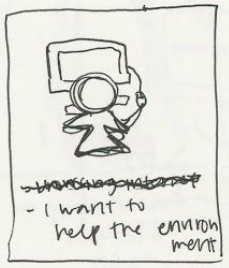
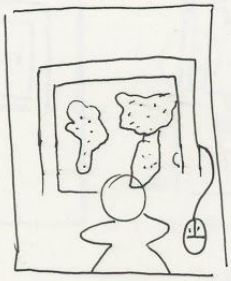
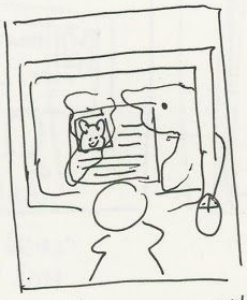
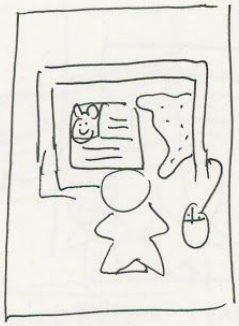
setting: home desktop
task: wanting to help environment

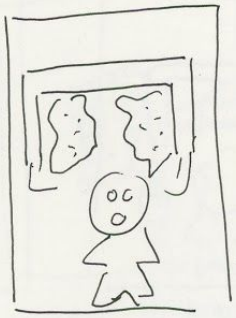
STORYBOARD 1

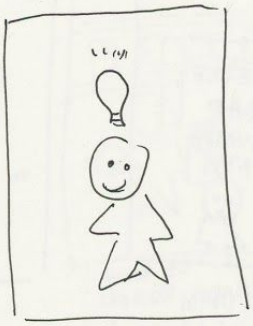


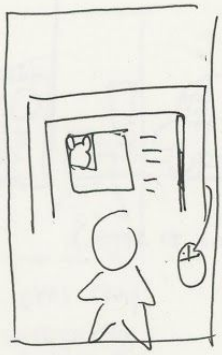

"click"


"omg so cute"


reads . . .


"They are dying! . . . ."


"I must help"

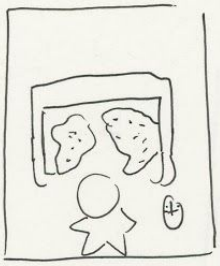

"scrolls"
"How can I help"

"there's hope!"

"~~Next~~ time I go grocery shopping I need to make sure to read the label and don't buy from unsustainable

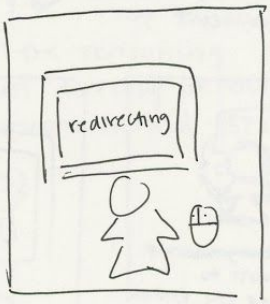
* add links →

STORYBOARD 2. "one example"



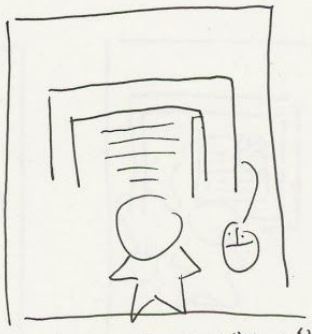
"How can I help"

"click on link for more info"

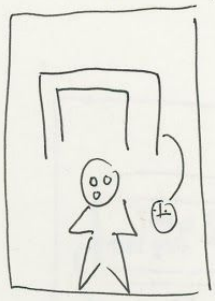


"OMG"

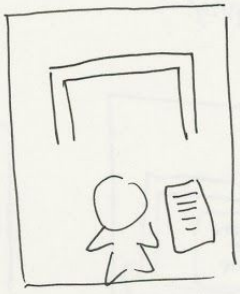
"scroll"



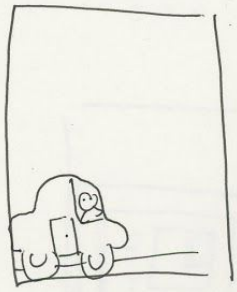
"keeps scrolling"



"OMG, there's so many companies that are bad for the environment"

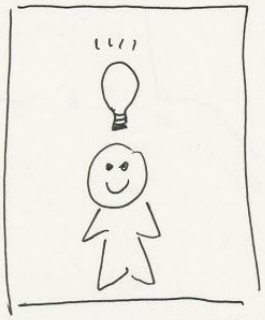


"need to make a list so I can check it when I go grocery shopping"

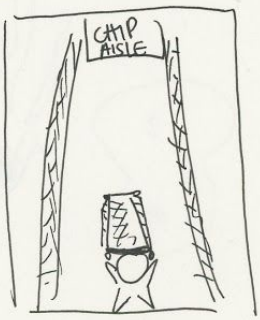


("going to store")

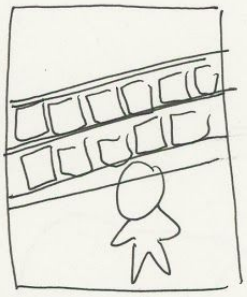
"pushes cart around store"



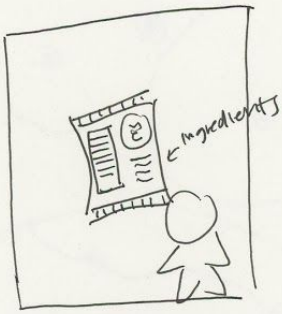
"I want chips"



"so many options!"



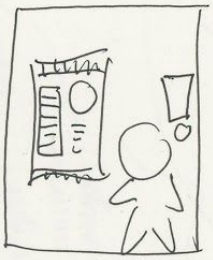
"hmm which one should I buy?"



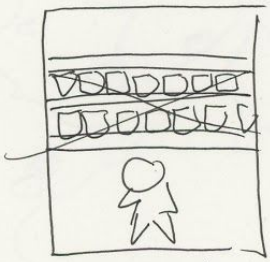
"need to read the ingredients to check if..."

or

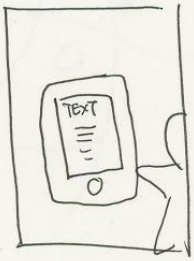
"need to check the list I made w/ the bad companies"



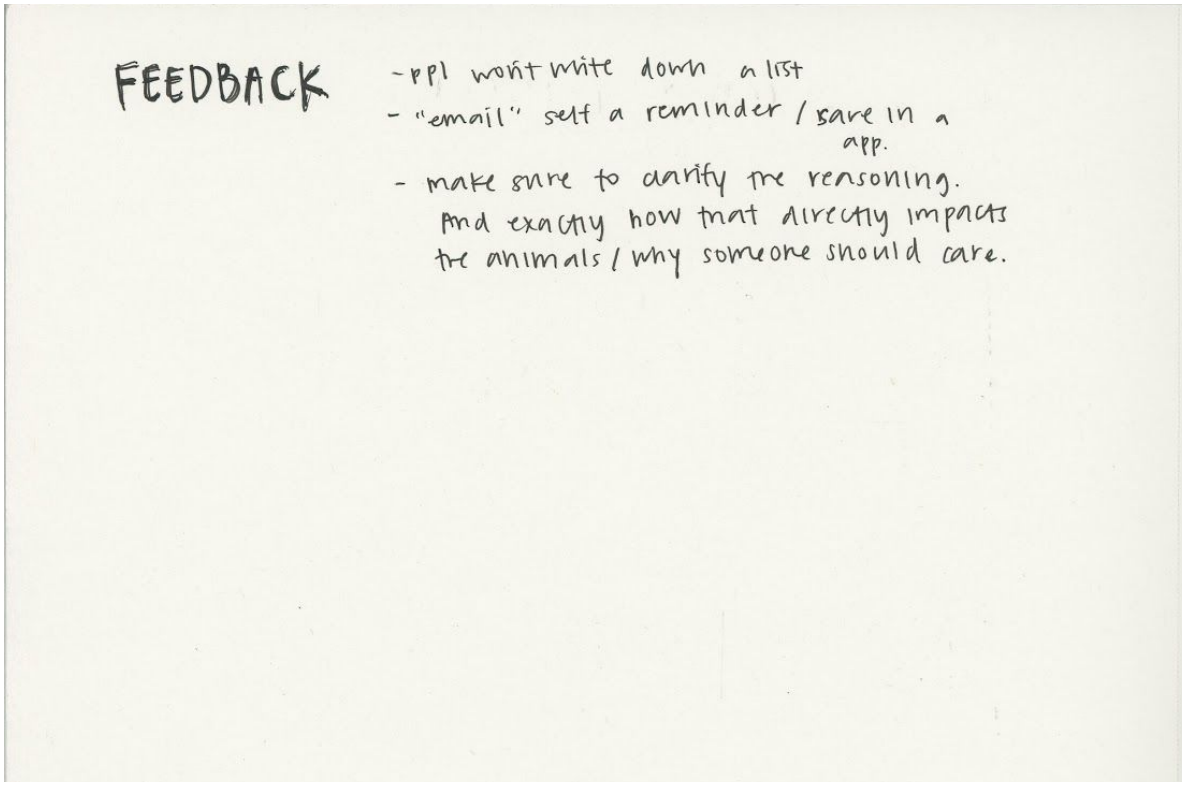
"this ones okay! All sustainably produced"



"Almost all of these are unsustainable!!"



"need to inform all my friends about this"



Summary

Through this activity, I learned about the things that my project needs in order to fulfill the user's needs. My interactive map will contain a bunch of dots that when clicked on will reveal the endangered species in that region and the issues in the region that are causing the endangerment. In order to let the user fully understand what the goal of my project is, I need to make sure that there is an order in which they view the project. For example, the user needs to go on the map, click on a dot, read the information on the popup and at the final step read the "how to help" section. Getting the user to take action is the main goal of this project. When discussing my storyboards with my partner, the sequence and end goal wasn't as clear as it should have been. Another thing that must be specified is some sort of background information about the causes of each problem in the region. My partner wanted to know how their actions would help the cause directly. After doing this activity, the user goal is much more clear and I am now focused on implementing them in order for the user to get the best user experience.