

About this activity:



A comic book style visualization of your written scenario, illustrating the use of your system through scenes and screens.

Before Starting This Activity:


Required: Participants must have at least 1 scenario which is to be illustrated.

Preparation: None


Activity Details:

Is an individual and/or group activity



Takes 30 - 45 min per iteration



Materials required:

- Whiteboard (recommended)
- 11 x 17 Paper
- Sharpie Markers

1

Using your **scenario** as a starting point, divide the story up into **individual sentences**.

On a whiteboard, **draw empty boxes (approximately 4" x 4")** for each **sentence in the story**.

Number each box sequentially.

2

Directly below each box, write the sentence from your scenario.

Each sentence should encapsulate a single idea or step in the story.

Tip: If you are drawing rapid sequences, or if two sentences describe a different view point of the same state, consider splitting the frame into 2 or 3 states with a thick black line.

3

Tag each box as a screen or scene. Include the **name of the character** and the **type of "shot"** you are trying to create.

If it's a close up shot - write "CU".

Over the shoulder - write "OTS".

Extreme close up - write "ECU".

Long shot - write "LS".

Medium shot - write "MS".

4

Inside of each box, **sketch what happens** in the scenario.

When you sketch **people**, emphasize **their hands and eyes**.

When you sketch **human touch points**, show **both humans in the frame at once**.

When you sketch **digital products**, first introduce the **product in context** (in someone's hand), and then **sketch** what the **user actually sees** on the screen.

5

Complete a rough version of your storyboard, share, get feedback, and refine the story. Stop this process only when the storyboard is self explanatory.

Find **someone who has not viewed this storyboard before**. Give them the storyboard and ask them to read the story back to you.

You will immediately **see where** the storyboard **needs refinement**. Do another version and share it again.

1.


2.

3.

CU - of Character

CU - of Screen

4.



Note:

- Start with stick figures or crude outlines of each element.
- After you get all of the elements in the frame, come back and add in more detail.
- Good sketches do not happen the first time. They almost always have multiple iterations.

5. Sketch, Share, Repeat