

Assignment 3

Drawing stuff report

Flow Overstack Team

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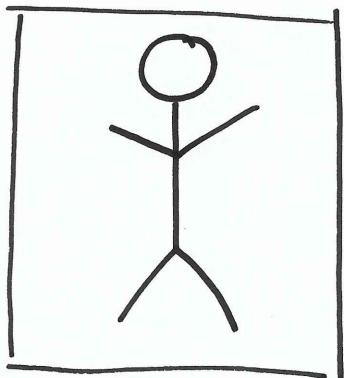
1 Introduction

Write a brief introduction referring back to your project and its basic concepts.

2 Persona

Describe briefly your design persona as distilled from the analysis of data gathered during Contextual Inquiry.

[PERSONA]:



- children
- ~12 years old
- middle school

Their role models:

- scientists
- artists
- singers
- actors
- youtubers ...

Their attitude to smartphones:

- used for entertainment, creativity
- time limit
- addiction awareness

Their attitude to learning:

- learning by doing
- innovative ways of learning
- self-teaching

Figure 1: Our persona

3 Ideation and sketching

Describe your ideation and sketching process and how these two activities fit together.

4 Workspace and materials

Describe your workspace and the materials you used.

5 Photos

If appropriate, show photos of your team at work.

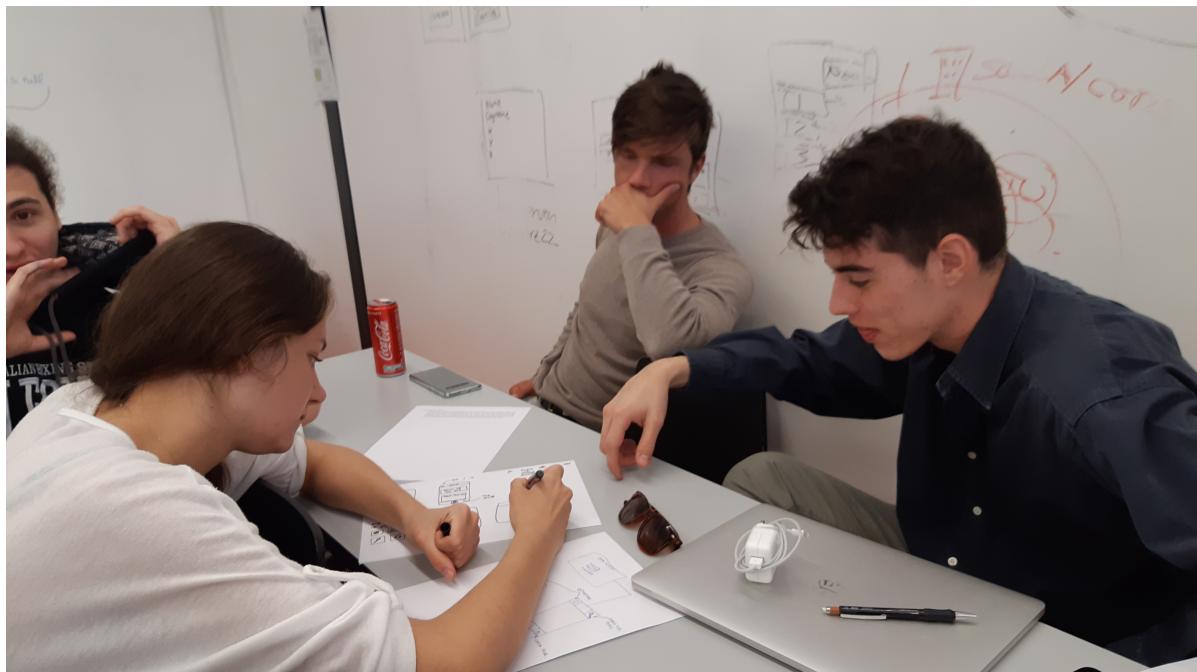


Figure 2: Our team at work

6 Sketches

Show scans of selected sketches.

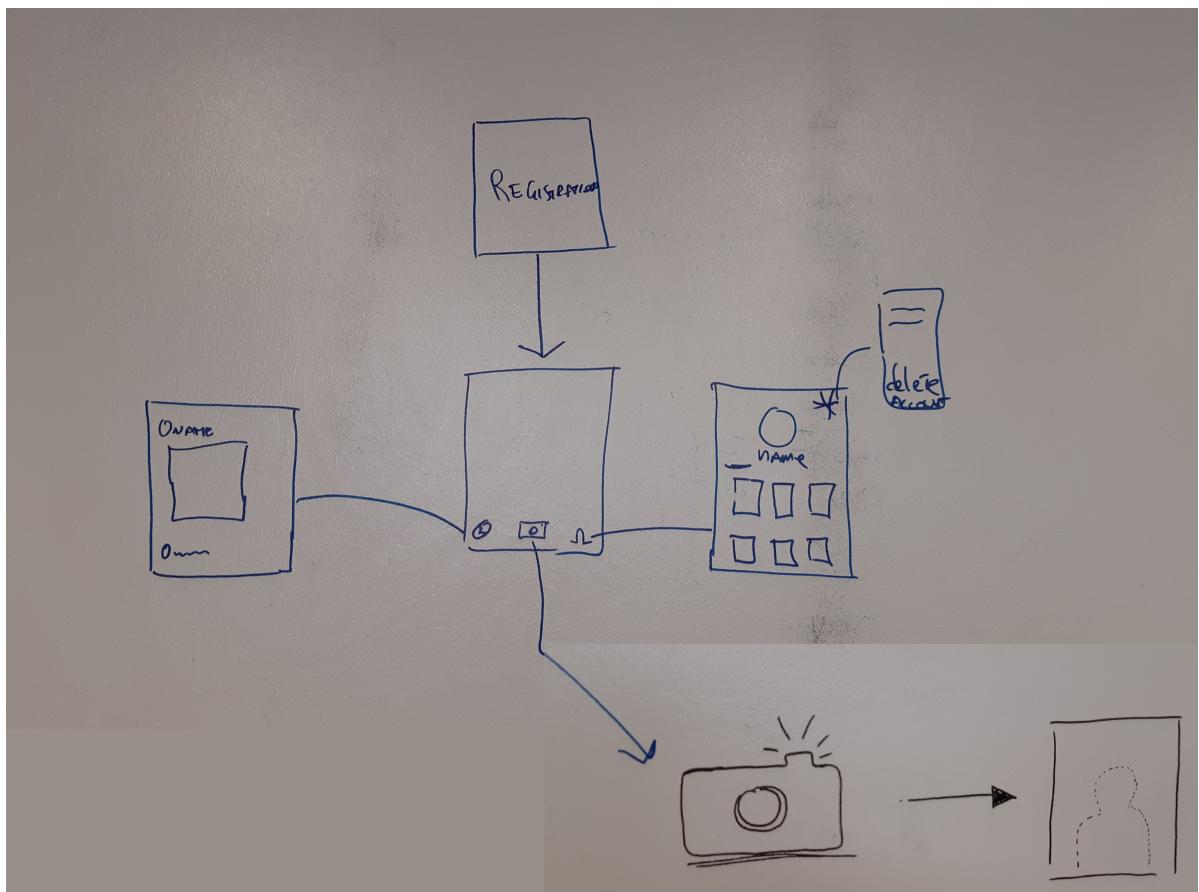


Figure 3: The very first sketch

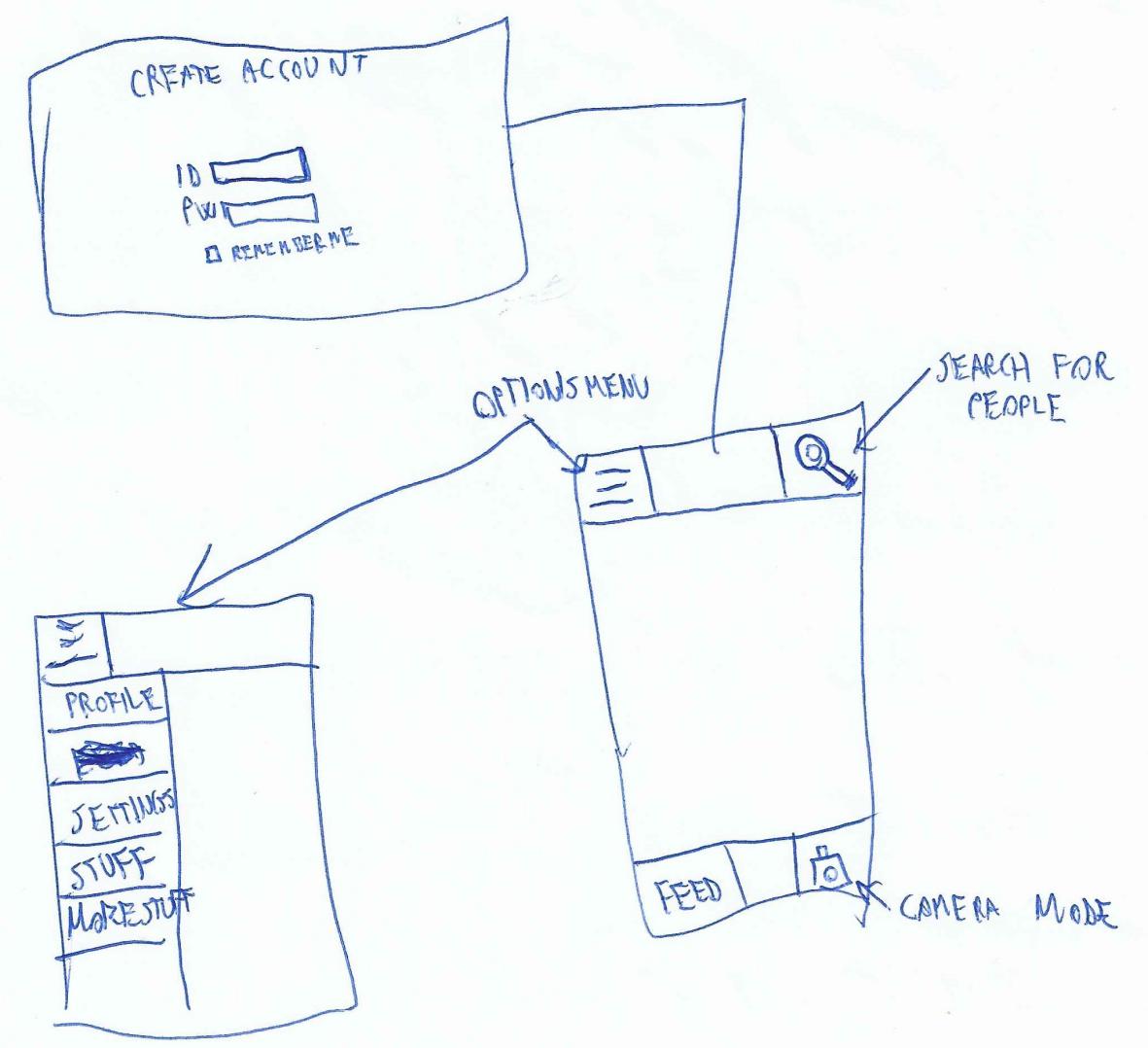


Figure 4: The basic idea

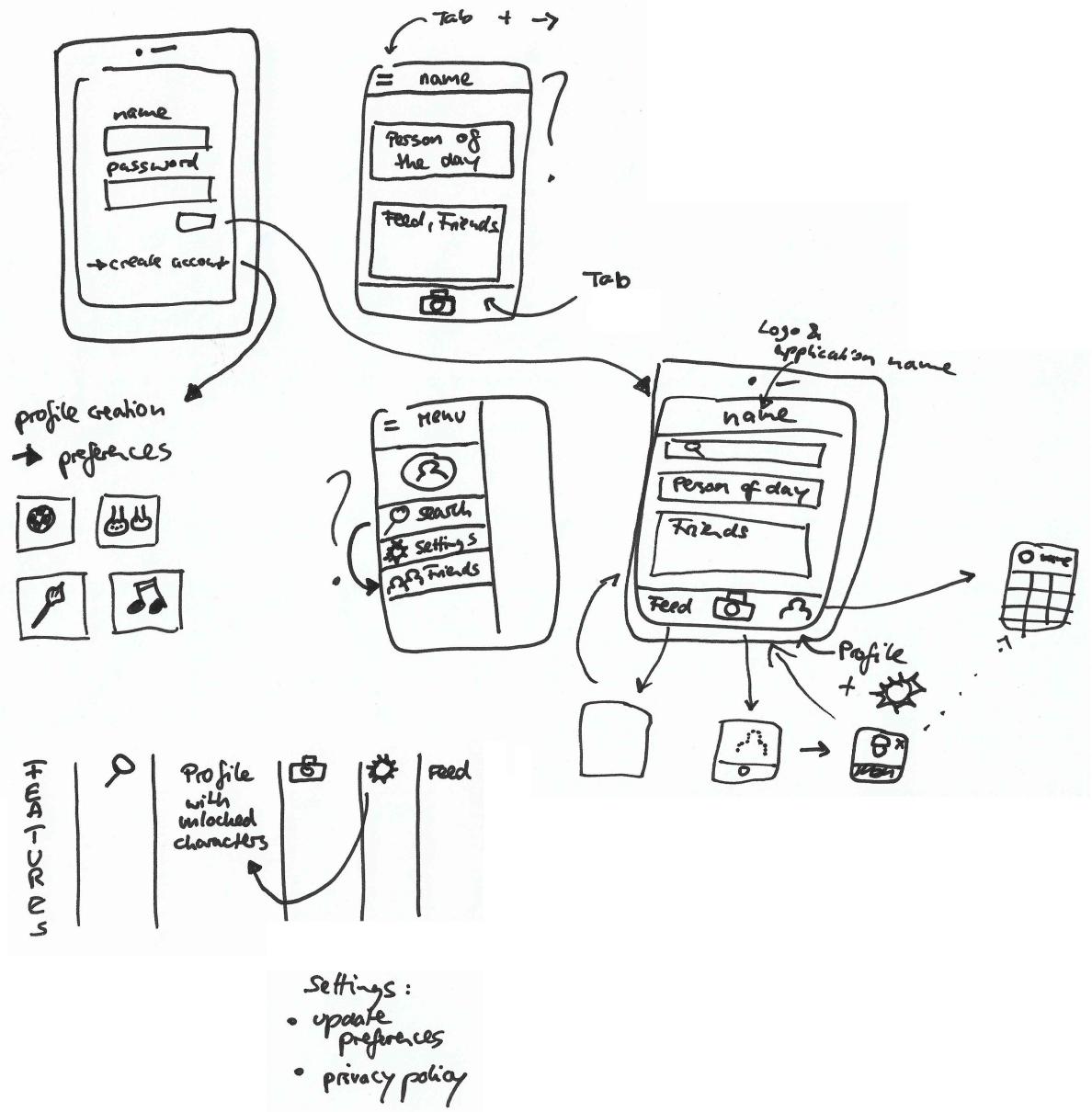


Figure 5: Adding complexity

7 Storyboard

Show your storyboard (probably as scans or photos), and explain the process very briefly. Explain the frame that shows the transition from one adjacent frame to another.

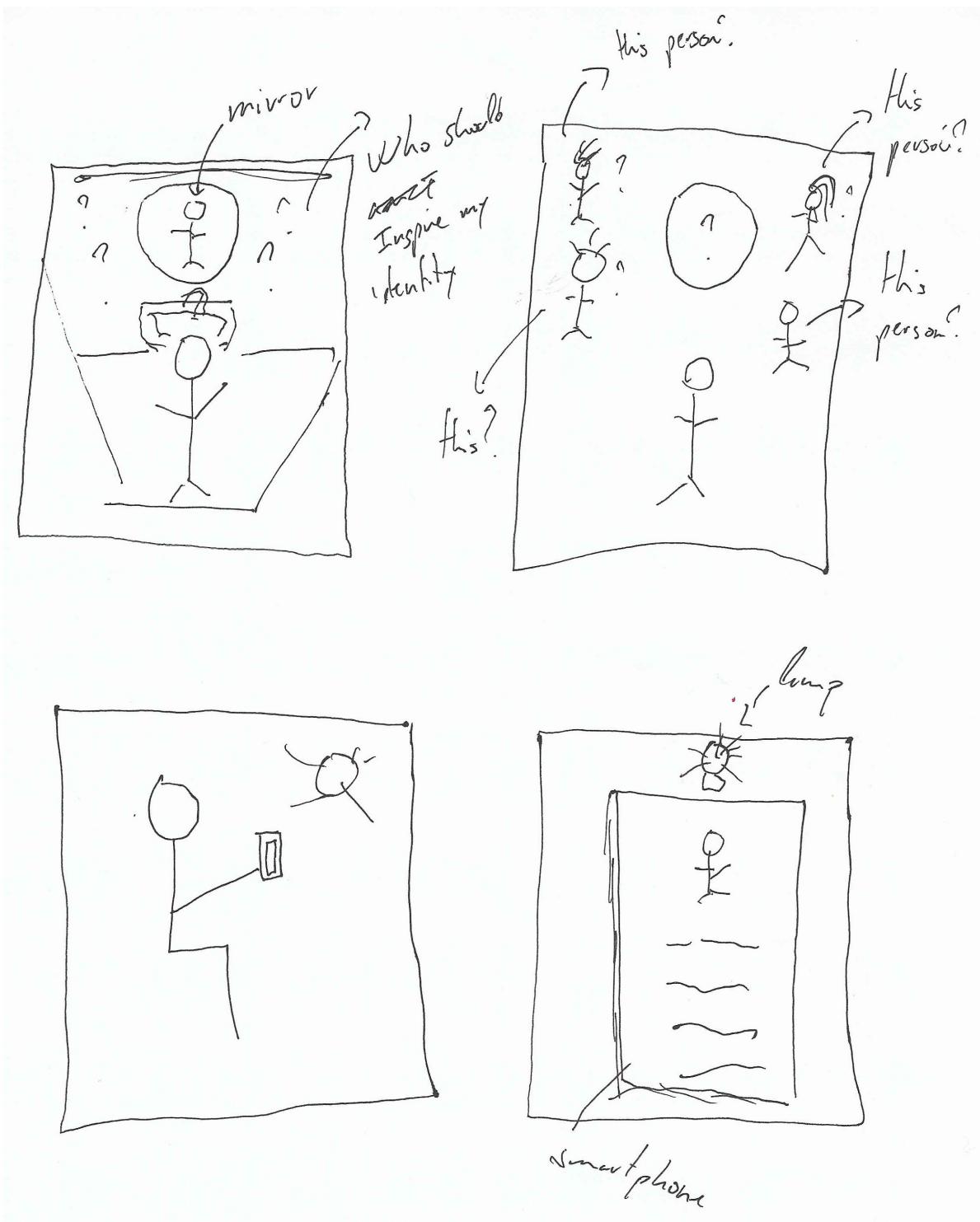


Figure 6: The First Story (by Filippo)

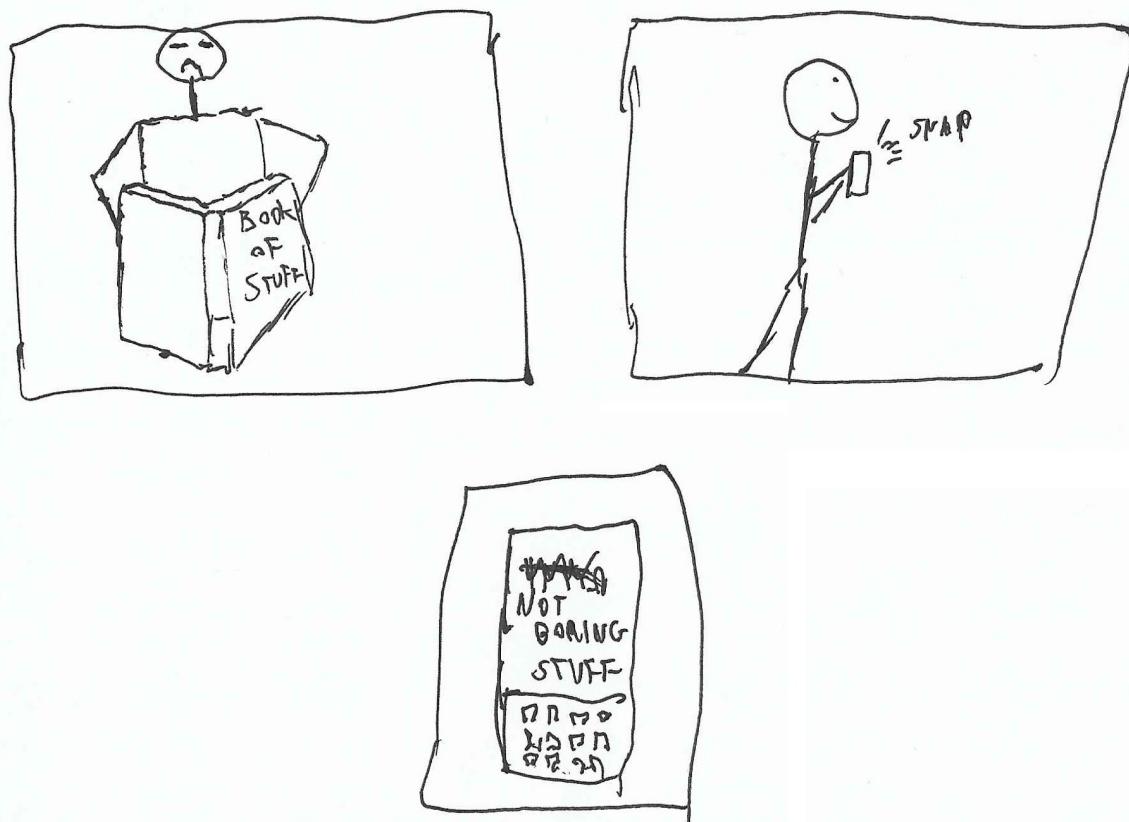
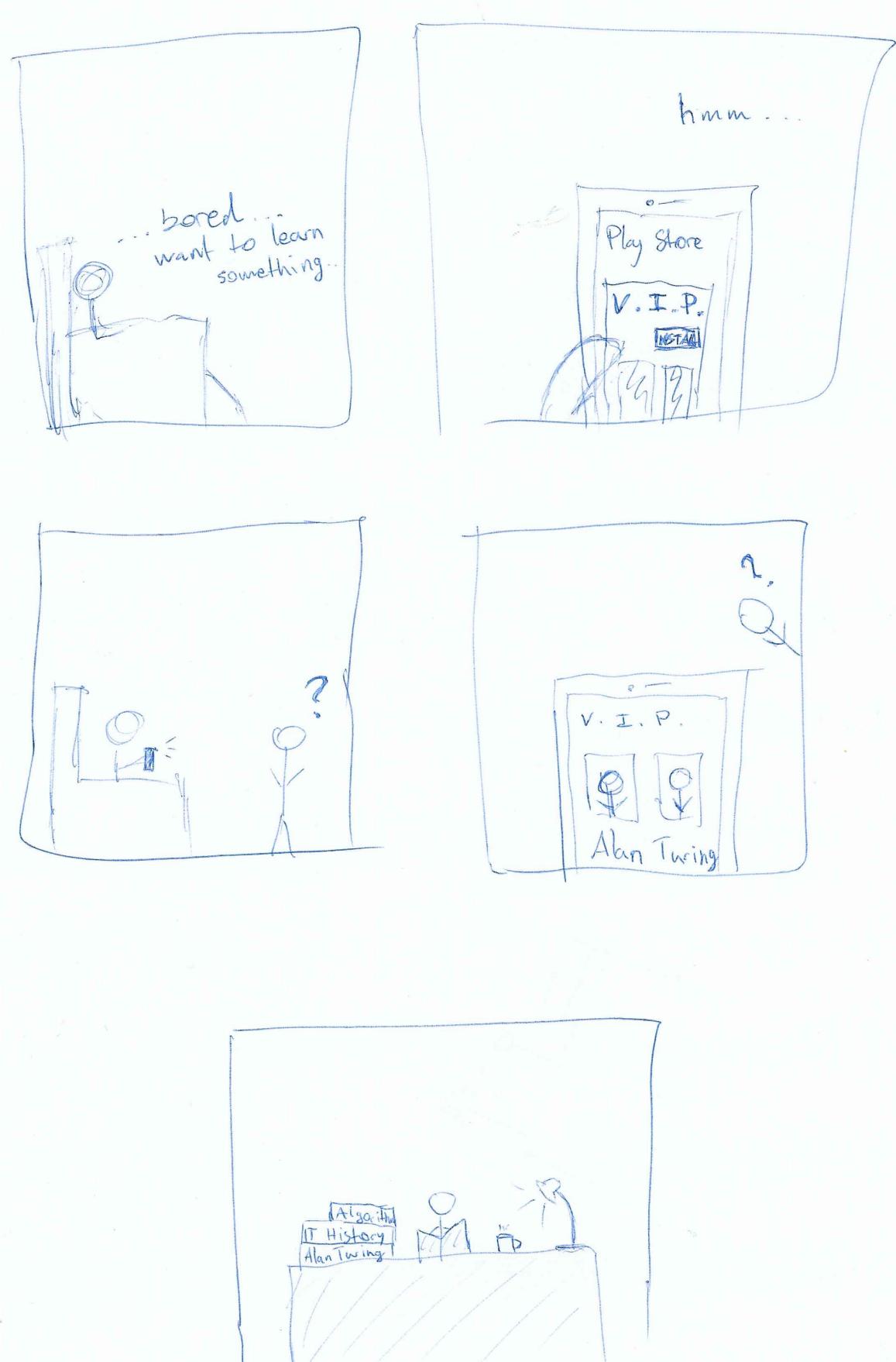


Figure 7: The Second Story (by Tommaso)



8 Wireframe

Make a wireframe representation of a set of related intermediate screen designs, corresponding to the usage/design scenario you used for the storyboard above. Show screen layout and navigation.

9 Conclusions

Write conclusions about what you have learned and progress in your project.