EST 323 / CSE 524: CG-HCI

Term Projects – Stage 2

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Grand Plan

Your project will have six stages:

- stage 1: identify something people need (should be software-based)
- stage 2: devise the overall ‘story’ of your solution → storyboarding
- stage 3: build a rough outline of your intended implementation
- stage 4: flesh out your implementation into a product
- stage 5: plan how you will test the fitness of your product
- stage 6: test it (with real humans)

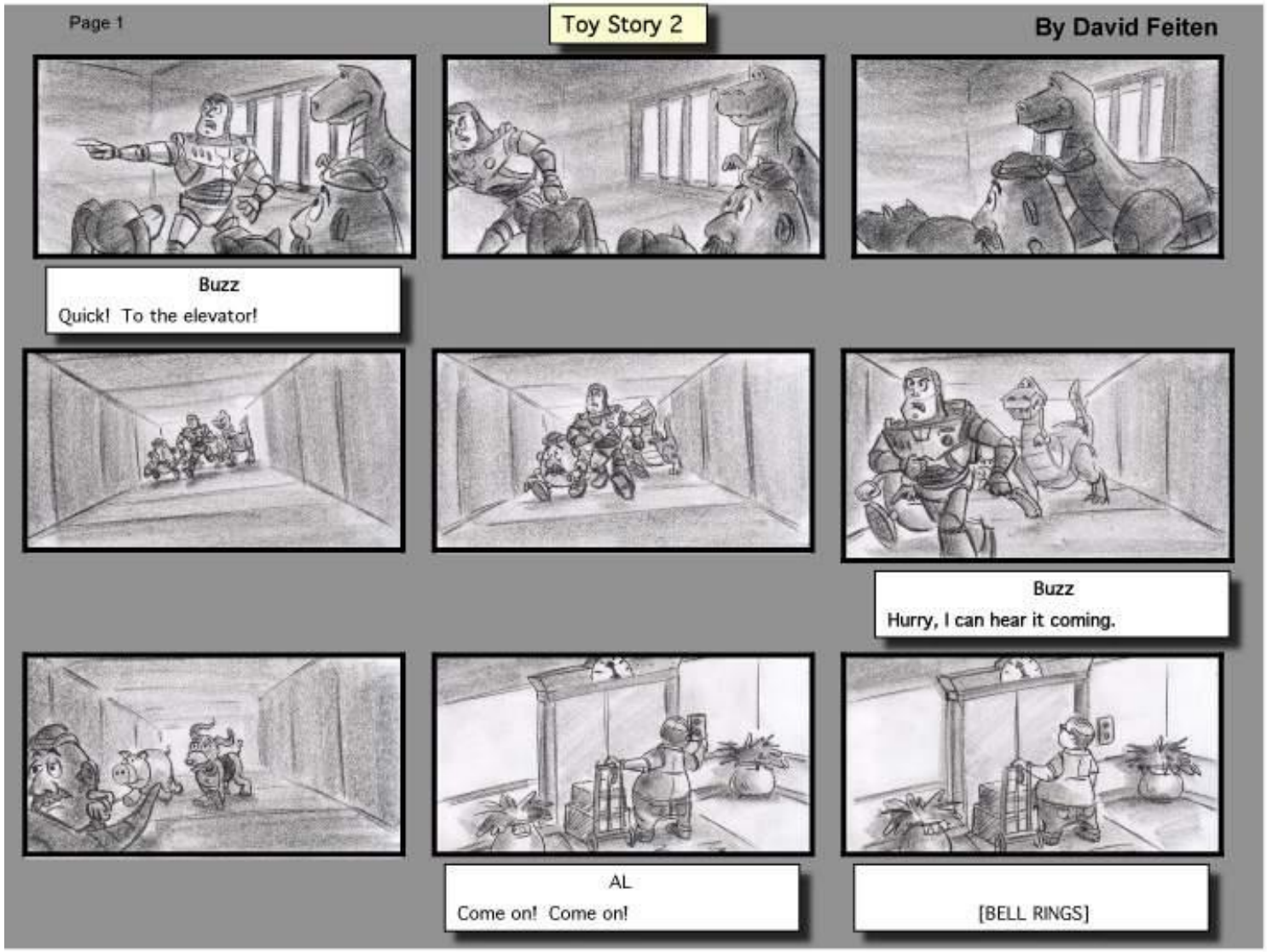
Each stage will take about 2 weeks

Phase 2: Storyboarding

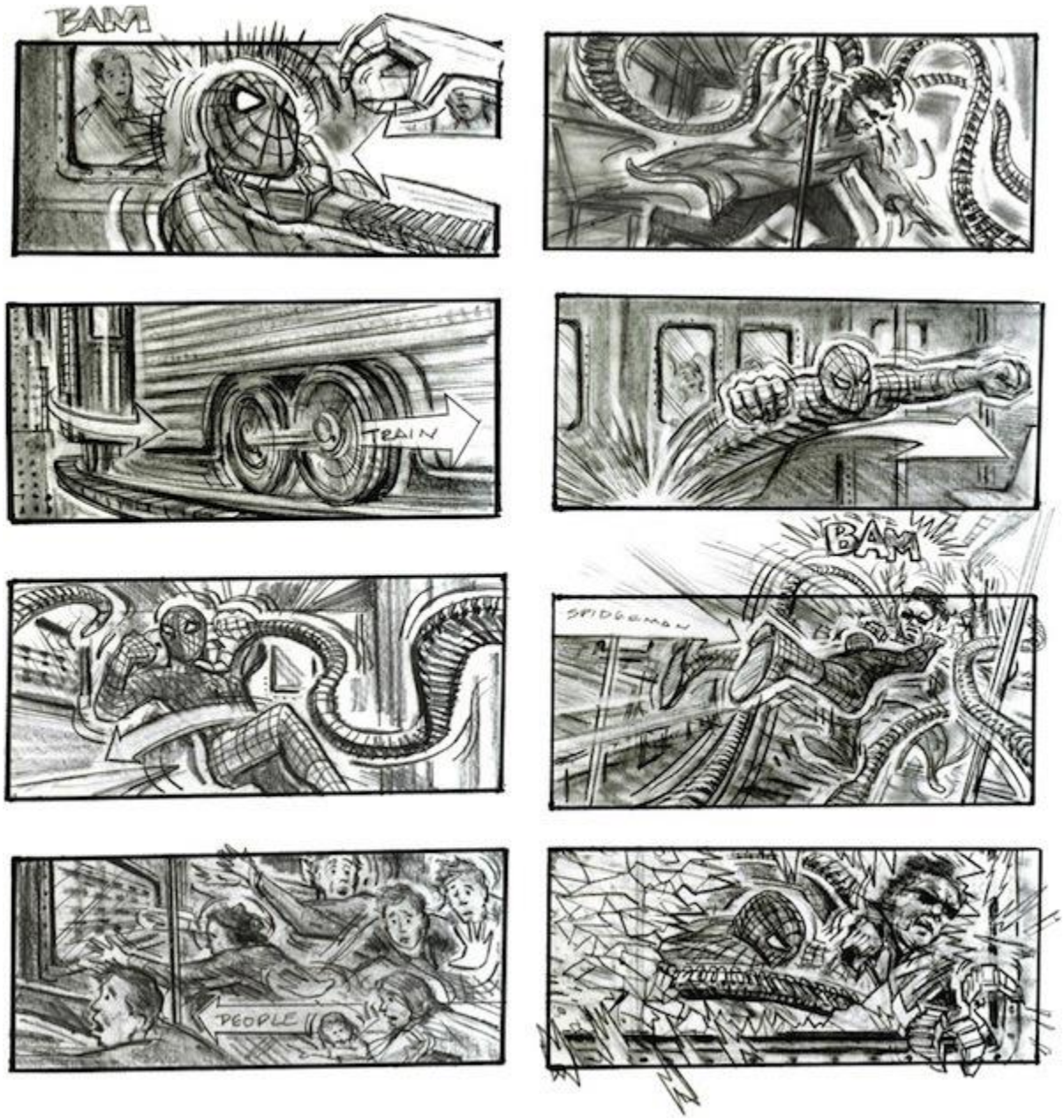
What is storyboarding?

- invented by Walt Disney in the 1930s
- a visual script drawn during the planning phase of a project
- storyboards are used to sell your idea
- inexpensive sketching (as opposed to expensive prototyping)
- discover problems with the story before you start implementation
- make sure everything is consistent and works well together
- routinely done in film industry, animated movies, music videos, fiction, business, games, …
- and also in user interface design

Storyboarding – Toy Story 2

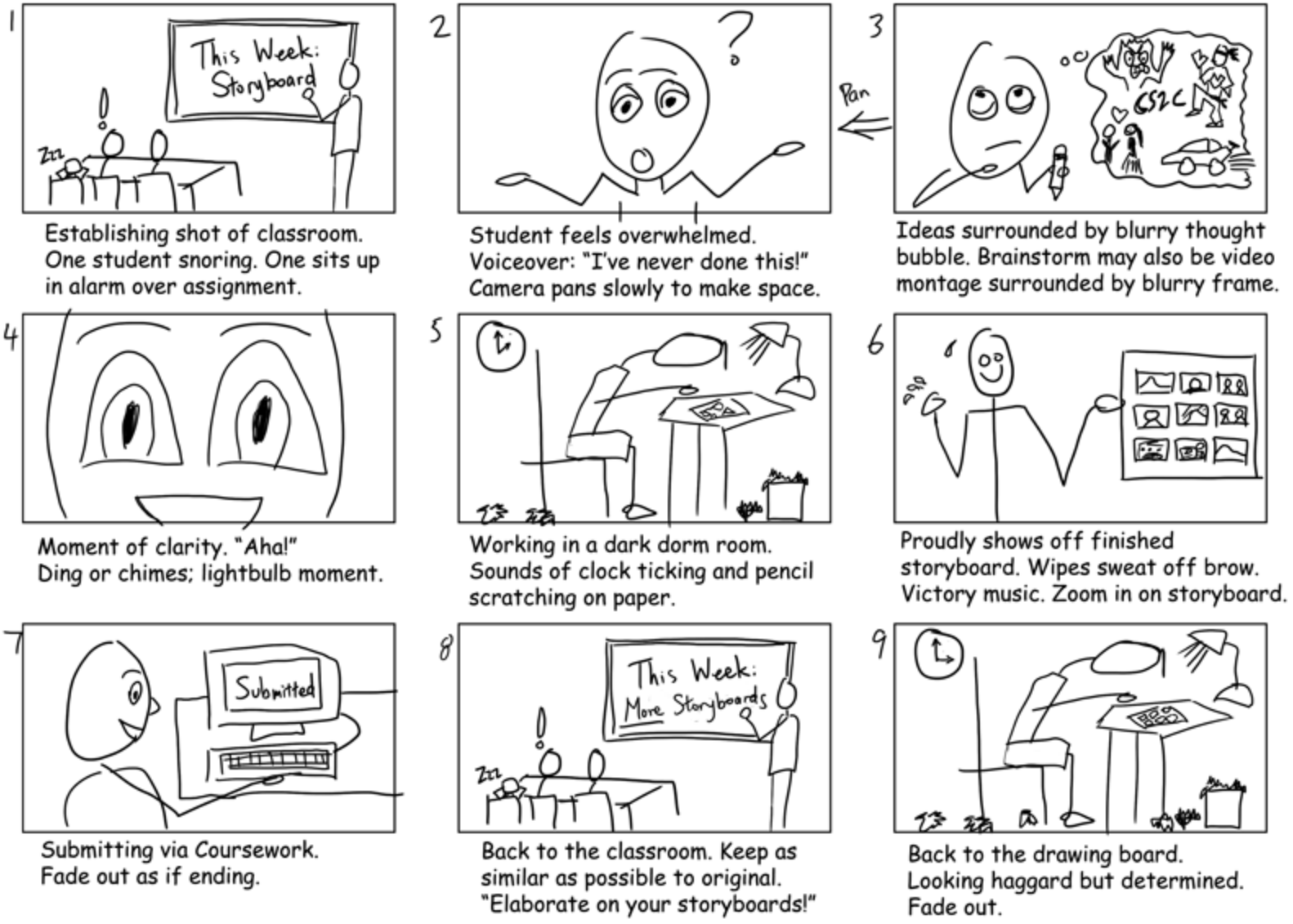


Storyboarding – Spiderman 2

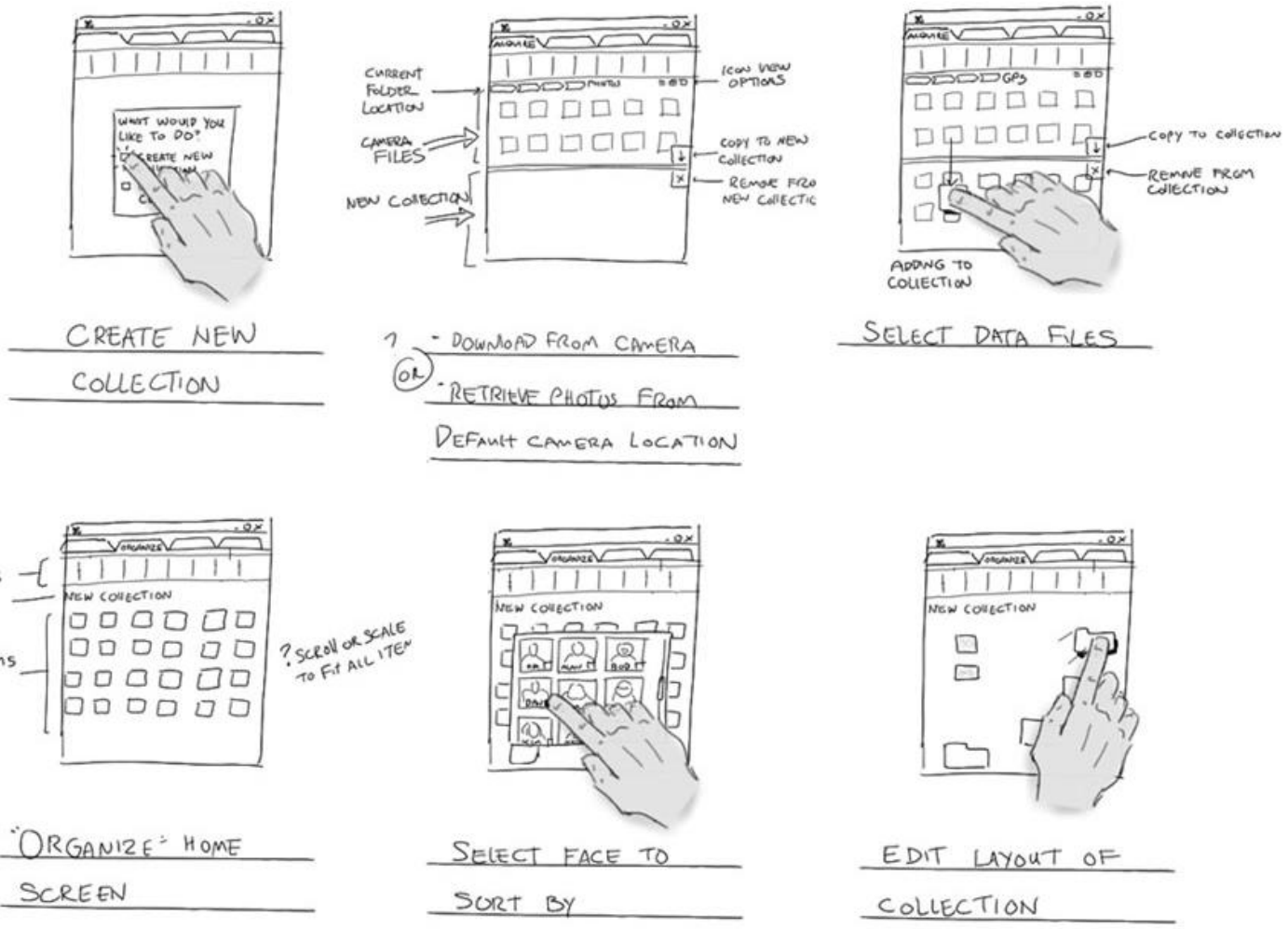


Storyboarding – Your Life Right Now ☺

"CS2C: Fun with Storyboards" by Kenneth Chan



Storyboarding – User Interface



Example: Designing the Hilo User Experience [link to more detail]

Case Study – Bike Sharing Project

Problem statement:

- while some bike sharing services have been introduced (Washington DC, Barcelona, Spain), they are plagued with distribution problems
- some kiosks are always empty while others are overcrowded
- problem currently mitigated by surplus and truck-based redistribution
- none of this is a satisfactory solution

Bike Sharing Project – Goals

Provide users with an intuitive interface for these activities

- find a kiosk to rent from
- find a kiosk for drop off
- pick up or drop off at a kiosk
- assess current availability at certain locations
- approximate availability at certain locations at specific future times

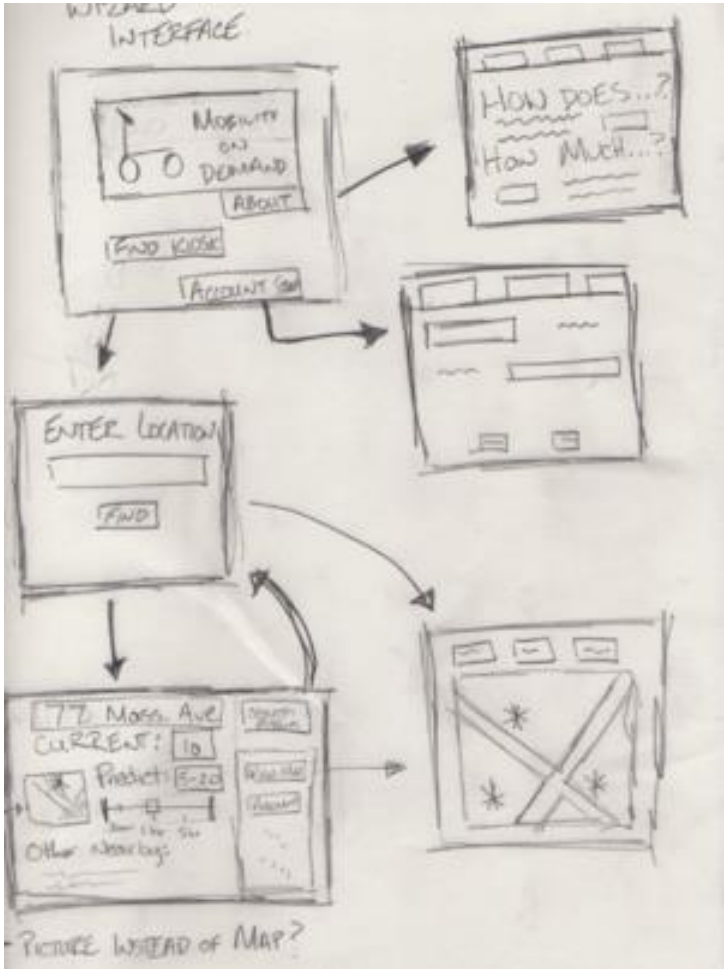
Design an interface that allows users to

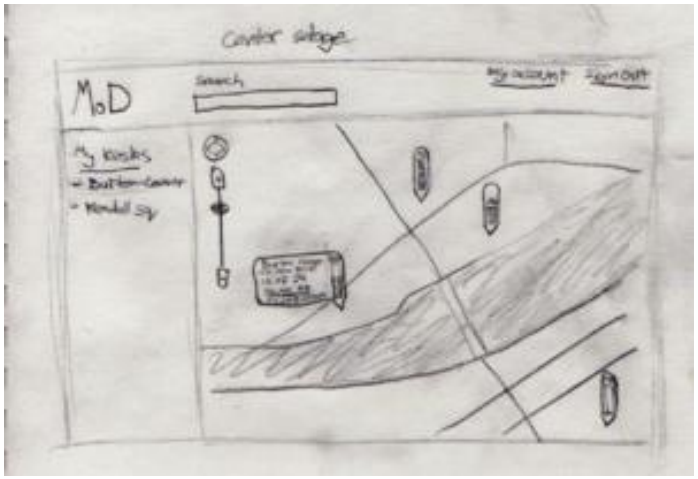
- predict time-sensitive information
- find locations
- perform transaction

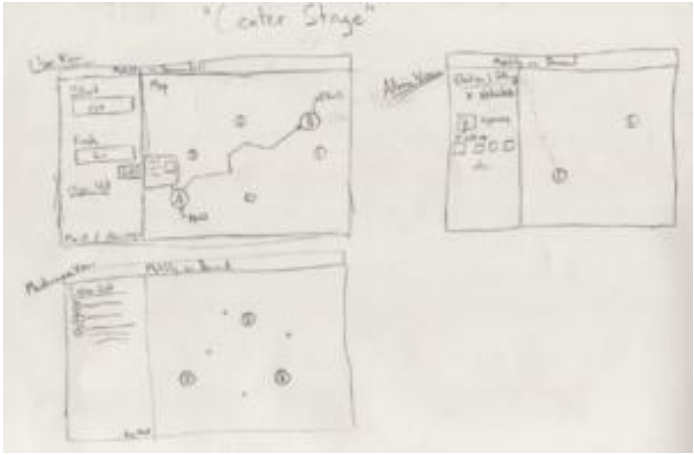
The interface should be extensible in

- language - app might be used in different countries with different languages and character sets
- device - app might be accessed by users with web browsers, mobile devices, and at the kiosks themselves

Bike Sharing Project – User Interface Storyboard

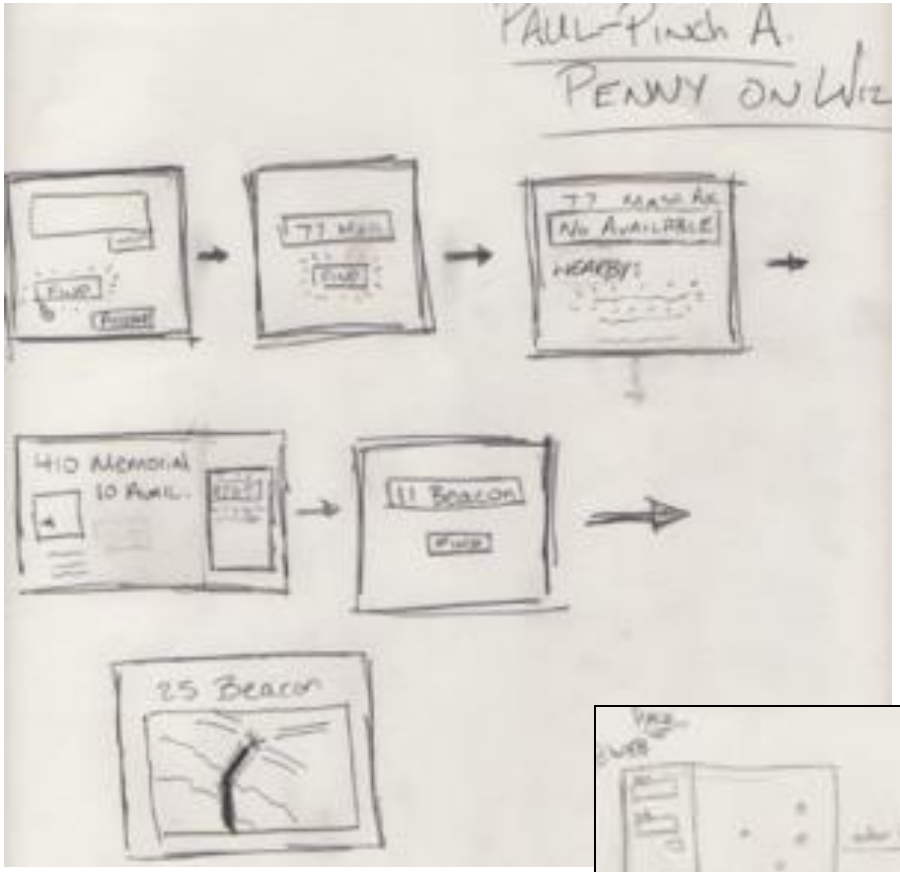


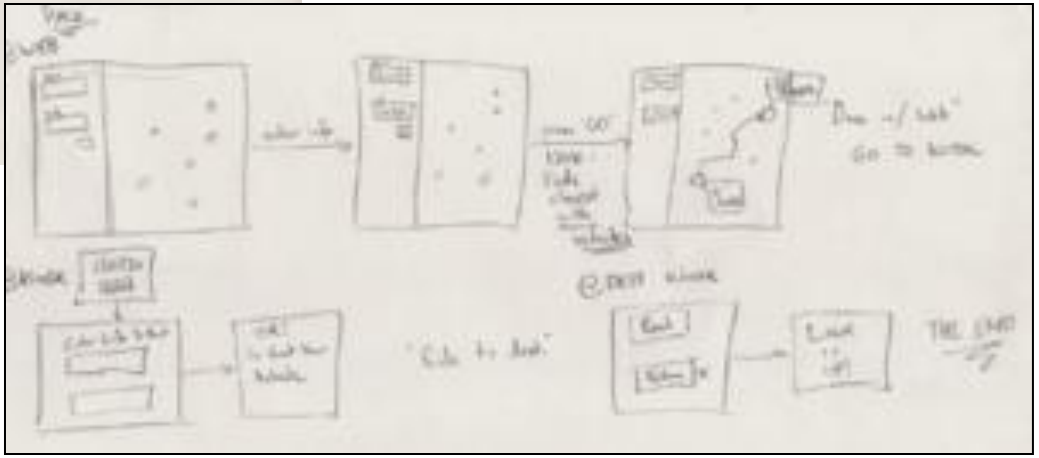




Make sure you visit this link to more detail to study this example

Bike Sharing Project – Specific Use Storyboard





Storyboarding

many more examples on the web

Project Deliverables (1)

Find five (5) inspirations

- existing applications, artifacts, products, or services that relate to your concept
- make good use of Google and Google Scholar
- relation can be arbitrarily abstract (even just some device)
- cast your net widely

For each inspiration

- give a brief explanation (1-2 sentences) of why you chose that design
- what did you take away from it?
- what did you learn from it?
- why did it inspire you?

Project Deliverables (2)

Decide and write about your point of view (POV):

- again – keep it brief (1-2 sentences)

What is a point of view?

- it is your take on a high-level design strategy, before actually designing a solution

Point of View – An Example

Let’s say you want to improve the check-out experience at the grocery store

POV #1: “Waiting in line is intrinsic, but the boredom is not”

- this would lead to design solutions like showing news or playing games while waiting in line

POV #2: “With a good scheduling interface, no one should have to wait in line"

- this might lead to better ways for employees to staff registers and consumers to pick them

POV #3: “Let's make grocery stores more like farmers' markets”

- here payments would be distributed across the stands that have the food

A good POV should clearly express the problem/opportunity

- and it should make clear what a good solution would accomplish

Project Deliverables (3)

Come up with two design ideas that address/engage your POV

Illustrate each of these ideas with a storyboard

- each storyboard should comprise 5-8 panels and fit on two 8.5" x 11" sheets of paper
- use a thick pen like a Sharpie – a ballpoint pen or pencil is not acceptable
- a thick pen is a good reminder to focus on the high-level and not sweat the details at this point

There is no need to be artistically amazing

- express your ideas
- remember – it is a sketch and not a prototype (→ stage 3)

Commercial products (not required nor encouraged)

- standard word processor / presentation SW: MS PowerPoint, Word, ..
- Articulate.com
- Adobe Captivate
- Lectora.com

Your Stage 2 Assignment

Submission procedures

- we will again use the conference submission site to handle the submissions
- scan your storyboards and upload image or pdf file
- same evaluation procedures than for stage 1

Guidelines for Evaluations

The following categories will be evaluated for stage 2:

- your inspirations
- quality of the inspirations
- point of view
- storyboard #1
- storyboard #2

For each category evaluations will score as

- unsatisfactory (0 points)
- bare minimum (1 point)
- satisfactory effort and performance (2 points)
- above and beyond (3 points)

Maximum # points = 15

Stage 2 Deadlines

Submissions

- Friday October 10, 11:59 pm KST

Evaluations (after assignment)

- Friday, October 17, 11:59 pm KST

Late submissions and evaluations

- see course policy