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

Buzz
Quick! To the elevator!

Buzz
Hurry, I can hear it coming.

AL
Come on! Come on!

[BELL RINGS]
Storyboarding – Your Life Right Now 😊

“CS2C: Fun with Storyboards” by Kenneth Chan

1. Establishing shot of classroom. One student snoring. One sits up in alarm over assignment.

2. Student feels overwhelmed. Voiceover: “I’ve never done this!” Camera pans slowly to make space.

3. Ideas surrounded by blurry thought bubble. Brainstorm may also be video montage surrounded by blurry frame.

4. Moment of clarity. “Aha!” Ding or chimes; lightbulb moment.

5. Working in a dark dorm room. Sounds of clock ticking and pencil scratching on paper.


7. Submitting via Coursework. Fade out as if ending.

8. Back to the classroom. Keep as similar as possible to original. “Elaborate on your storyboards!”

Storyboarding – User Interface

Example: Designing the Hilo User Experience [link to more detail]
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
many more examples on the web
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?
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
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
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
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