Storyboards
What do people use microwaves for? Why might they need an app?
Microwave app requirements

- Display status of the microwave (off, on, full, empty)
- If full, see when the timer went off
- Read temperature of food
- Peek at food (video of food)
- Remotely set new power level and time
- Remotely start/stop microwave
Rough approximation of the microwave app last year’s class developed
Rough approximation of the microwave app last year’s class developed
So we have an idea, but it isn’t really thought through very well yet
Storyboards
Storyboards

• Series of sketches showing how a user might interact with the technology or progress through a task

• Often used with a scenario to bring in more detail and context

• Pros
  • Simple to design by yourself
  • Makes you think through the process of how something will be used and identify needed features
  • Useful for communicating ideas

• Cons
  • Rough sketches, not everything can go in
  • Limited in scope, impractical to use on a whole project
Sketching

- Sketching is important to low-fidelity prototyping

- Don’t be inhibited about drawing ability. Practice simple symbols

**Figure 11.5** A storyboard depicting how to fill a car with gas
CHECKER APP (ALICE)

1. **Rec+**
   - certificate
   - last updated:
   - last checked:
   - Install
   - Analyse

2. if OK, check policy

3. download app

4. generate cert / check cert

**Analysis**
- Policy invalid!
- Here's why:
  - [x] no big data
  - [ ] only on button

**What policy profile?**
- [ ] employer
- [x] home

(dependent on results)

**Policies**
- employer
- home

**Policies**
- all apps
  - [x] no big data
- [ ] change settings
- media apps
  - [x] only on button
- [ ] no SMS

- default

>Edit

Save
Storyboard around microwave app

1. Bob and Charlie are roommates.
2. Who both use their microwave to cook dinner.
3. Bob downloads the microwave app.
4. Bob tries all the buttons on the new app.
Tell a clear story about how technology will be used in context.

Bob makes Popcorn

1. Popcorn says to microwave till the bag inflates.
2. Bob puts popcorn in the microwave and starts it.
3. Bob goes and watches his movie and the popcorn at the same time.
4. Bob sees the bag expand and hits stop.
5. Bob eats popcorn.
You might have noticed that I can’t draw

- That is ok. Storyboards do not need to be perfectly drawn, they just have to be clear enough to get the idea across
- Poorly drawn storyboards are actually better for getting feedback from users on important things

Is green a good choice?
Do “on” and “full” make sense?
Is having a microwave here too gimmicky?
Storyboards are used for:

- Getting feedback from users early in the process
  - In focus groups to see what people’s initial reactions are
  - With customers to see if your idea matches theirs
  - With potential users to quickly see if something makes sense
  - With client or boss to clearly articulate an idea

- Helping you think through your design
  - Forces the designer to step through how something will be used
  - It didn’t occur to me that the microwave video screen might need a large “stop” button till I drew the Bob storyboard. Now it seems obvious...
Rough storyboards let us get high level feedback from users early in the process.

1. Bob makes popcorn
2. Popcorn says to microwave till the bag inflates
3. Bob goes and watches his movie and the popcorn at the same time
4. Bob puts popcorn in the microwave and starts
5. Bob eats popcorn

This video would be really useful.

Green for “full” makes no sense.

It would be annoying if my flatmate had his phone on during a movie.
If I show a potential user a nicer drawn image I will get different feedback

Can’t you find a nicer looking graphic?

The white bit doesn’t perfectly line up with the red bit.

I don’t like this color of blue