

Concept Video (Group)

Due: At the start of your studio (Thur/Fri Jan. 27-28)

Overview

The goal of this assignment is to continue to learn how to brainstorm on design ideas and turn these ideas into a concept video. This assignment will help you to learn how to both deepen your solution and better present your design ideas and, more importantly, the **context** of your project to an audience outside of your immediate team.

Project Requirements

1. **Market Research:** Find at least one product operating in a similar problem space as you, and do some market research to understand how their solutions differ from yours, what has (or has not) worked for them, and what makes your solution concept unique.
2. **Brainstorm Tasks:** Analyze new and existing tasks that your product enables. Describe **three to five tasks** in moderate detail that users will perform with your top solution ideas. There should be at least one each of simple, moderate, and complex tasks. Note: tasks **do not say how** to carry out the activity, **but instead say what** the user is trying to achieve. Focus on user behavior, not features. Label each task as simple, moderate, or complex.
3. **Video Planning Storyboards:** Now you need to storyboard at least **three scenes** where actors will carry out the tasks you have defined (more scenes may be hard to follow). These are **video planning storyboards** that you will use to shoot your video (use large Post-it notes, large index cards or half a sheet of letter sized paper -- you can upload into Figma or Miro for collaboration, but sketching on paper is usually the fastest). Focus on the **context** and the **actors** that will be demonstrating your problem area by **telling a story**. Also design **dialogue**, the **shots** (angle/zoom), and how your proposed solution fits into the **story**. Try to **run these by your CA before you start filming** to make sure you are on the right track.
4. **Video:** You will create a concept video **illustrating at least 3 tasks**. Make sure to **set up the story at the start** of your video. The video should **focus mainly on the concept and context** rather than the user interface. If you feel like you need an interface in the video to convey the story, use paper and pen or a digital sketch (see 1:16 in the [Cookable Concept Video](#)) or very large, simplified text/graphics (see 1:01-1:08 in the [Munch Concept Video](#)) to simulate the interaction.
5. Refer to the lecture slides and [examples from previous classes](#), for more information on how to create a concept video (as opposed to a video prototype). **Your video must be under 2 minutes in length**. Under 1:30 would be even better!
6. **Value in Design:** Reflect on your solution's embedded values. Are there conflicting values? If so, how are you addressing such conflicts?

Note: There will be a half-lecture on values in design on Monday, Jan 24 to help you with these questions. Please reach out to your CA as well!

Deliverables

Five Slides

1. **Project name, Value Proposition, Problem/Solution Overview:** Your title slide should include the **name of your project**. The value proposition should concisely convey what customers get out of your product in a **short phrase** (e.g., stripe.com “Payment infrastructure for the Internet”, evernote: “Remember everything!”). Your problem/solution overview should be a concise statement (1-3 sentences) of the problem you are tackling and a brief synopsis of your proposed solution.
2. **Market Research:** Present your findings here.
3. **Three to Five Tasks:** Capture the core tasks that your project enables. Together, they should capture the core value prop of your product and address the problem you’re tackling. Label them as simple, medium, and complex.
4. **Values in Design:** Include a statement about the values embedded in the project and how you intend to encode these values.
 - Are there conflicting values?
 - If so, how are you addressing such conflicts?
5. **Video Storyboards:** Storyboard three different scenes (corresponding to your 3-5 tasks above). Make sure to focus on how you would prepare and organize them for your filming (i.e., angles, zoom level, actors, dialog/narration/captions).

Note: there will not be a formal presentation of these slides. They are simply used to document your work process.

Video

Use [Handbrake](#) to compress your video before uploading to your project website, while maintaining high resolution. Make sure the video on your website is **downloadable**. Also upload versions of the video to YouTube or Vimeo. On your site, include links to **both versions** (local & YouTube/Vimeo) of the video you created. Remember to have credits at the end with your names (First Name and Last Initial), the course name and year, and planned URL to your project (e.g.,

[https://hci.stanford.edu/courses/cs147/2022/wi/projects/\[STUDIO NAME\]/\[PROJECT NAME\]](https://hci.stanford.edu/courses/cs147/2022/wi/projects/[STUDIO NAME]/[PROJECT NAME])).

Contact your studio CA to make sure you have the correct studio name in the URL.

Below are some additional examples of successful videos from past years:

- [Ven](#)
- [College Companion](#)
- [ALTogether](#)
- [Canopy](#)
- [Thread](#)
- [Solas](#)
- [Cabana](#)
- [Off](#)
- [Lessonly](#)

Grading Criteria

We want to make sure you can communicate both the value proposition and the problem/solution overview for your project succinctly. These items will be graded on clarity and how quickly they get the point across to a reader (value propositions are short). **Make sure to also have a catchy name** for your project/product.

Your tasks will be graded on how well they **match the needs of your target user**, **represent real goals** they might have, have **variety**, and are **complete tasks** (rather than sub-tasks) that have the necessary **details**.

We also want to make sure you know **how to use storyboards to plan** your video shooting. You will be graded on how well these video planning storyboards document the scenes in your eventual video.

Finally, you will be graded on **how well your video illustrates each of the key tasks and sets the context for the problem** you have identified and the solution space, as well as implies how your product will be used (**without details of the UI itself**). The context or backstory is what is crucial here. Production values in terms of **quality/variety of shots, rhythm, music**, and overall quality of **story** will also be considered. Lastly, we will grade the video on **length** (2 minutes or less – less is more)!

- ___ Title, Value Proposition, Problem/Solution Overview (10 points)
- ___ Market Research (5 points)
- ___ Tasks (20 points)
- ___ Values in Design (5 points)
- ___ Video Planning Storyboards (10 points)
- ___ Concept Video (50 points) (Task illustration, context, solution illustration, production values, story, and time limit)