

Storyboards



DAEWOO

8:8:8

- Auto cook menu
- 1. Bread
- 2. Soup
- 3. Baked Potato
- 4. Fresh Vegetable
- 5. Frozen Vegetable


**AUTO
 COOK**


Power


Defrost


Clock


Beverage


Pasta


Frozen Pizza

10 min.
1 hour

1 min.
10 min.

10 sec.
1 min.

STOP/
 Clear

START/
 +30 sec

KOR-6L6BD

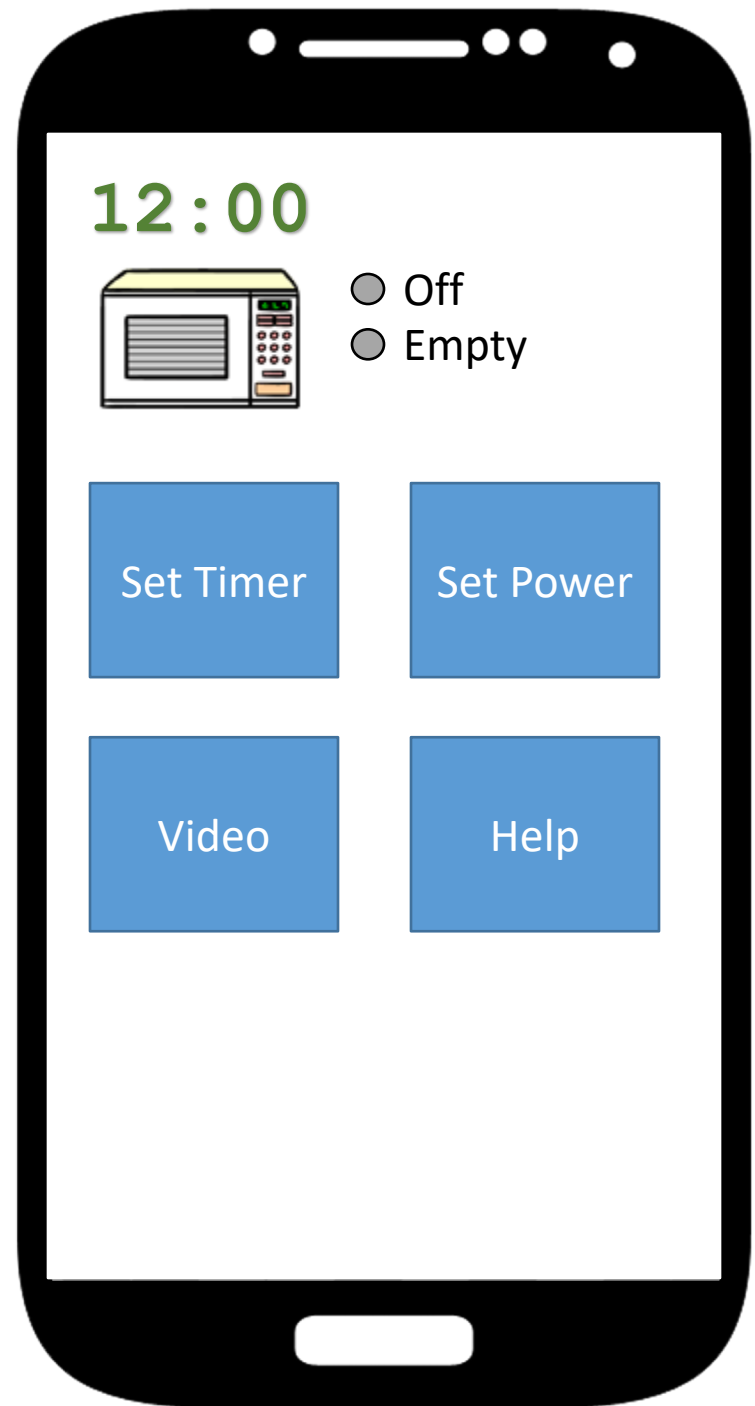
 800W
 E

**What do people use microwaves for?
Why might they need an app?**

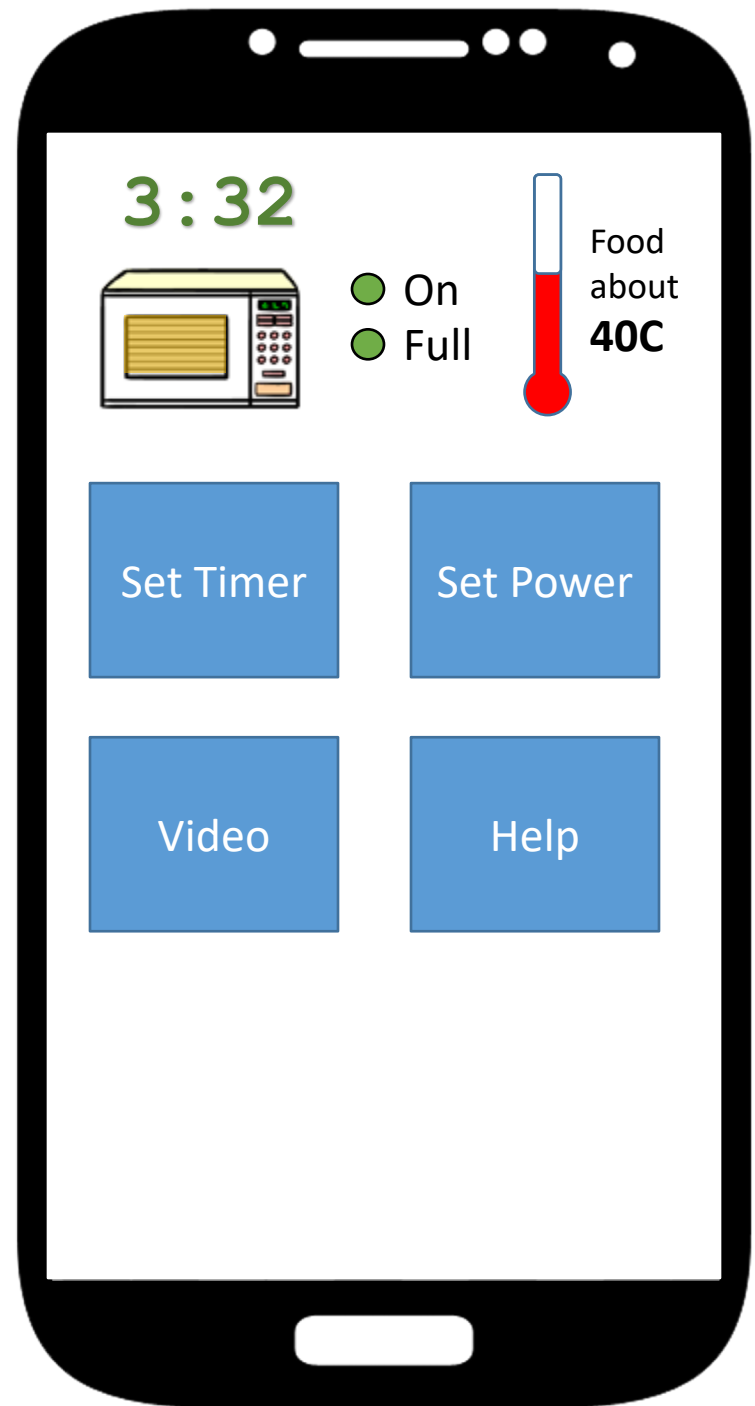
Microwave app requirements

- 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
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**So we have an idea, but it isn't really
thought through very well yet**

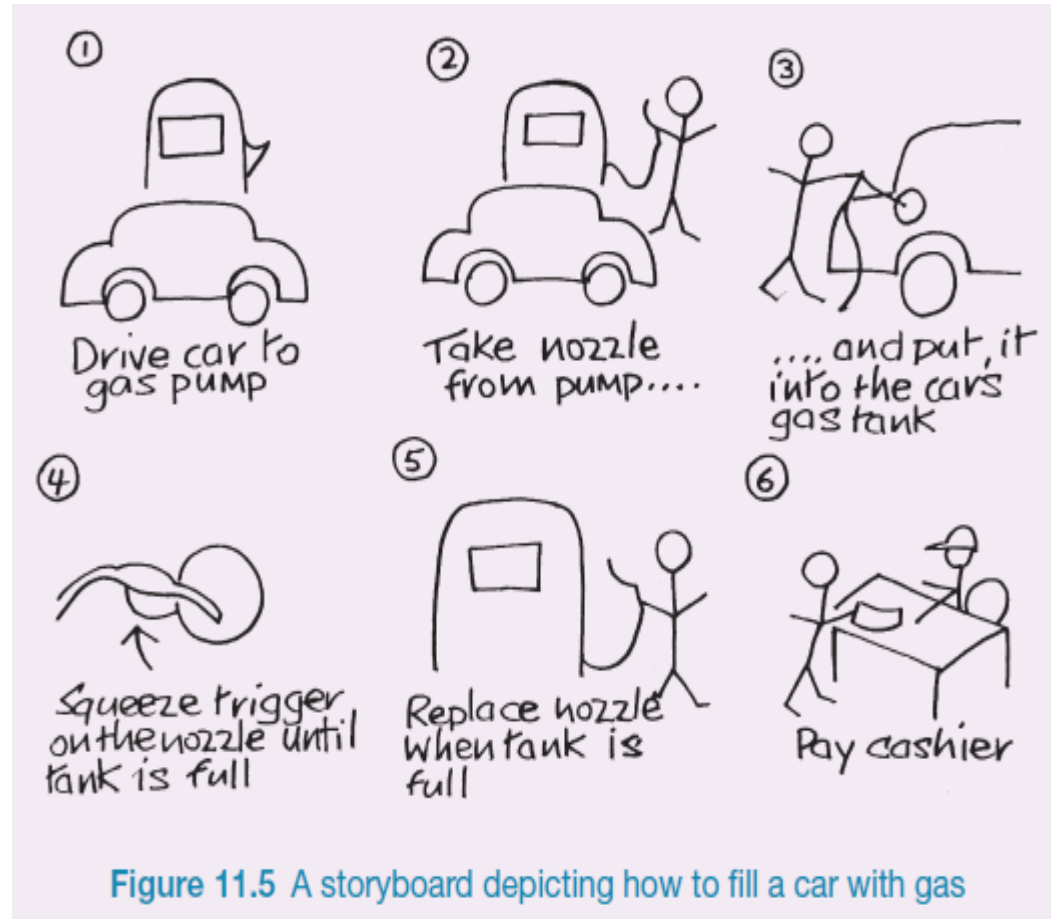
Storyboards

Storyboards

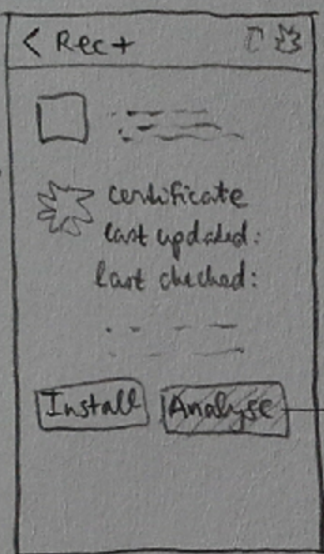
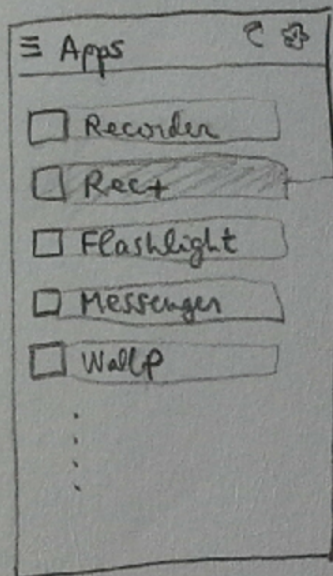
- Series of sketches showing how a user might interact with the technology or progress through a task
- Often used with a scenario to bring in more detail and context
- Pros
 - Simple to design by yourself
 - Makes you think through the process of how something will be used and identify needed features
 - Useful for communicating ideas
- Cons
 - Rough sketches, not everything can go in
 - Limited in scope, impractical to use on a whole project

Sketching

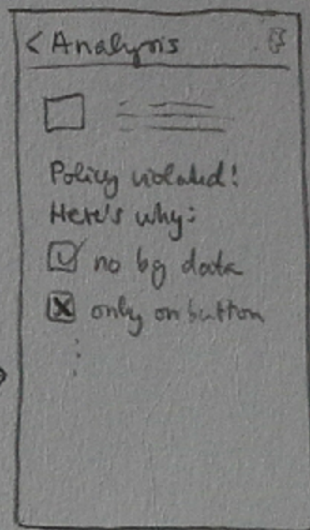
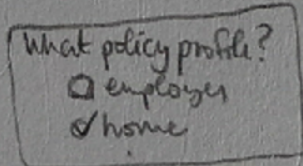
- Sketching is important to low-fidelity prototyping
- Don't be inhibited about drawing ability. Practice simple symbols



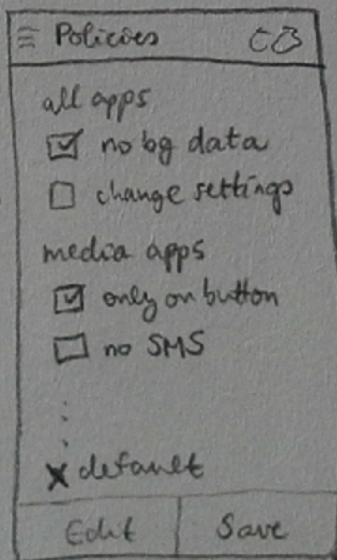
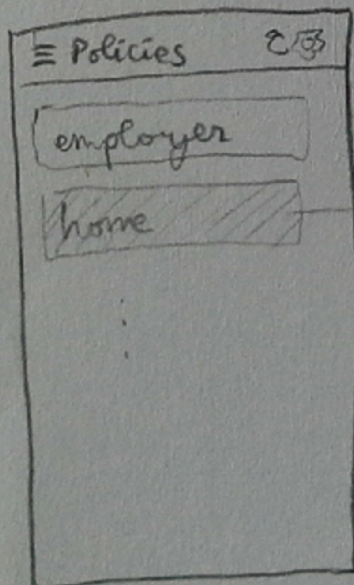
CHECKER APP (ALICE)

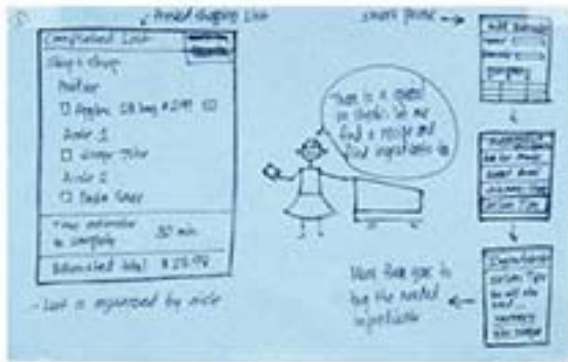
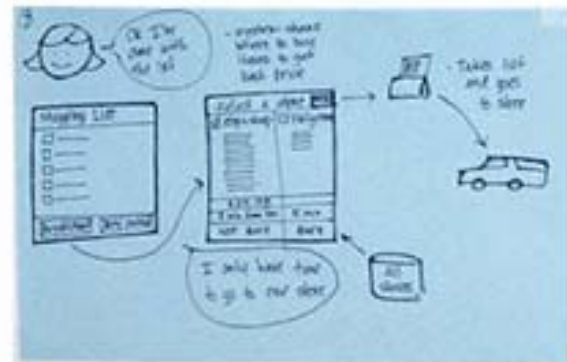
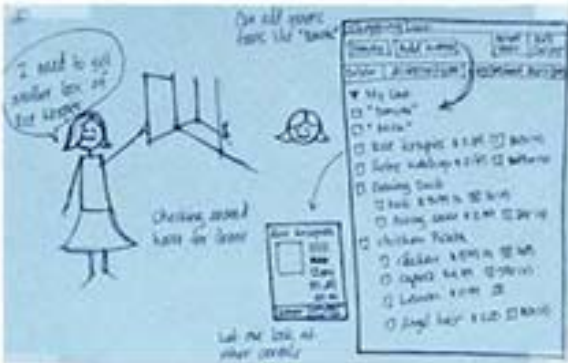
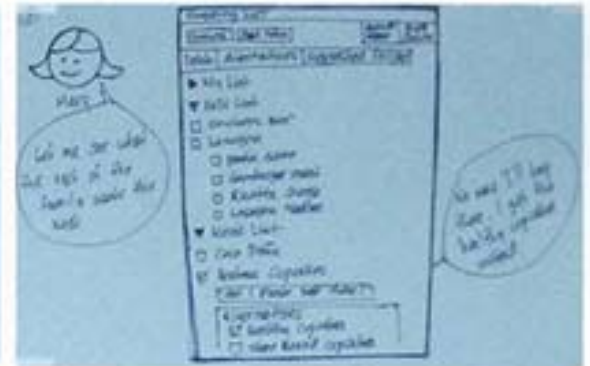
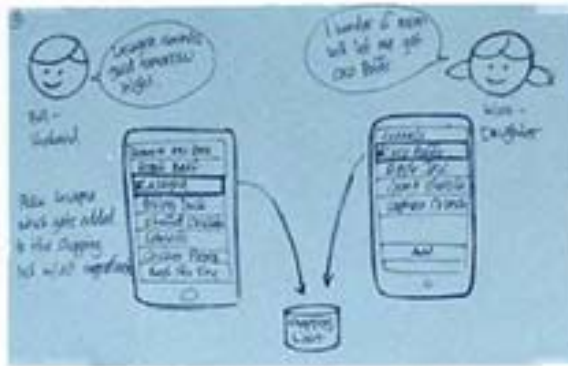
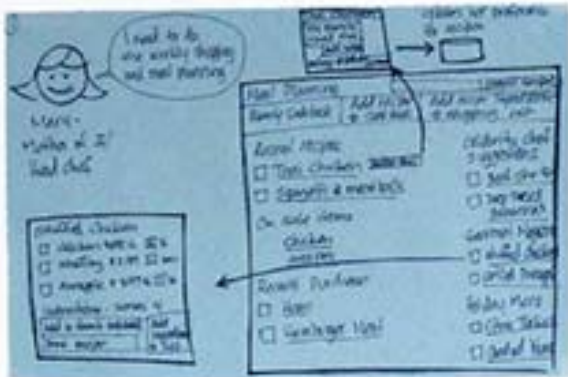


1. download app.
2. generate cert / check cert
3. if OK, check policy



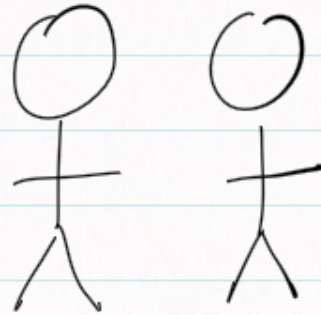
(depending on results)





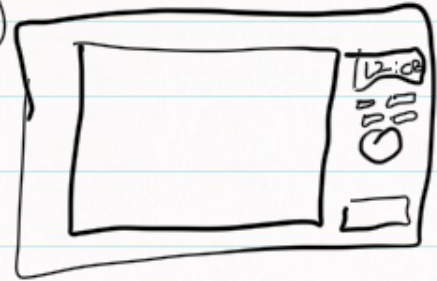
Storyboard around microwave app

①



Bob & Charlie
are roommates

②



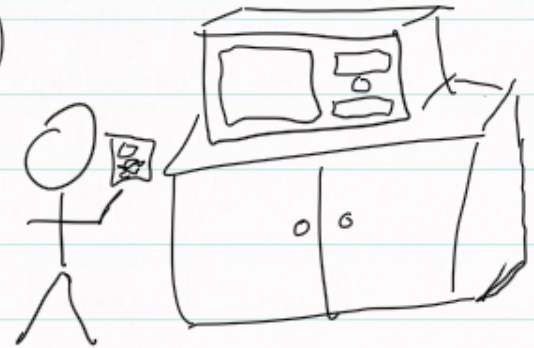
Who both use
their microwave to
cook Dinner

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

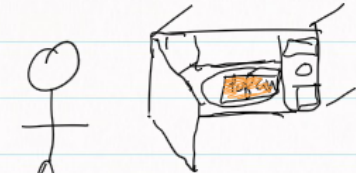
Bob makes Popcorn 

①



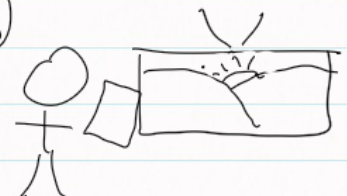
Popcorn says to Microwave till the Bag inflates

②



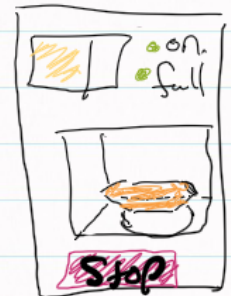
Bob puts popcorn in the Microwave and starts it

③



Bob goes and watches his movie and the popcorn at the same time

④



Bob sees the bag expand and hits stop

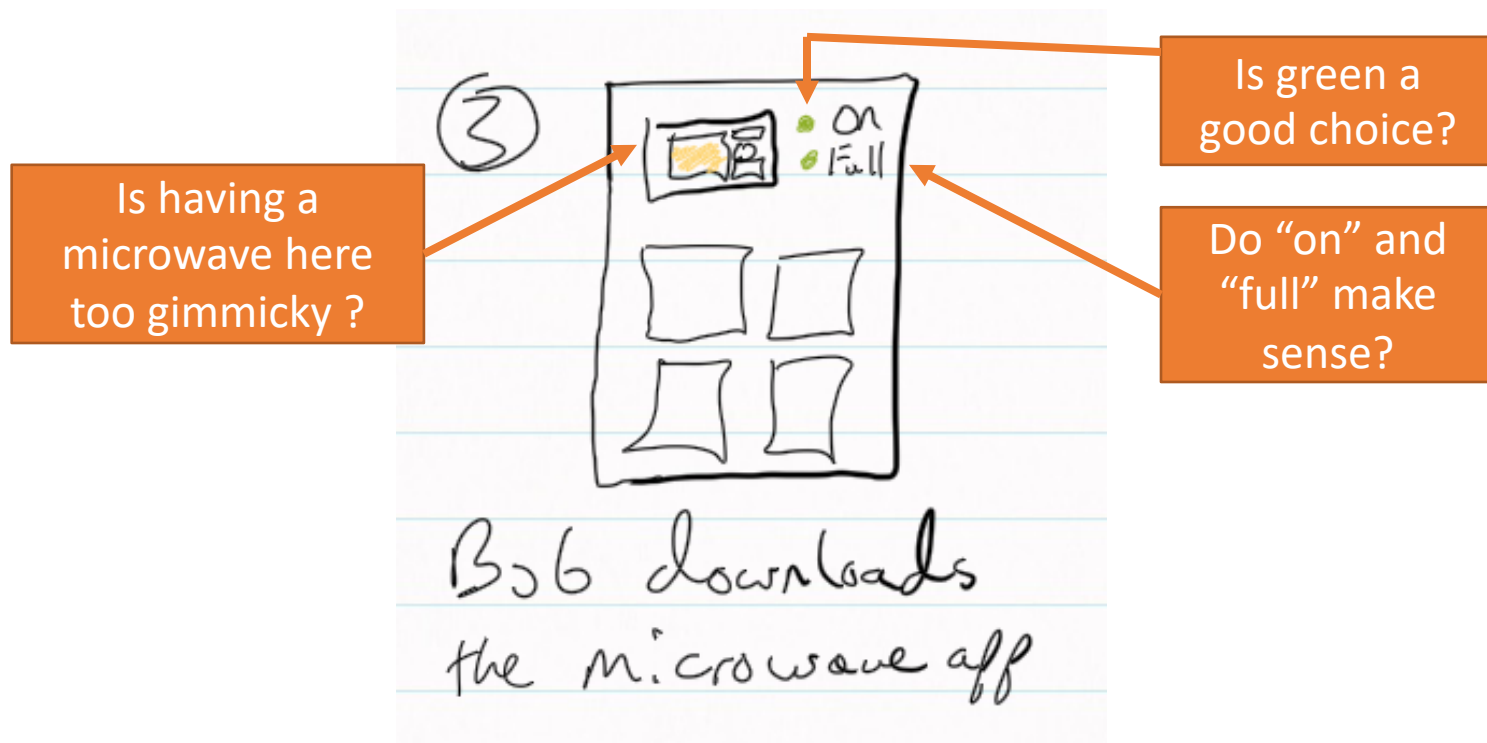
⑤



Bob eats popcorn

You might have noticed that I can't draw

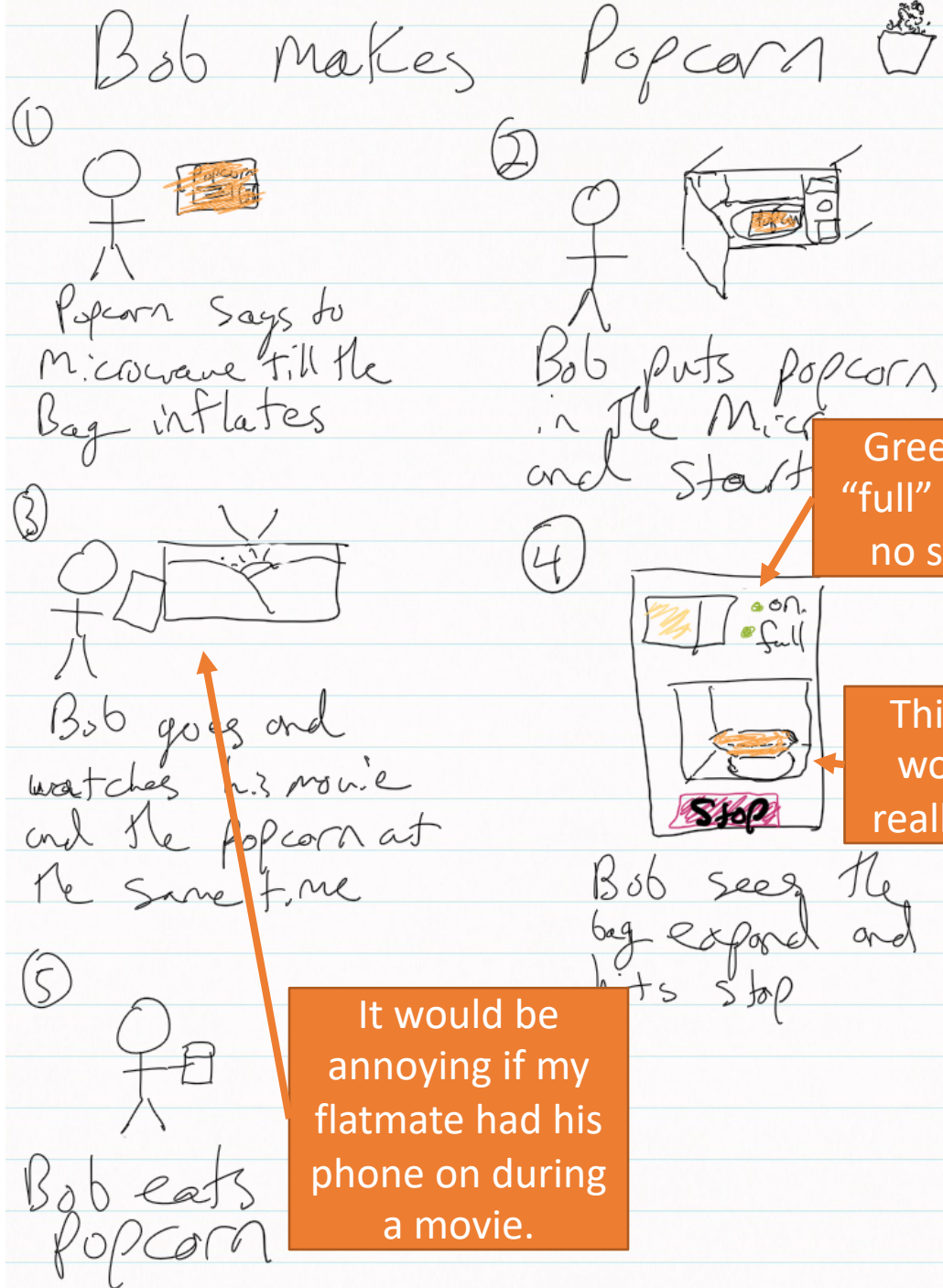
- That is ok. Storyboards do not need to be perfectly drawn, they just have to be clear enough to get the idea across
- Poorly drawn storyboards are actually better for getting feedback from users on important things



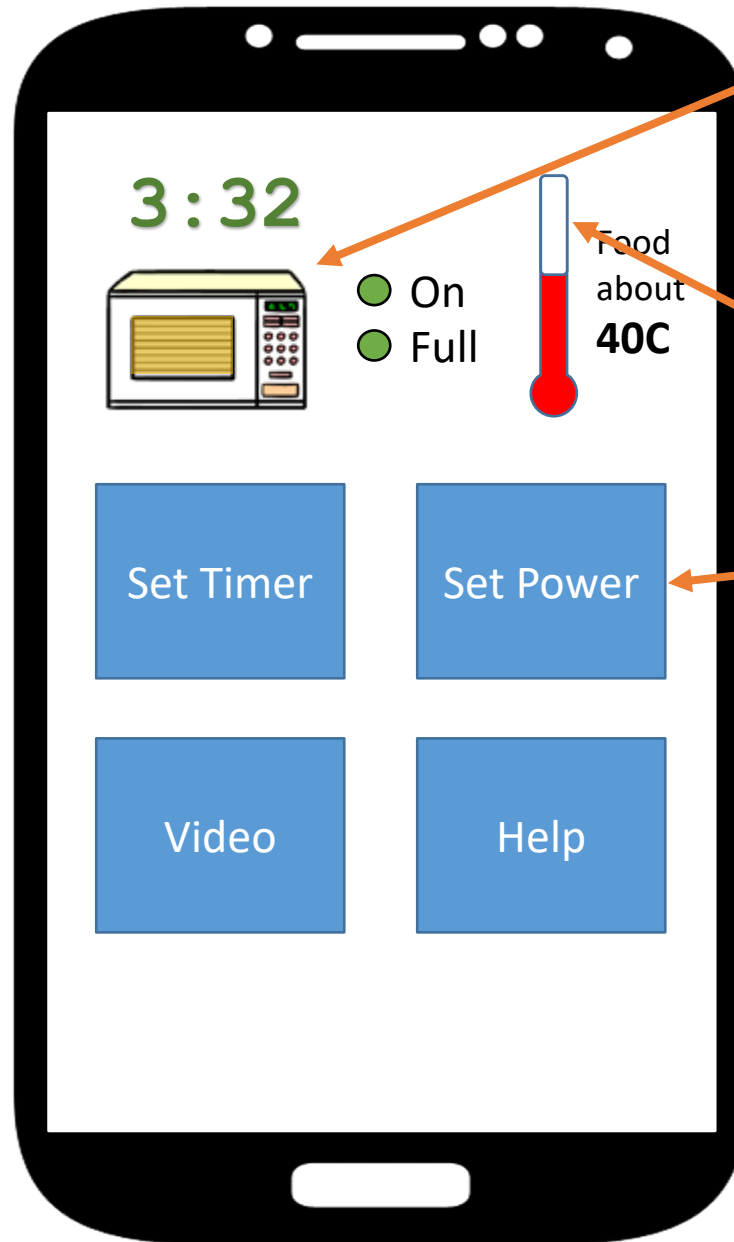
Storyboards are used for:

- 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



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