

Design for Interaction Lab 5: Storyboard Exercise

You work for a design consultancy which has been approached for advice on a new design of ATM (or cashpoint) machine. You have been asked to investigate alternatives to the traditional system design based on enhanced technology. Rather than having the usual sets of buttons down each side of the screen, the system will use touch screen technology to develop a more intuitive and friendly user experience.

Your task breaks into 2 parts.

1. You should produce a storyboard for the interface of your new ATM design. This can be either paper-based or created in any suitable drawing application. Your storyboard should consist of a set of screen layouts showing the location and function of the various onscreen elements, along with a flowchart showing how these screens are linked. The basic tasks your interface must allow are:
 - a. Checking account balance
 - b. Changing PIN
 - c. Withdrawing cash (in suitable amounts) with or without a receipt.You should bear in mind the principles of usability discussed in class, especially those of consistency, visibility and feedback, while being as creative as possible with your screen designs. You can incorporate additional functionality if you wish as long as it doesn't detract from the required tasks.
2. You should produce a basic working implementation of your storyboard, using Flash or a similar content development tool, as a demonstration of your prototype. In your movie, touch screen interaction will be simulated by mouse clicks, so you will use buttons for the navigational elements of your interface. Note that if you include a set of numeric buttons in your touch screen interface (e.g. to enter a PIN), it isn't required that you make them fully functional.

You should retain your work for future reference and with a view to possible inclusion in your assessment portfolio.