IDSE 201
Assignment 3:

Storyboards

Due 11/17

Description: Now that you've defined the key use cases your product will support, it's time to start imagining how it will play out over time. Scenarios are a way to begin verbally exploring how time and context will come into play with your product, and act as a script for visualizing the user's experience, or storyboarding.

Scope

Base all of your work on the topic of your current project; use your evolving research and thoughts from the project class to drive this work.

A. Develop a storyboard describing how a user might use an iPhone application to navigate through the system you've just mapped:

1. For each scenario you've written, create a sketch of a storyboard.
2. In each frame, consider what element of the story you are trying to communicate: context, interactivity with your system, interaction with users outside of your system, etc.
3. Continue to sketch and refine people, environments, dialogue and rudimentary web app user interfaces. [Refine over and over].
4. Focus on balancing brevity (no more than 8 frames per storyboard) with rich description. Reference findings from your research, and pull in language and behaviors that inspired your design wherever possible.
5. Produce digital versions of the storyboard in Adobe Illustrator or Photoshop.

Deliverables

Deliver the following items:

1. **Storyboards.** For each scenario, at least one storyboard. These storyboards should be 1 page each, and clearly communicate the key use cases for your product. *(80 points)*
2. **Storyboard organization.** Storyboards should, themselves, be a narrative. Organize them in an order that tells a narrative across storyboards – introducing the reader/viewer to your product progressively. (*20 points*)

Storyboards	**Weight**
At least one storyboard per documented scenario	20
Storyboards are simple, understandable and executed at an effective level to communicate one concept	30
Storyboards are visually clear and utilize principles of information architecture	20
Storyboards provide a good balance of context, people, dialogue and screen/service elements	10
Storyboards are organized as a narrative of the product or system	20
	100