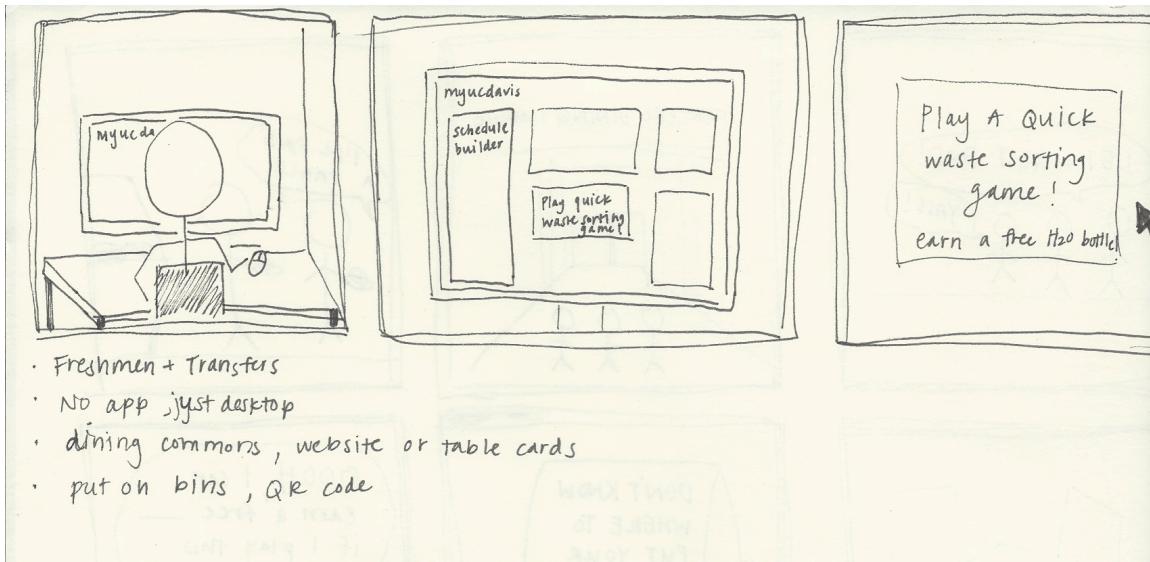


## Storyboards

Originally, I was thinking of either making a website that would be an interactive game to teach users how to sort their waste on campus. The website would be accessed from the myucdavis homepage since a lot of students go to that website to build their schedules and access different resources.



After discussing my first storyboard, I realized myucdavis would not be the best location to access the game. Instead, it would be better if students, faculty, or staff could see the game advertised in the locations where they are buying the products they will dispose. Therefore, I changed the location to one of the dining commons on campus. Users would see small standing cards on tables or by trash bins that advertise the interactive game. The advertisement would have a url address or QR code to direct users to the game. It will also provide some sort of incentive to play the game, such as earning a free water bottle.

