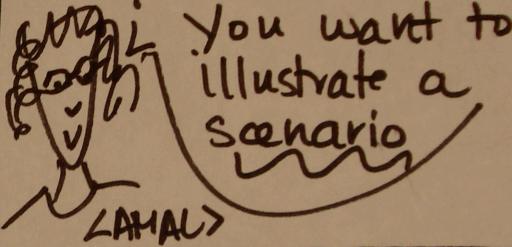
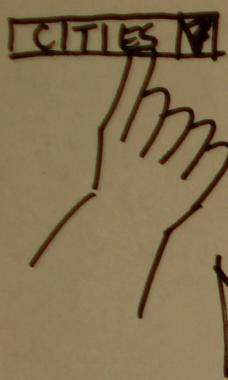


AMAL'S guide to Storyboarding!

The main point of
storyboarding is to
understand how
your product fits
in w/ the world.



THE GIST



NO!

DON'T USE THIS TO
ILLUSTRATE ALL THE UI
FEATURES & COMPONENTS...*

*this is what paper
prototyping is for!

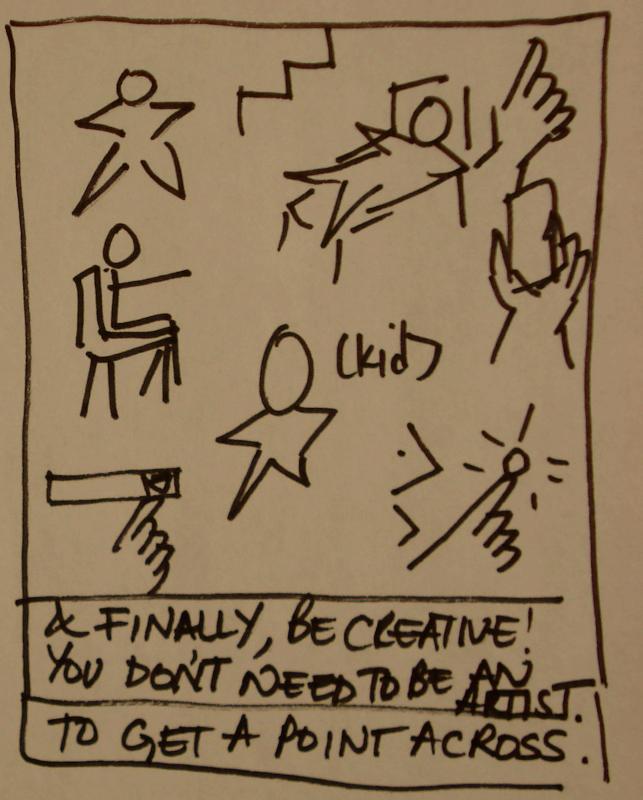
RED & SEAN WERE
BORED AFTER GOING TO
THE BLUEGRASS FESTIVAL,
& DECIDED TO FIND OUT
WHAT ELSE THEY COULD
DO...

O - DUDE,
WHAT
DO WE
DO?!

[RED]

O - LET ME
USE
TOURSAFARI
ON MY
iPhone!
[SEAN]

INSTEAD, SHOW WHY &
WHEN features would be
used



Summary of Points to Consider...

Setting

- people involved?
- environment?
- task being accomplished?

Sequence

- what steps are involved?
- what leads someone to use the app?
- what task is being illustrated?

Satisfaction

- what's the motivation for the user?
- what's the end result?
- what need are you "satisfying"?

Things to think about when sketching

