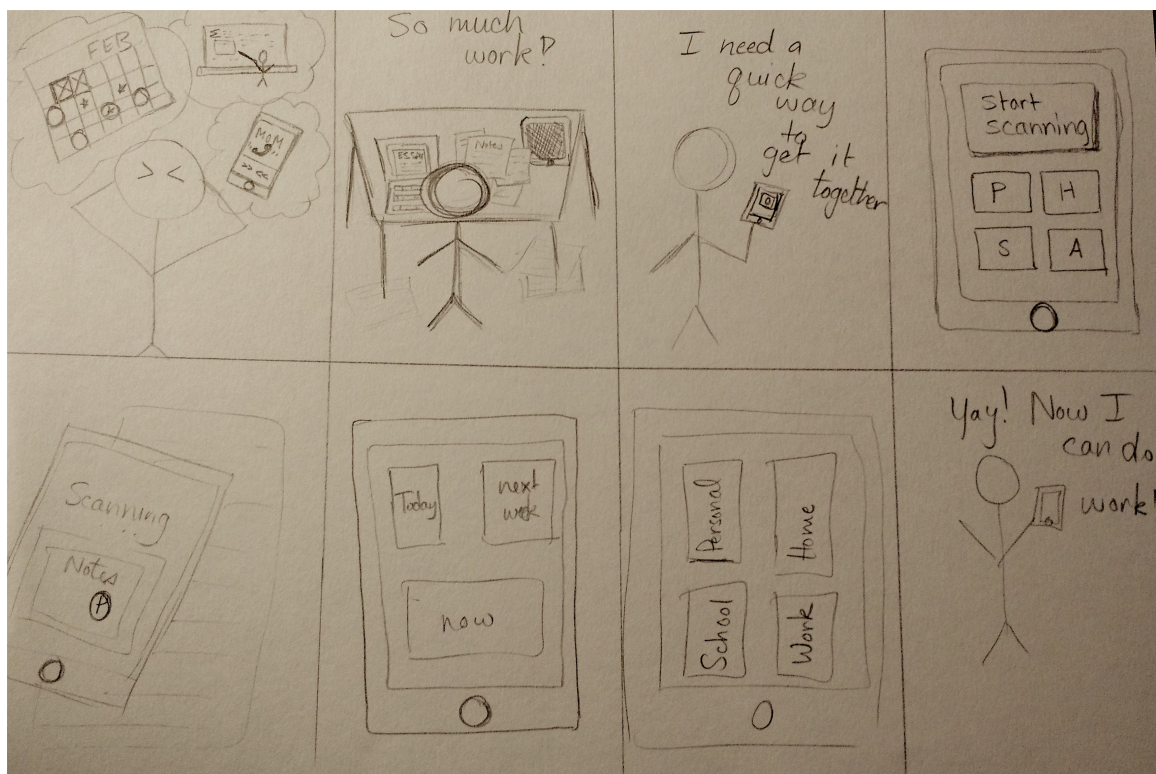
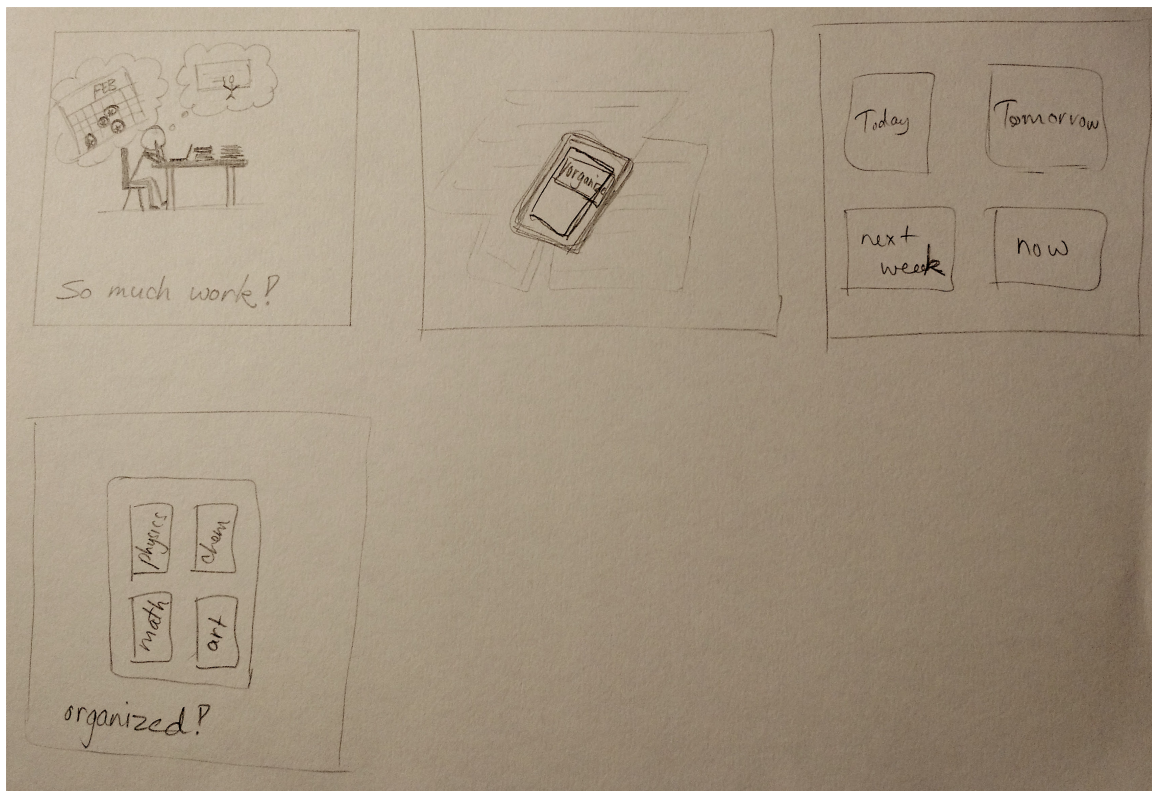


Storyboards



For round one of the storyboarding exercise, I attempted to portray a situation where a user is experiencing a problem that my project idea could fix. The user, or "student" in this scenario is going through a period of stress due to deadlines and too much work on their hands. The app is shown on a phone with a large button that says "ORGANIZE" which when used, organizes the work by date and subject, solving the issue. I could have further shown in my sketches that the project was successful by depicting the user in a joyful manner, and I could have elaborated on how exactly it solved the issue, which I attempted to do in the second round. For round two of the storyboarding exercise, I provided more details on how the app could work by scanning in a symbol which interacts with recognition software and quickly categorizes the notes into folders or containers organized by date or subject. I tried to convey that the folders are customizable by using letters rather than names. I showed a more detailed interface in these sketches and also a happy user in the last pane. I received a few suggestions that I definitely plan to incorporate into the plan, such as narrowing the functionality to work without augmented reality, which I believe may be an unnecessary component. I think I may change the focus of the app to better suit a task manager and organizer for tasks entered in by the user while having it connect to UC Davis classes by providing an interactive interface that allows for better goal/time management between professors and students.