Navigational elements may include a home button, the next button, and the back button. Navigational elements may also include buttons or tabs to a discussion form, to an activity, etc.

In summary...  
  
Storyboards and mockups are components of the “prototype” phase of design thinking.   
  
A storyboard focuses on the content for the e-learning module and how the learners will progress through the content.   
  
A mockup focuses on the look and feel of the module.   
  
The mockup should illustrate each element indicated by the storyboard.  
  
Storyboards and mockups are communication tools.  
  
They can be used to show stakeholders and developers your plans for the e-learning module.   
  
A developer (the person who actually makes the e-learning module) should be able to take your storyboard and your mockup and create the module exactly as you intend.

Please review the following statements and select all that are correct. Click "Submit" when you are done.

Thank you for engaging in this e-learning module about the prototype phase of design thinking.   
  
You should now be able to compare and contrast storyboards and low-fidelity mockups as used in the “prototype” phase of design thinking.   
  
Please contact your instructor, or instructor team, if you have questions.