Storyboard

Human-Computer Interaction

User-centred design

▶ Collect data

▶ Understand users

▶ Create prototype

▶ Evaluate

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What is the goal of the storyboard?

▶ Understand the situation of users, and what their goals are

▶ Do not concentrate on the user interface

▶ Understand better what we are doing

Communication ideas

Storyboard I.

- **Setting**
  - What people are involved?
  - Which environment?
  - What they want to do?
  - What is their life situation?

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Storyboard II.

- Sequence
  - What steps?
  - What will lead them to use the app (that we want to create)?
  - What is the task that is being illustrated?

Storyboard III.

- **Final result**
  - What motivates the people using this system?
  - What can the people accomplish?
  - What need does the system fill?
  - What made the user satisfied?

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Storyboard properties

▶ Look at the whole progress at once

▶ No need to fully work out the whole interface

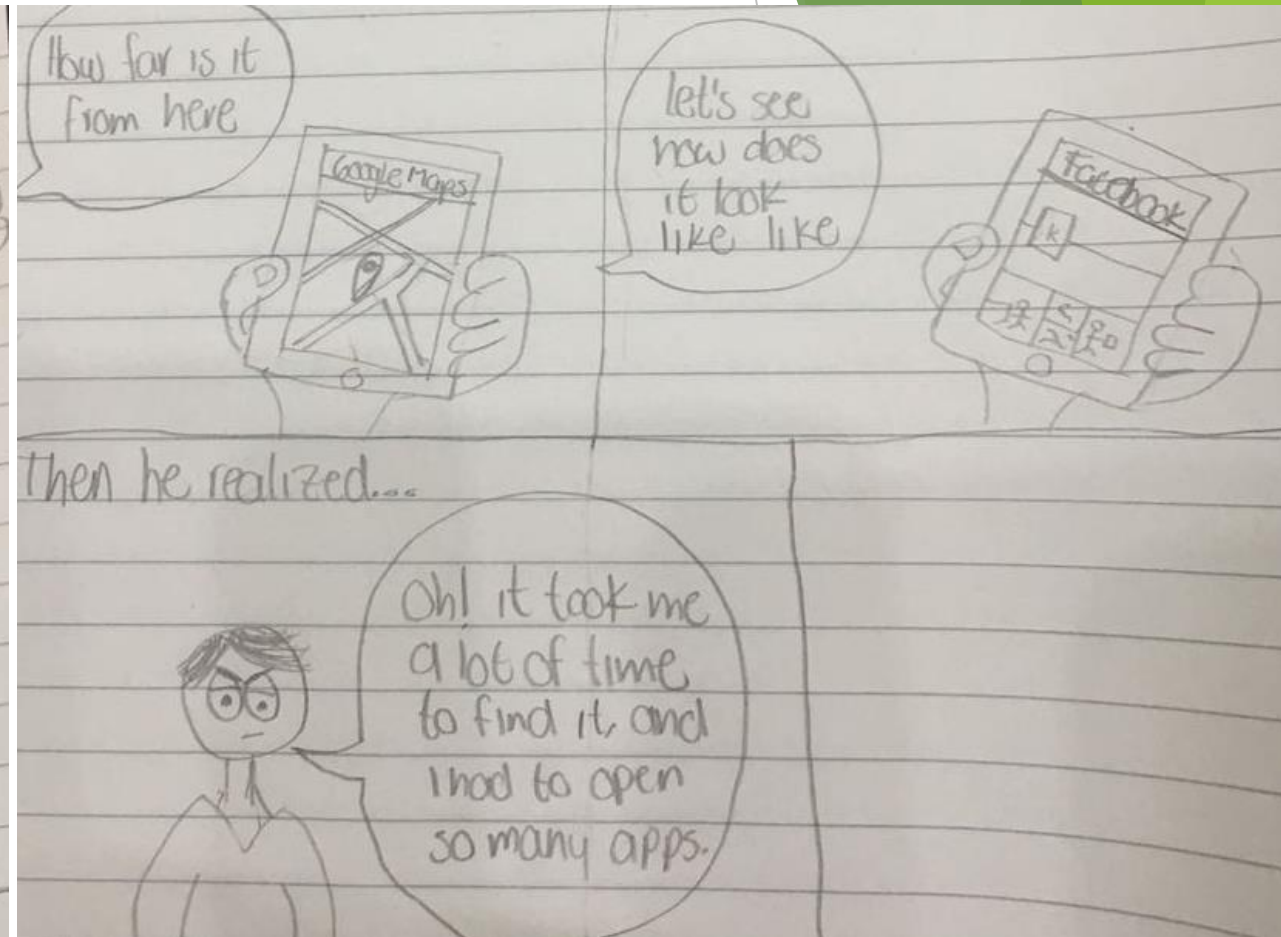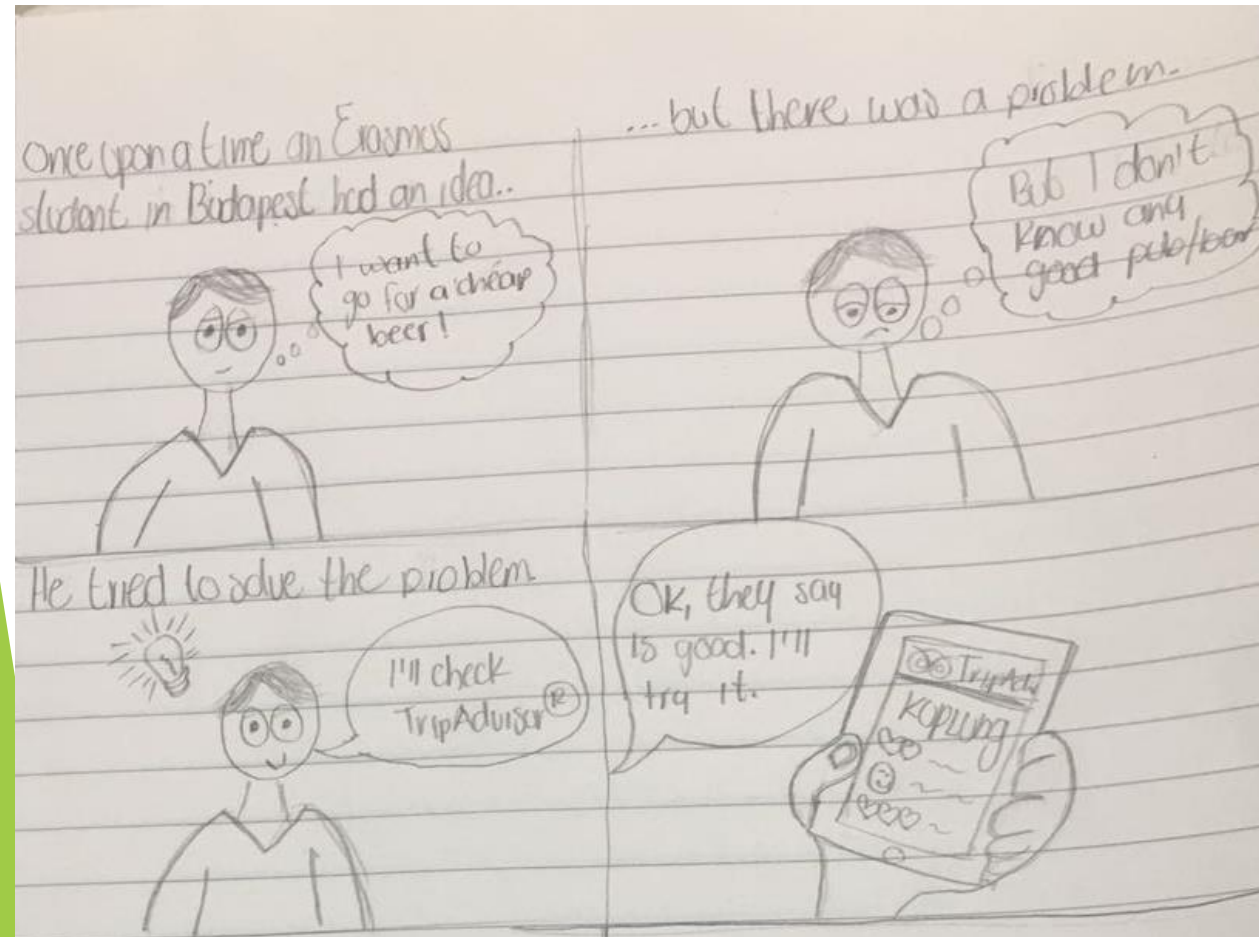▶ Create several variants

▶ You don't need to draw works of art!

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What to upload?

- Drawings 4 x 2 A4 sheets (8 pages), pdf

- Assessment of your work, 1 page, pdf

  - Ideas

  - Experiences

  - Comparison of different versions

Deadline: 2019 October 14

Sample: FindMyPub / 1

Sample: FindMyPub / 2