Storyboarding

Interaction design SoSe 2016

Goals of Today

1. Share your sketches and get feedback in teams of 4
2. Choose your favourite idea
3. Build a storyboard (5 - 6 frames)

From single sketch to storyboard

The interface only at a **single moment** in time

Source: Sketching User Experiences: The Workbook, Morgan Kaufmann, 2011

Storyboards: A Long Tradition in Animation

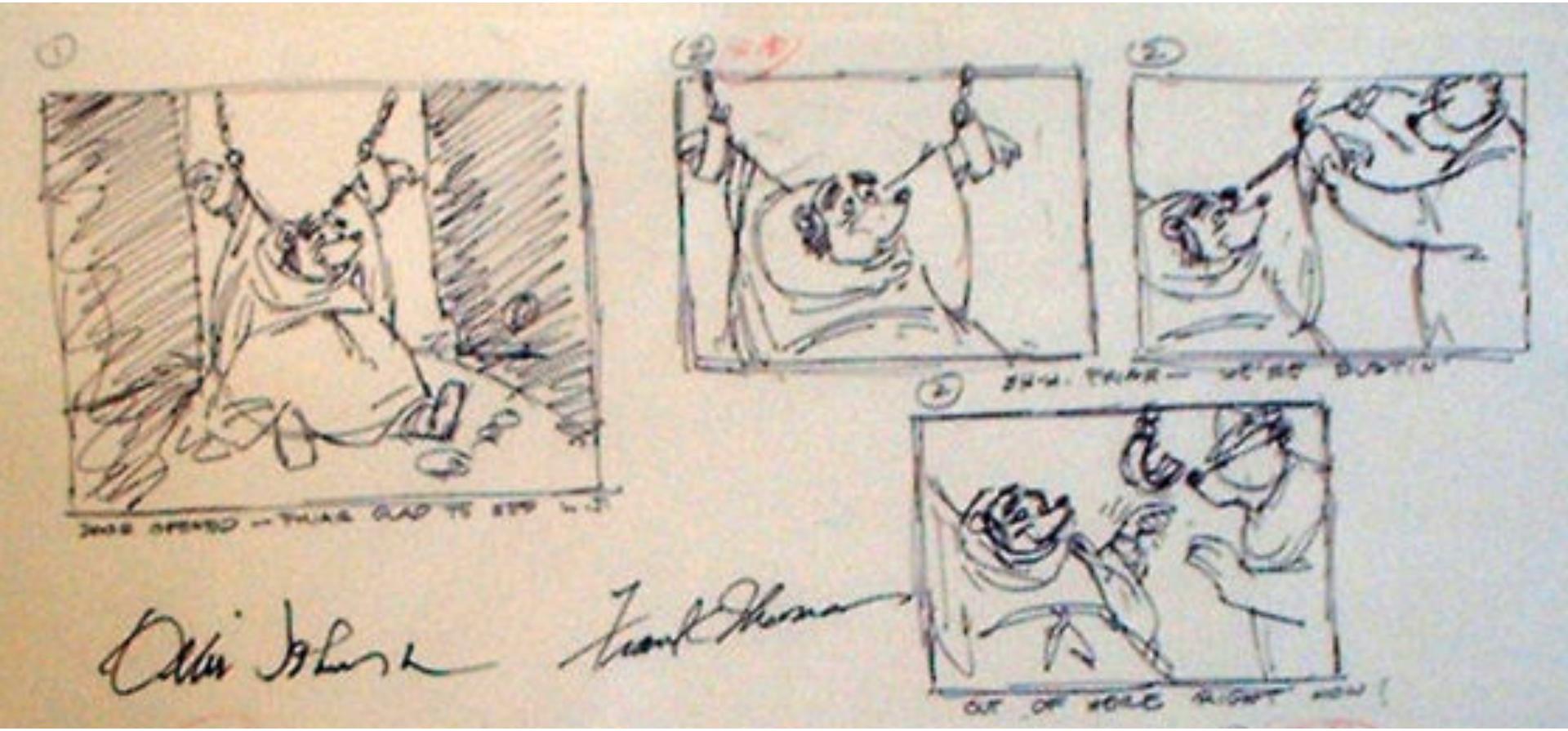

Image from: Disney's Robin Hood storyboard, www.animaart.com/Cellar/disneyart/90robin%20storyboard.jpg.html

Source: Disney

NOW I WONDER
WHO LIVES HERE..
MARY ANN! MARY ANN!
THE RABBIT! OH DRAT THAT GIRL!
WHERE COULD SHE HAVE PUT THEM?
MARY ANN-N!
NO USE — CAN'T WAIT —
OH ME OH MY-
SO LATE — SO VERY VERY LATE!
EXCUSE ME SIR...
BUT I'VE BEEN TRYING TO..
---I'M VERY LATE!
BUT LATE FOR WHAT? THAT'S JUST WHAT I...
GO! GO-GO-GO! GET MY GLOVES! AT ONCE!
BLEE-EE-EEP!
DO YOU HEAR?
GOODNESS — I SUPPOSE I'LL BE...
...TAKING ORDERS FROM DINAH NEXT.
HM'M — NOW LET ME SEE...
IF I WERE A RABBIT
WHERE WOULD I KEEP MY GLOVES?
(HUMMING)-
OOOH!
(GASP) — OH NO — NO! NOT AGAIN!
OH — THIS IS TERRIBLE!
I MUST GET OUT-—QUICK!
--OF ALL THE BRAINLESS, BUNGLING, BLUNDERING....
OOOH!
OH MY FUZZY TOE AND WHISKERS!
H-E-L-P!
BL-EE-EE-EEP!
OH DEAR —
WHAT'LL I DO?
A M-MONSTER! A MONSTER, DODO- ---IN MY HOUSE, DODO!—
OH MY DEAR LITTLE BITTY MOUSE... STEADY — STEADY OLD CHAP —
CAN'T BE AS BAD AS ALL THAT, YOU KNOW — OH MY HEELS AND --
THERE IT IS!
BY JOVE!
IT JOLLY WELL IS — ISN'T IT?

Key Elements: Annotations

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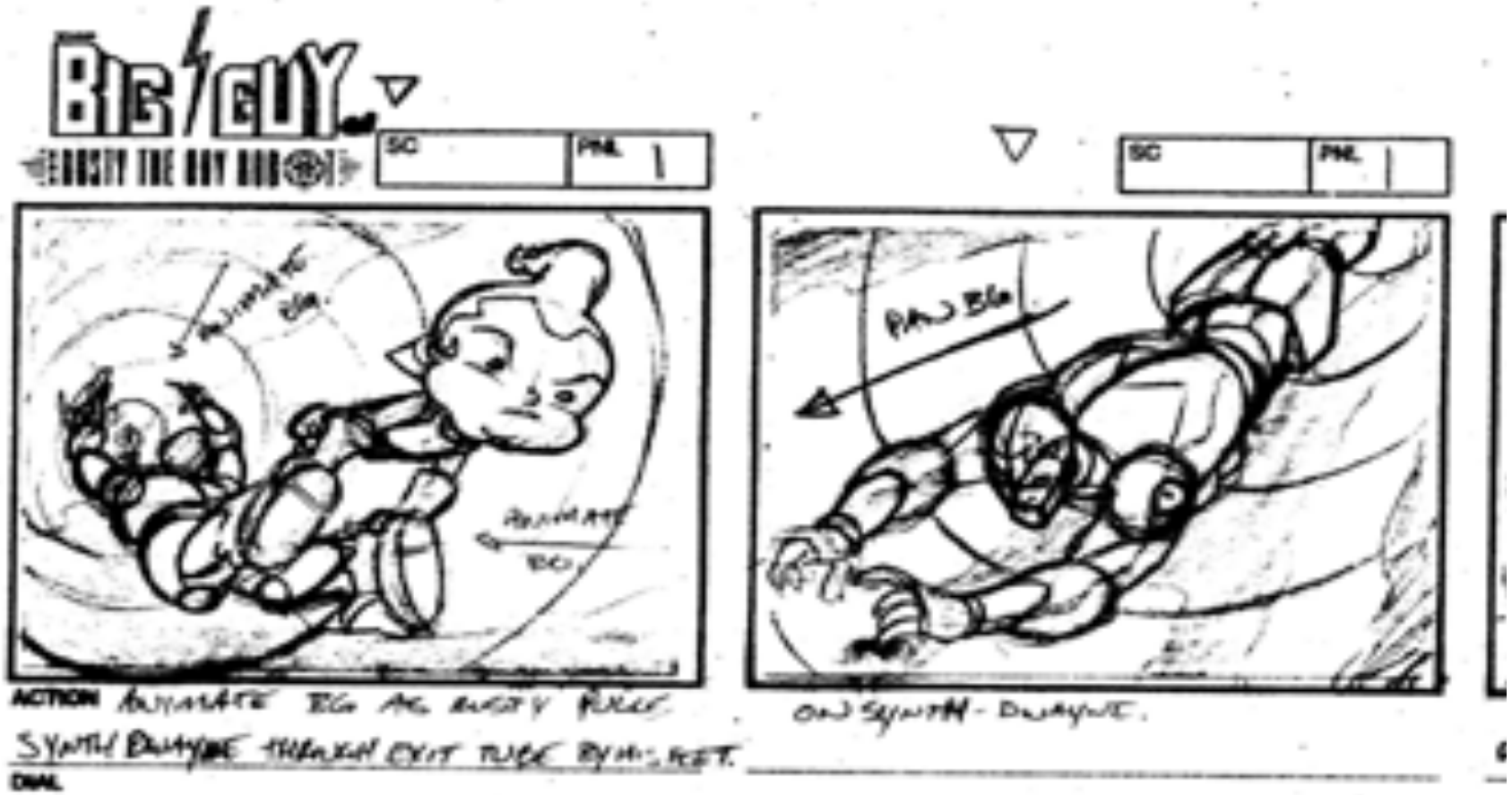
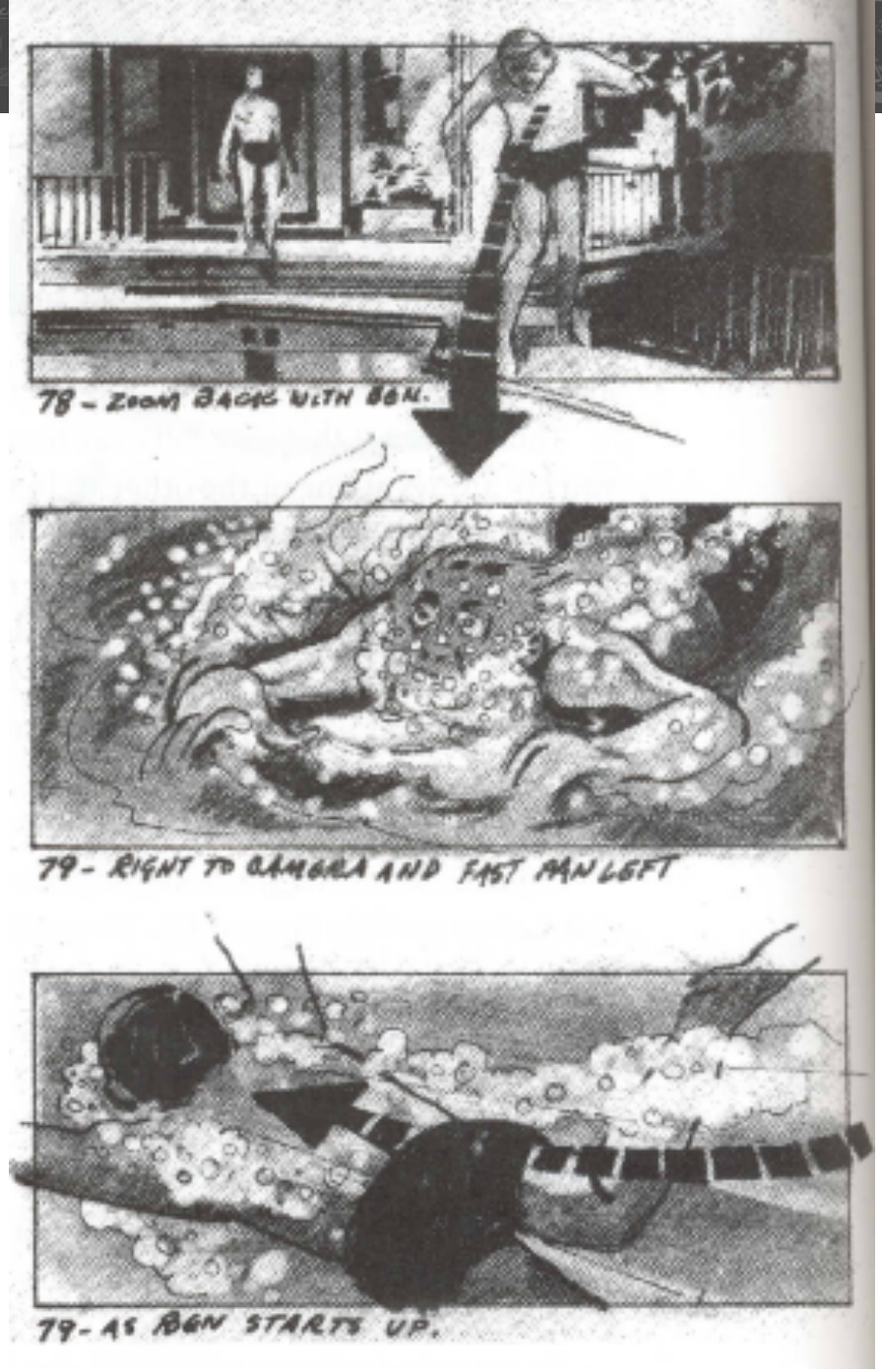


Image from: www.michaelborkowski.com/storyboards/images/big_bigguy1.gif

Key Elements: Annotated Actions

Image from: Buxton, Sketching User Experiences

Key Elements: Transitions

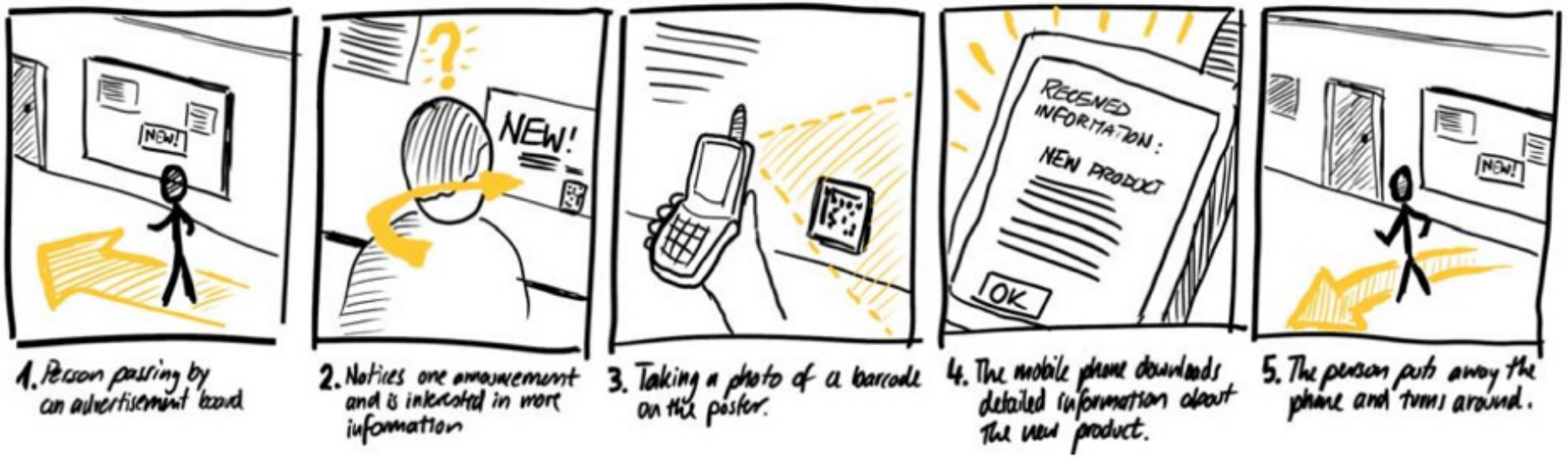


Bill Buxton Sketching User Experiences, Morgan Kaufman Figure 4

Creating Storyboards

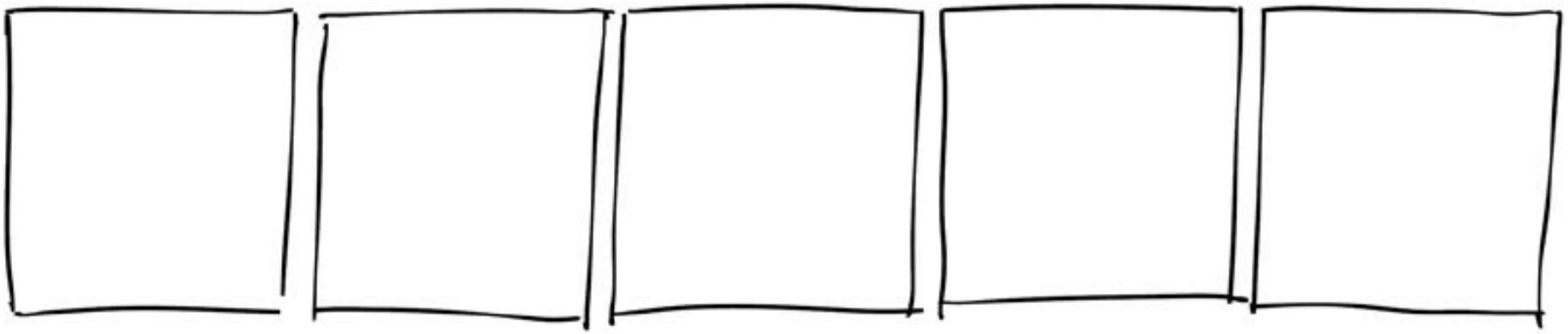
Step-by-Step

The goal



Source: Sketching User Experiences: The Workbook, Morgan Kaufmann, 2011

Begin with 5 empty frames



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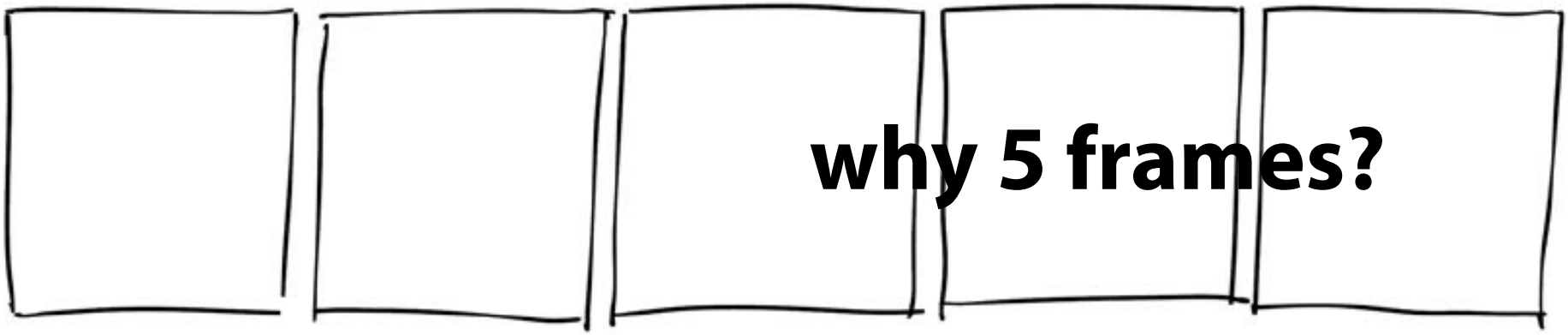

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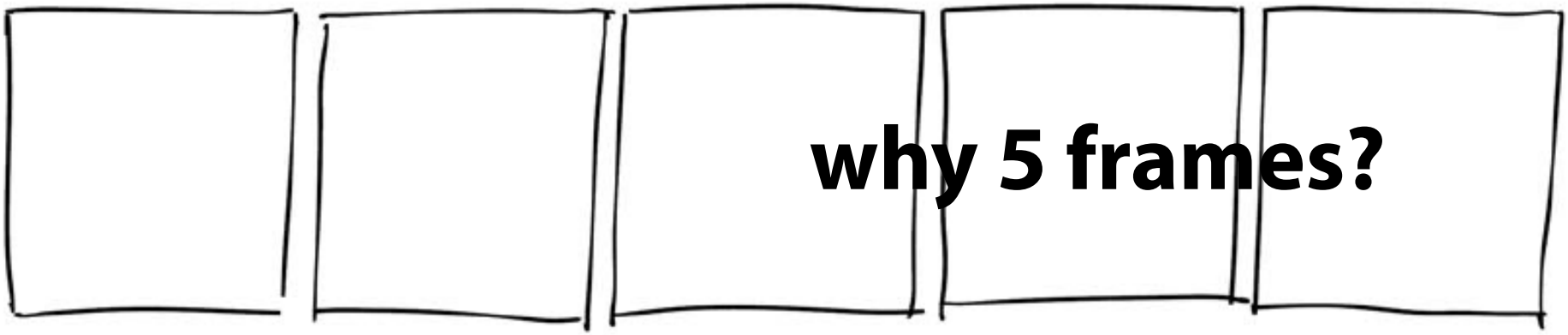
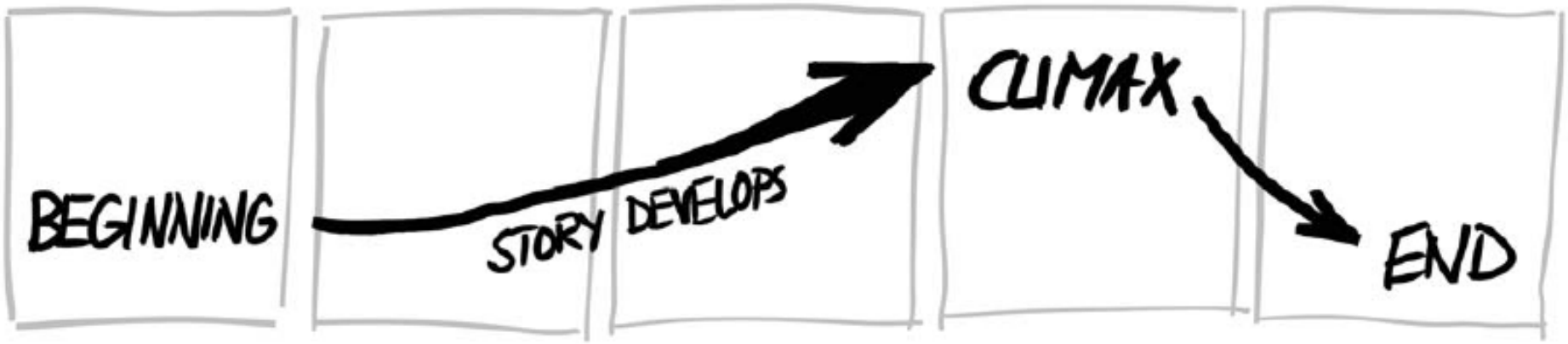


- range between 3 and 7
- if more: try to split it up

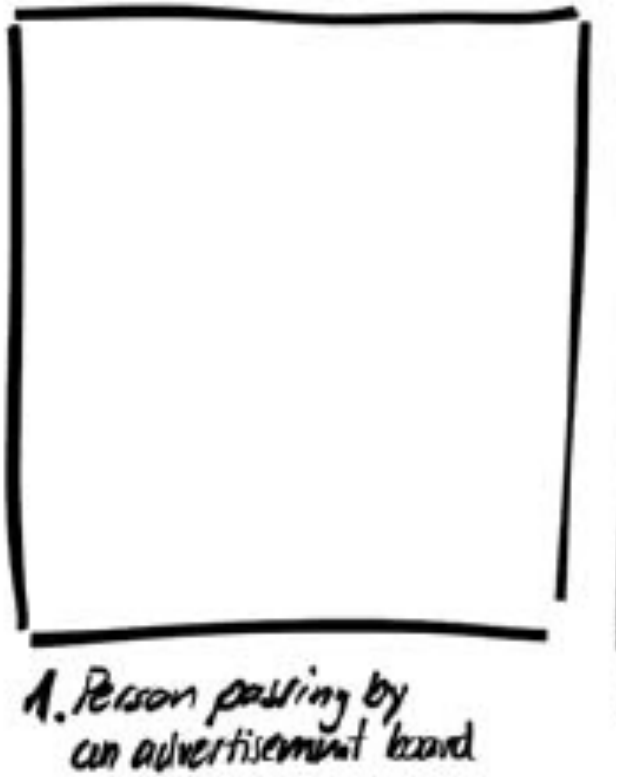
Source: Sketching User Experiences: The Workbook, Morgan Kaufmann, 2011

Develop a story



Source: Sketching User Experiences: The Workbook, Morgan Kaufmann, 2011

Write script: 1 sentence per frame



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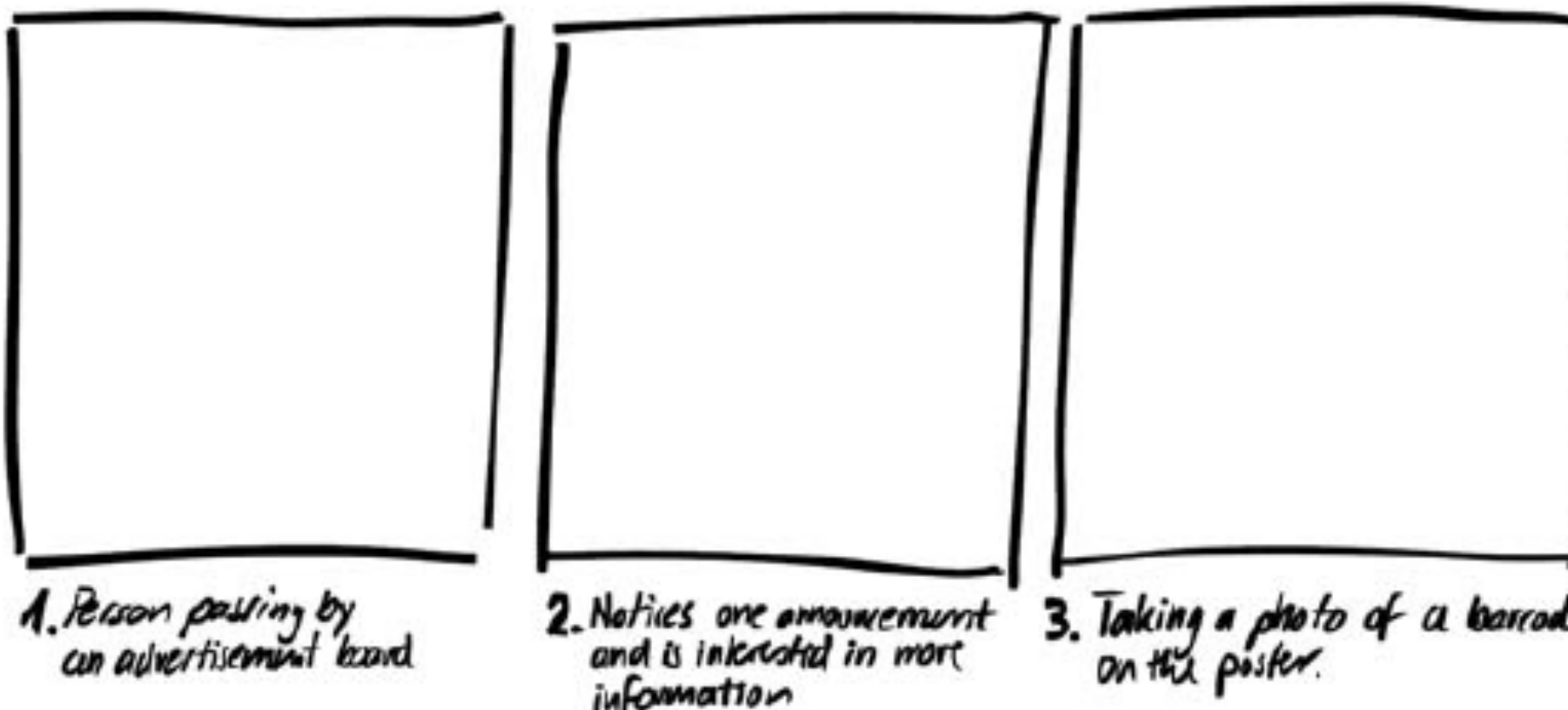


Source: Sketching User Experiences: The Workbook, Morgan Kaufmann, 2011

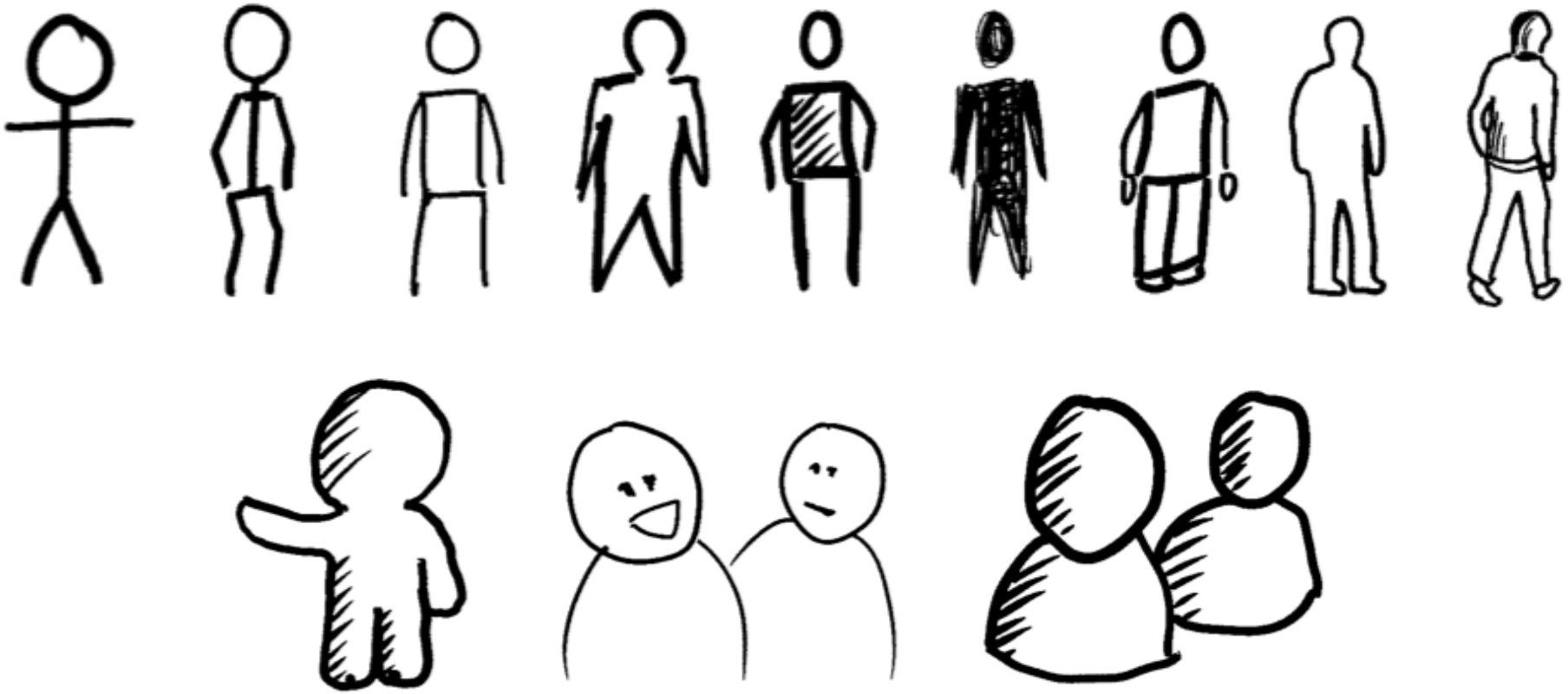
Sketch the individual frames

Source: Sketching User Experiences: The Workbook, Morgan Kaufmann, 2011

Sketch the individual frames

Remember: use sketching vocabulary and other sketching techniques we learned earlier

Source: Sketching User Experiences: The Workbook, Morgan Kaufmann, 2011



Source: Sketching User Experiences: The Workbook, Morgan Kaufmann, 2011

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Select appropriate camera shots
(learning from film making)

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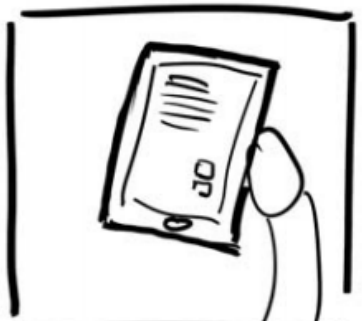
Select appropriate camera shots
(learning from film making)

Extreme long shot (wide shot)
A view showing details of the setting, location, etc.

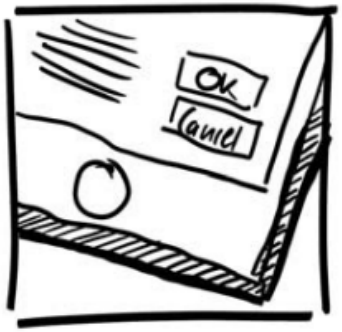
Long shot
Showing the full height of a person.

Medium shot
Shows a person's head and shoulders.

Over-the-shoulder shot
Looking over the shoulder of a person.



Point of view shot (POV)
Seeing everything that a person sees themselves.



Close-up
such as showing details of a user interface a device the person is holding.

Source: Sketching User Experiences: The Workbook, Morgan Kaufmann, 2011

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A view showing details of the setting, location, etc.

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Long shot

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Medium shot

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Over-the-shoulder shot

Looking over the shoulder of a person.

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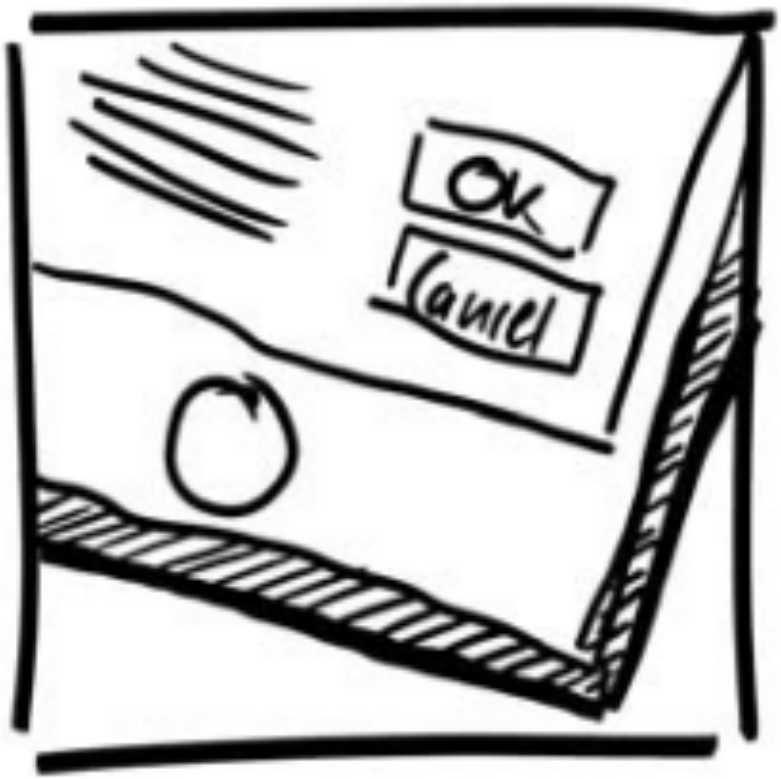

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Select appropriate camera shots

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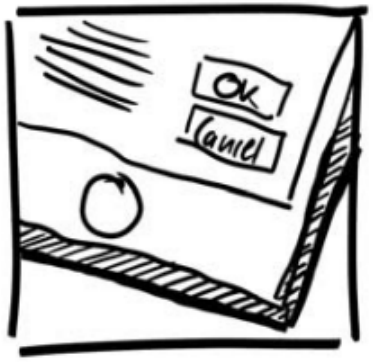
Point of view shot (POV)
Seeing everything that a person sees themselves.



Close-up
such as showing details of a user interface a device the person is holding.

Source: Sketching User Experiences: The Workbook, Morgan Kaufmann, 2011

Select appropriate camera shots (learn from film making)

Source: Sketching User Experiences: The Workbook, Morgan Kaufmann, 2011

Key Decisions

- **should I show the user in the scene?**
- **what key frames** should I use to create the sequence?
  - capture the essence of the story
  - people can ‘fill in’ the rest
- **what key transitions** should I show?
  - actions to get from one frame to the next?

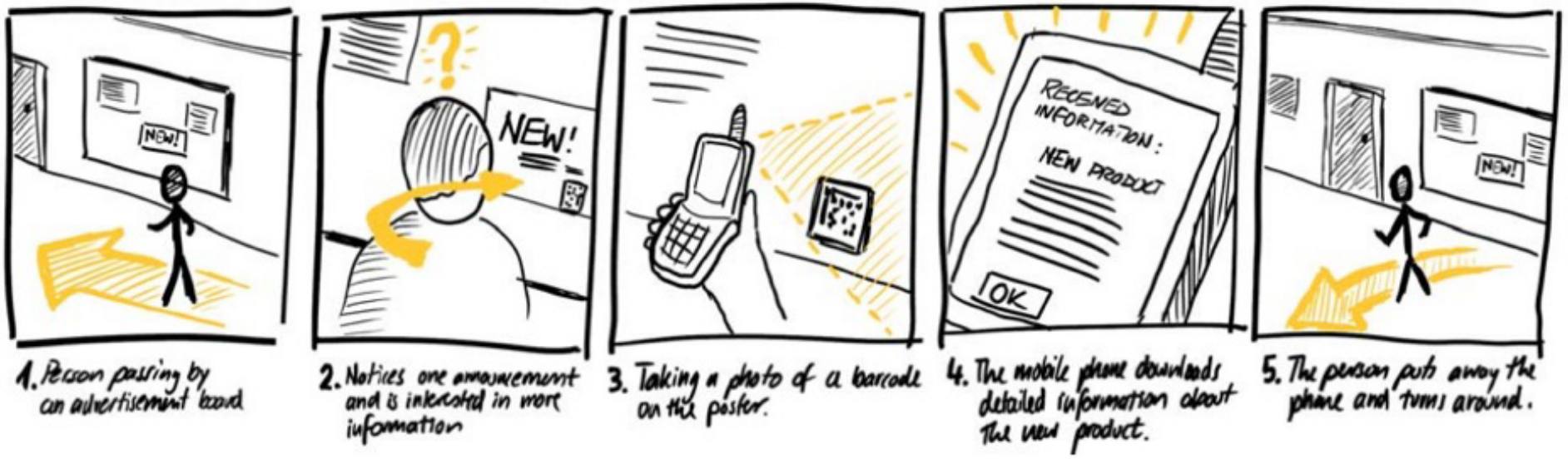
Emphasize actions and motions

Source: Sketching User Experiences: The Workbook, Morgan Kaufmann, 2011

Add annotations
to emphasize people's actions or thoughts, or changes happening in a device's user interface

Source: Sketching User Experiences: The Workbook, Morgan Kaufmann, 2011

The final storyboard



Source: Sketching User Experiences: The Workbook, Morgan Kaufmann, 2011

Case study (Kevin Cheng):
The Square

Source: Kevin Cheng

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The Square

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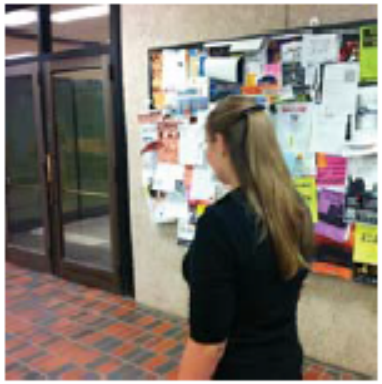
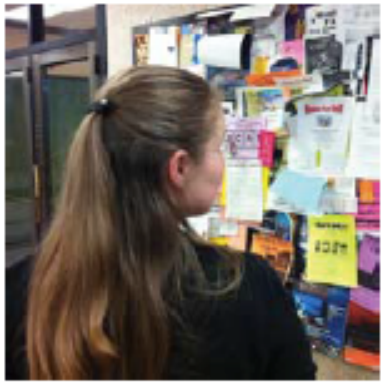
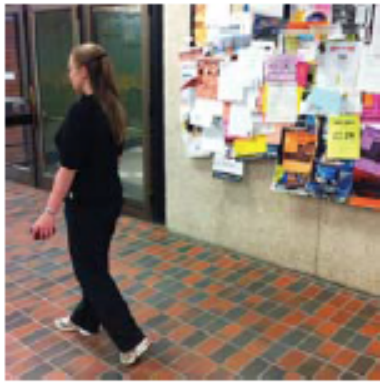
Shortcuts and other methods for creating storyboards

Photo-based storyboards:
Take 5 photos of key moments



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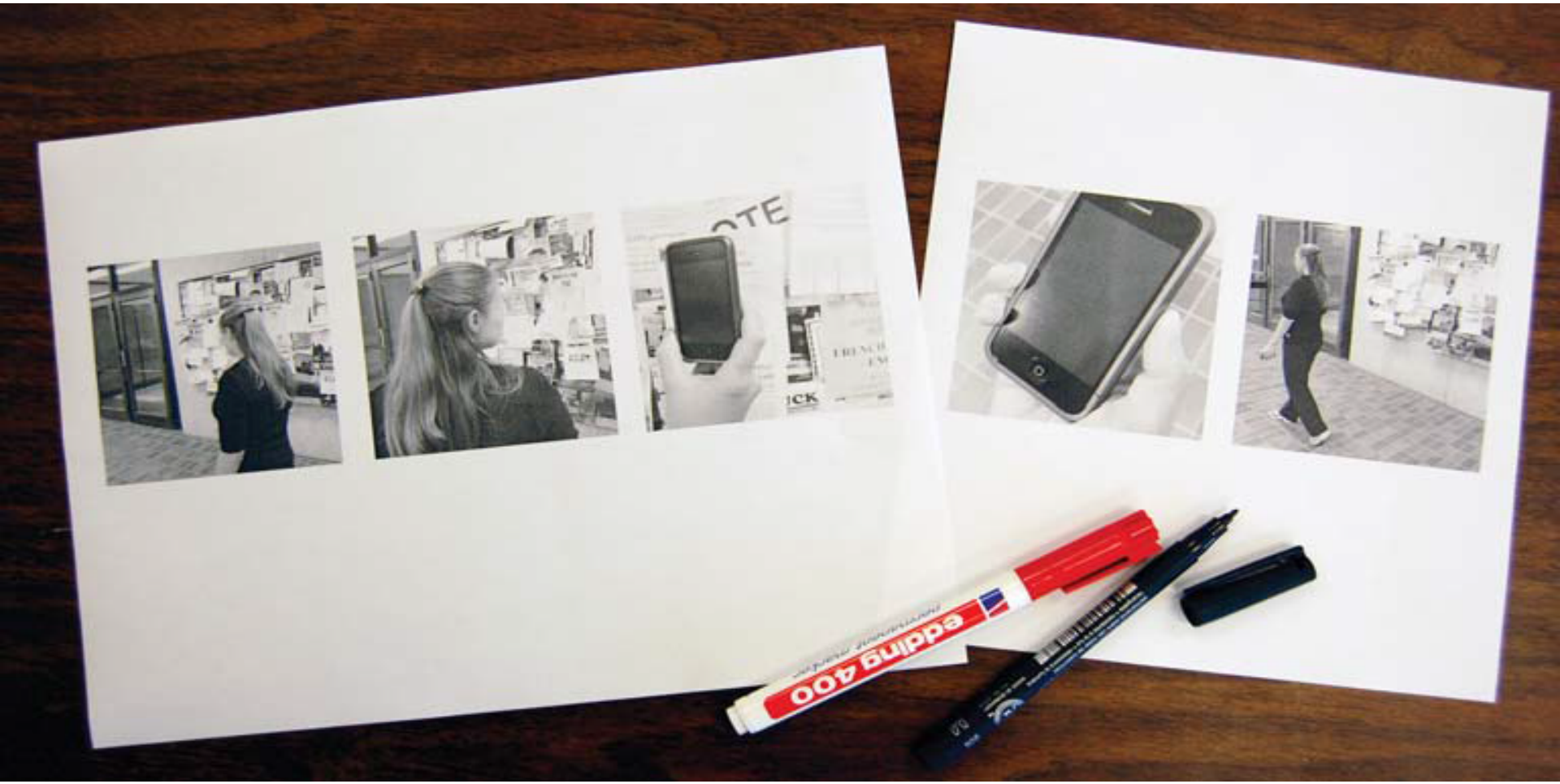
Print out (50% transparency)

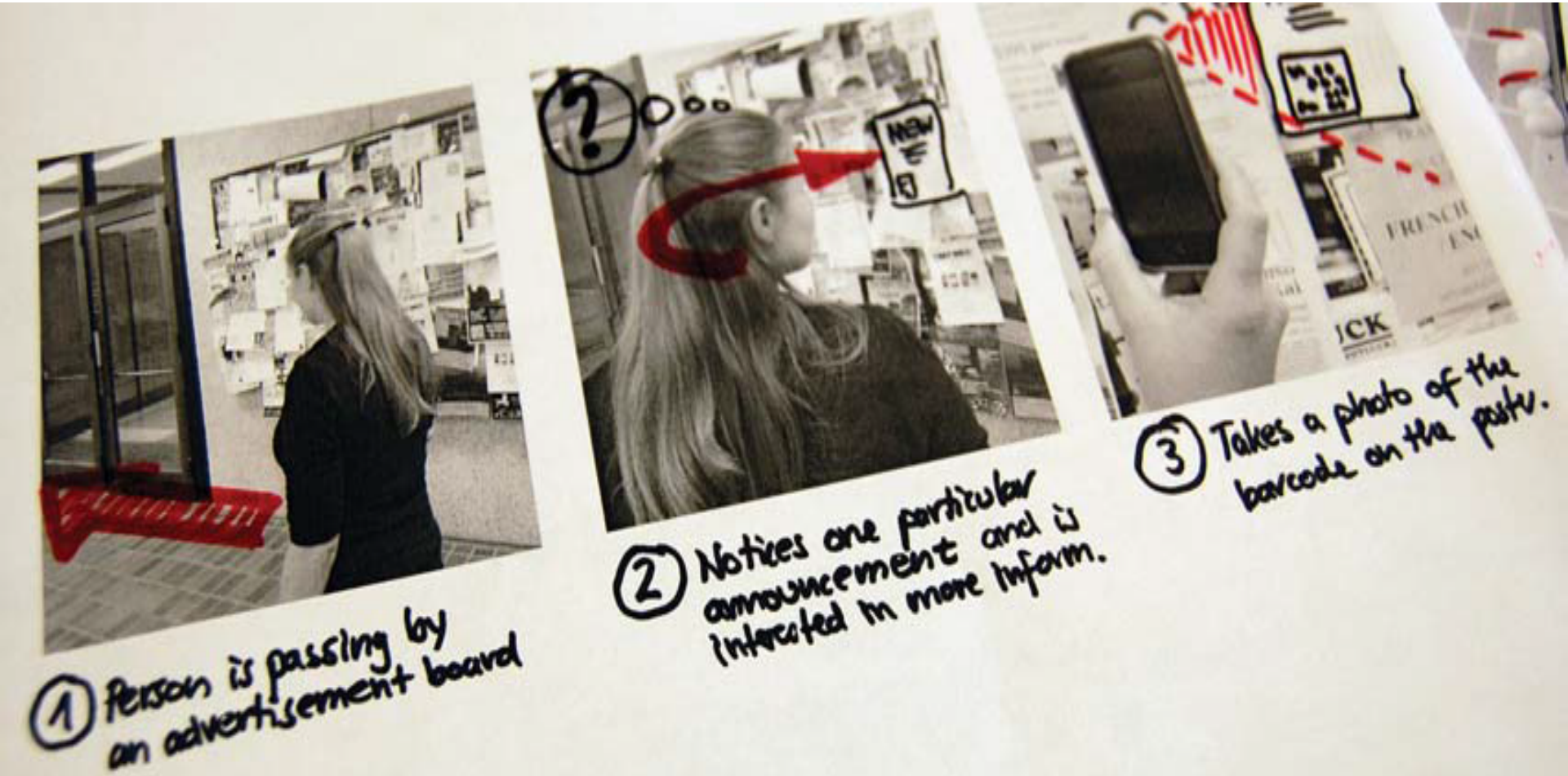


Source: Sketching User Experiences: The Workbook, Morgan Kaufmann, 2011

Add annotations

Source: Sketching User Experiences: The Workbook, Morgan Kaufmann, 2011

Add storyline and comments



Source: Sketching User Experiences: The Workbook, Morgan Kaufmann, 2011

Overlays

Source: Sketching User Experiences: The Workbook, Morgan Kaufmann, 2011

Overlays

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Overlays

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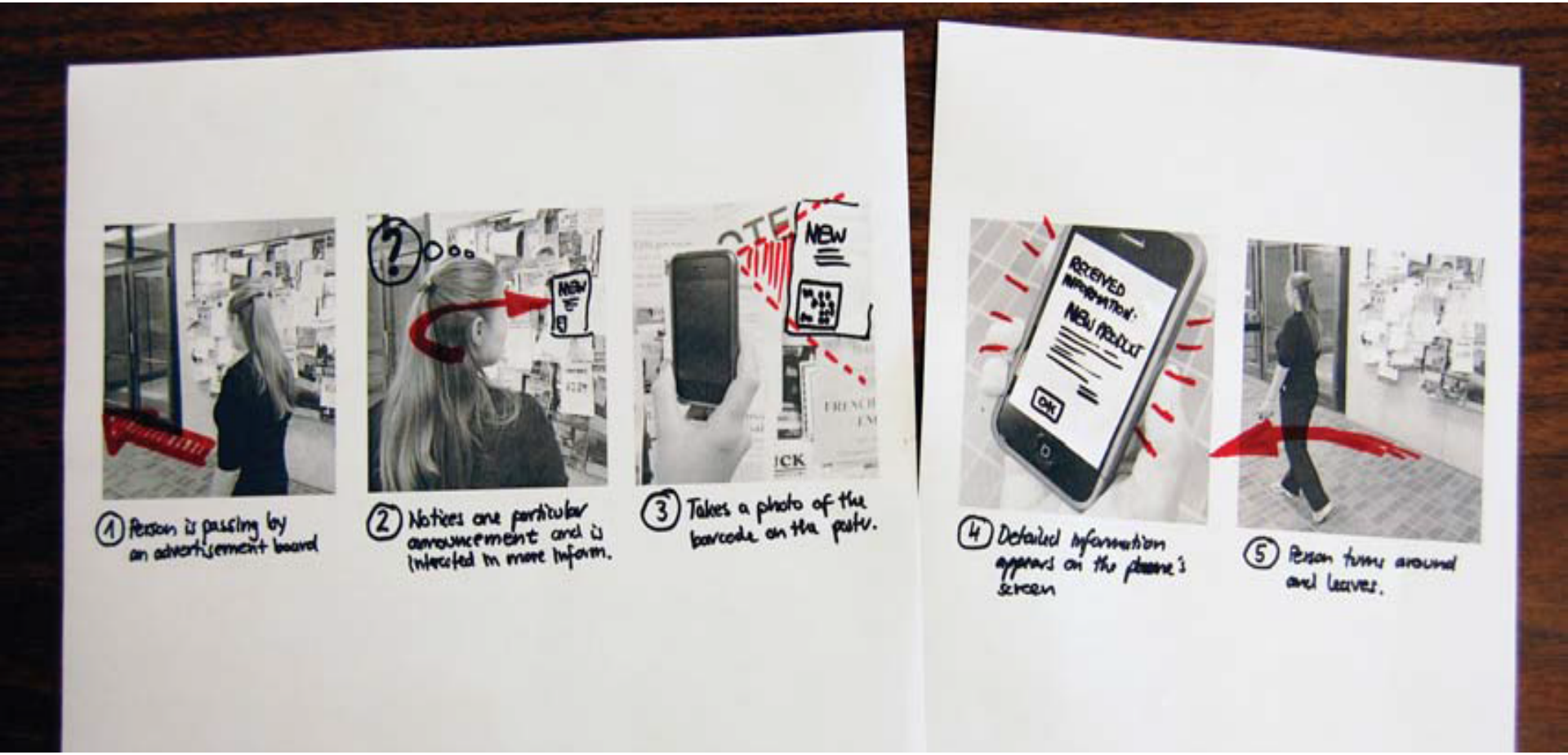
Result



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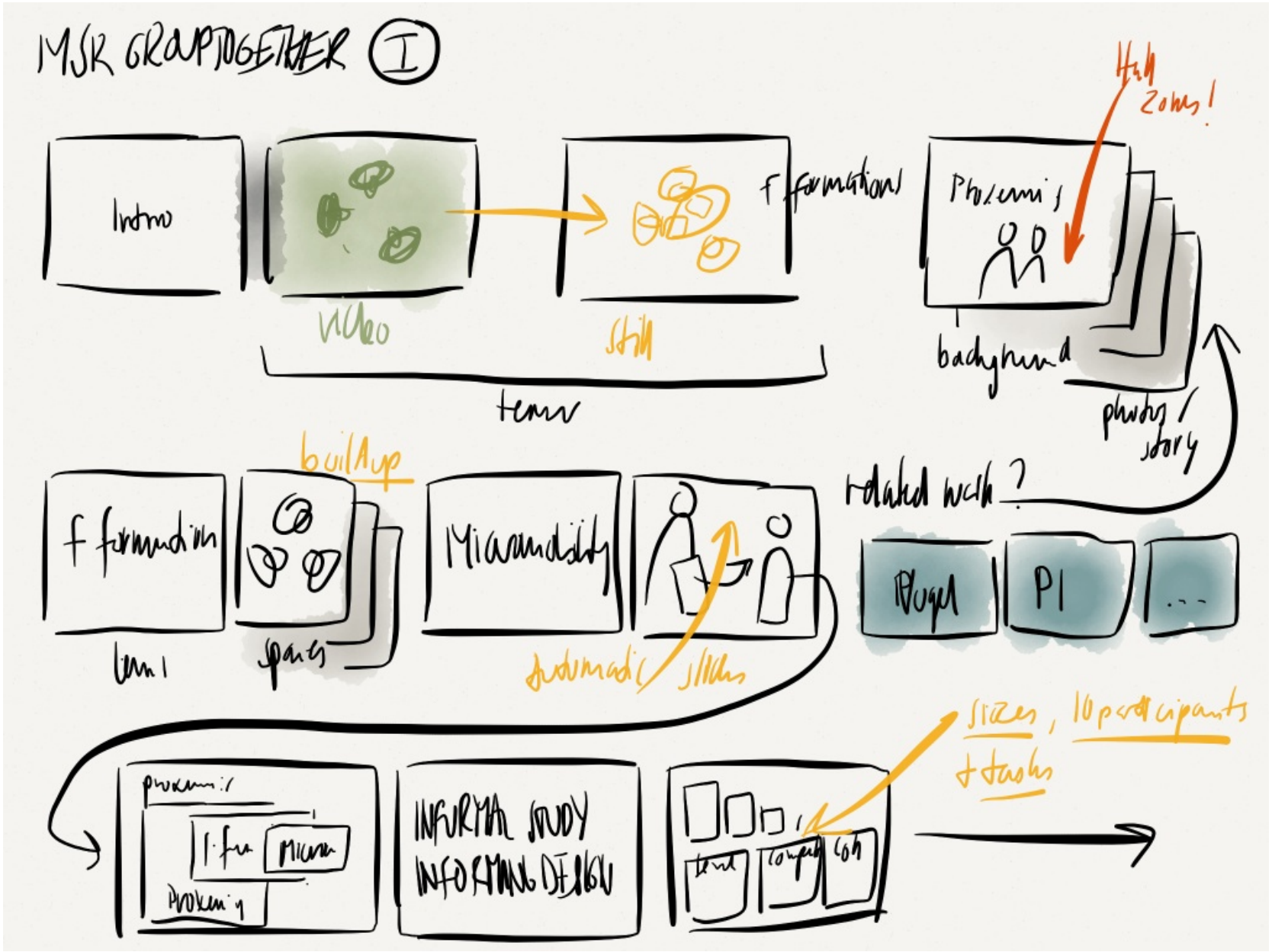
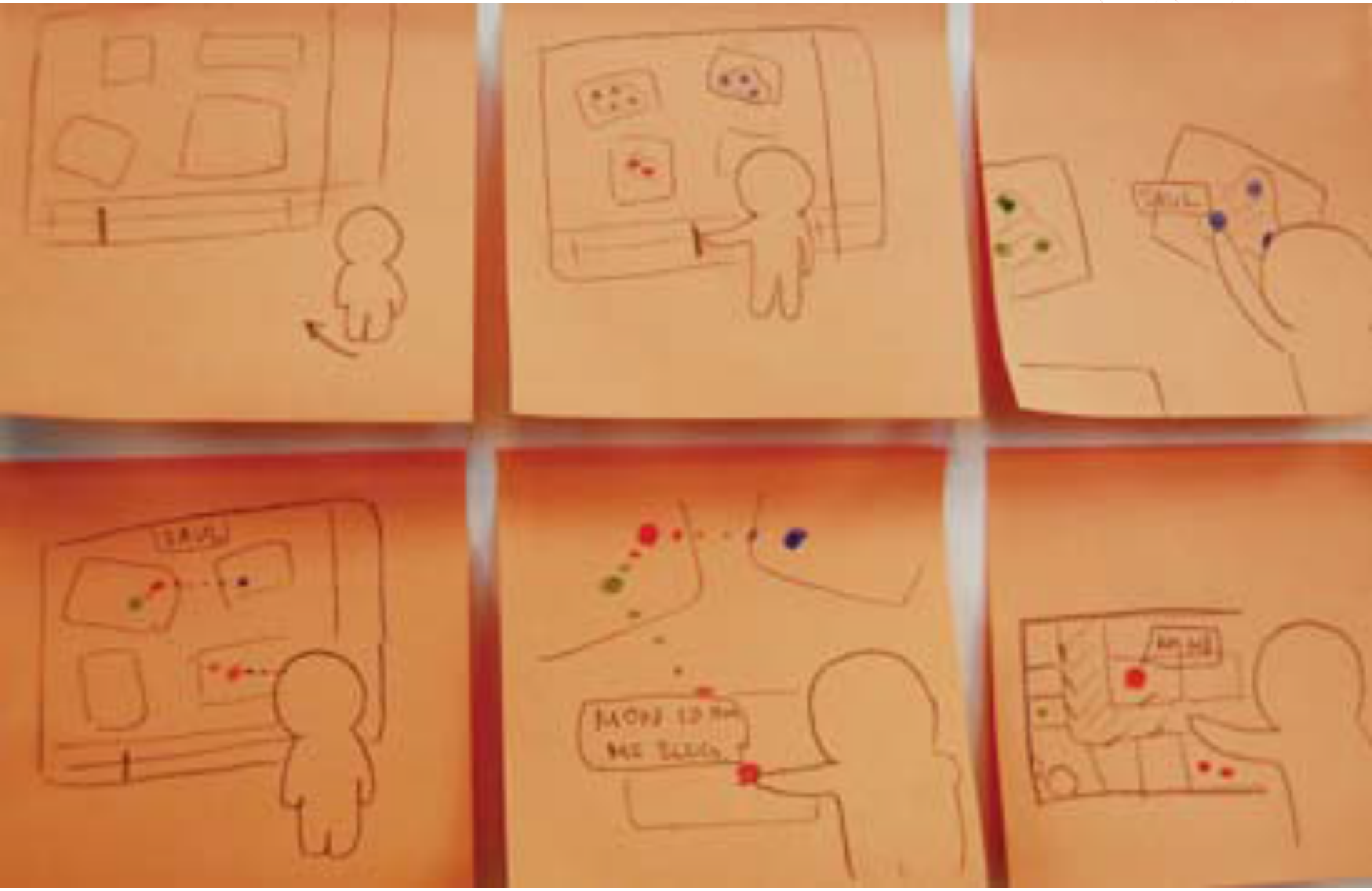

MSR GROUPTOGETHER (I)
Intro
video
still
f formations
Proxemics
background
photos / story
Hall zones!
terms
buildup
f formation
terms
spaces
Micromobility
automatic slides
related work?
Vogel
PI
...
proxemics
Proxemics
INFORMAL STUDY
INFORMING DESIGN
sizes, 10 participants
+ tasks



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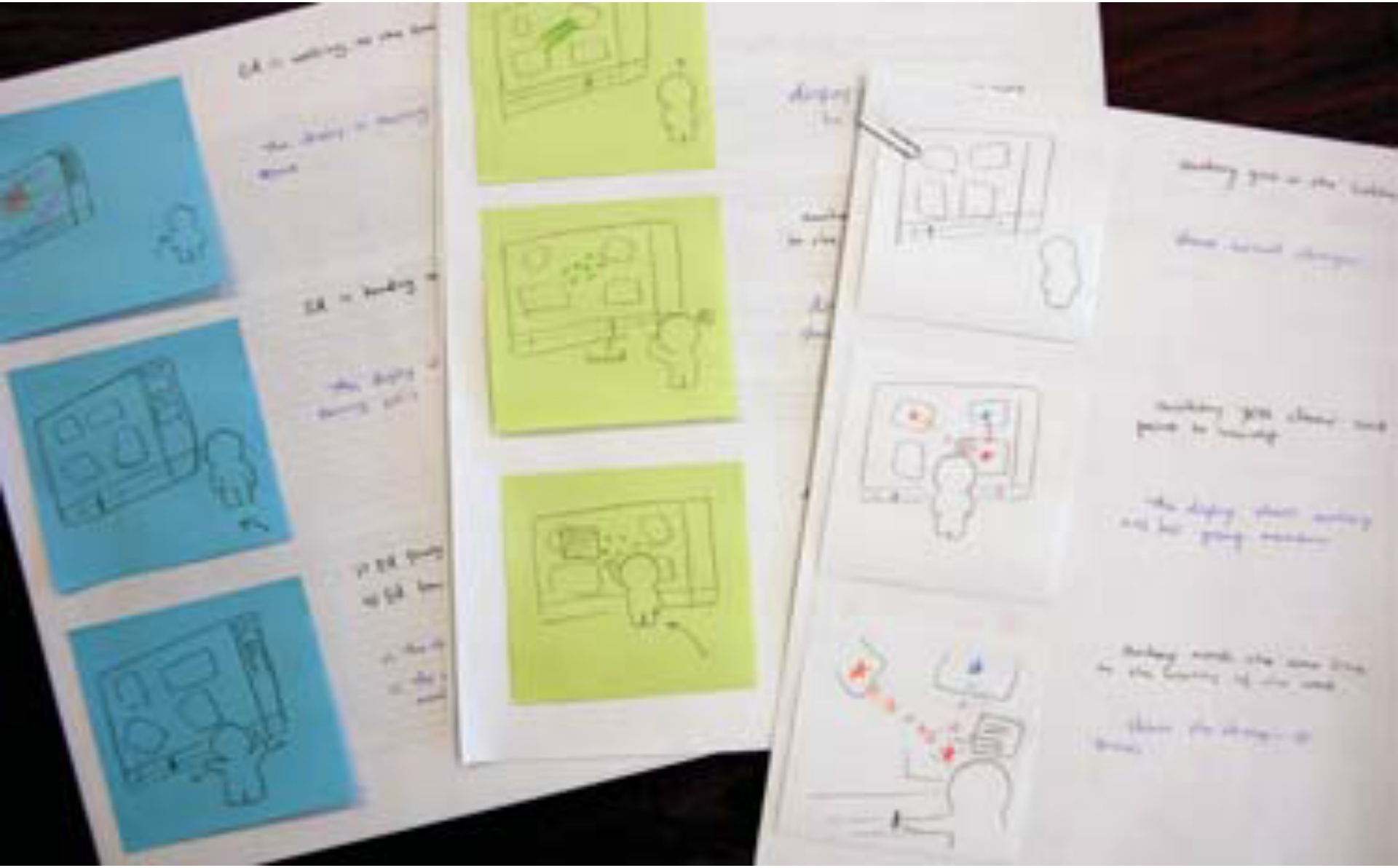

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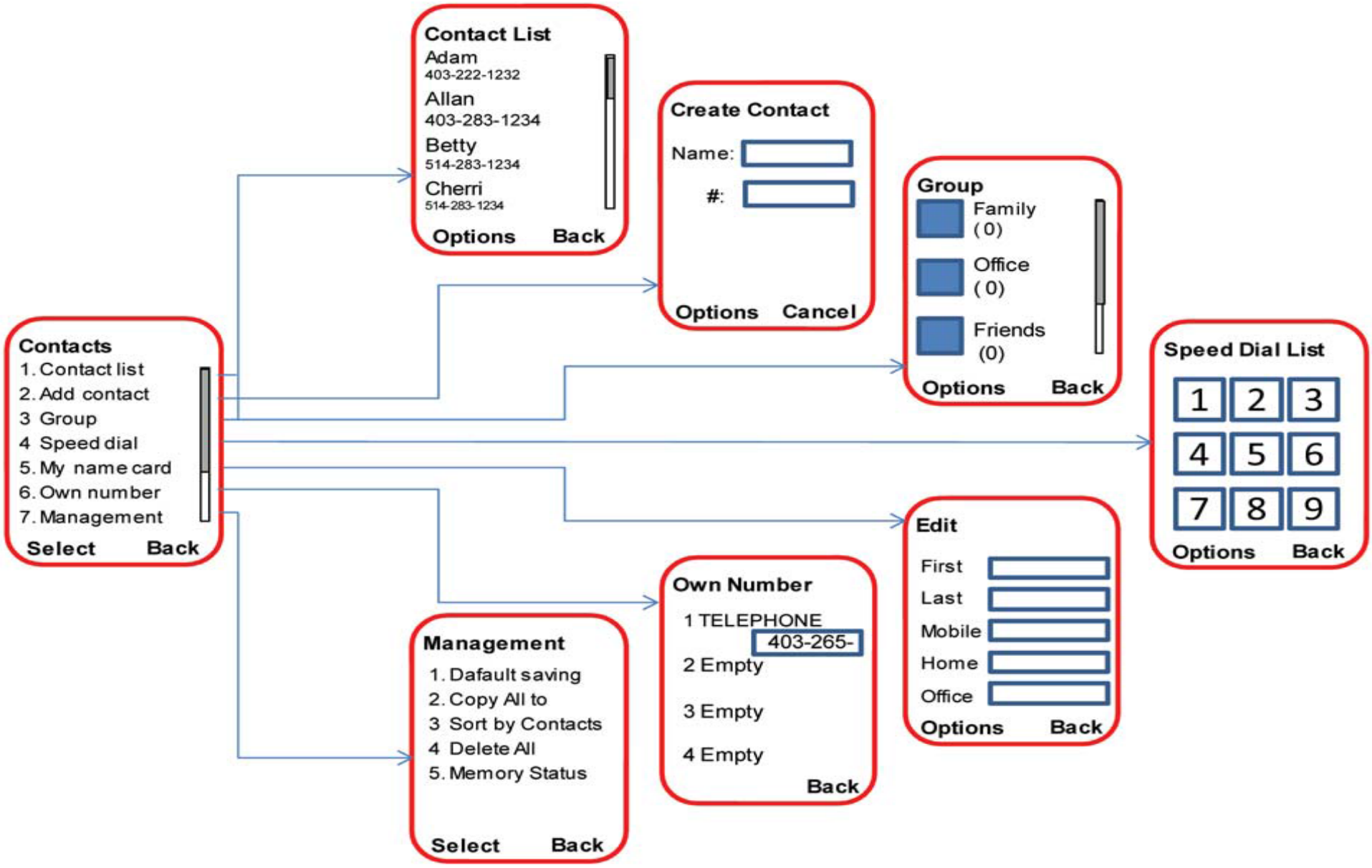
Branching storyboard
(state-transition diagram)



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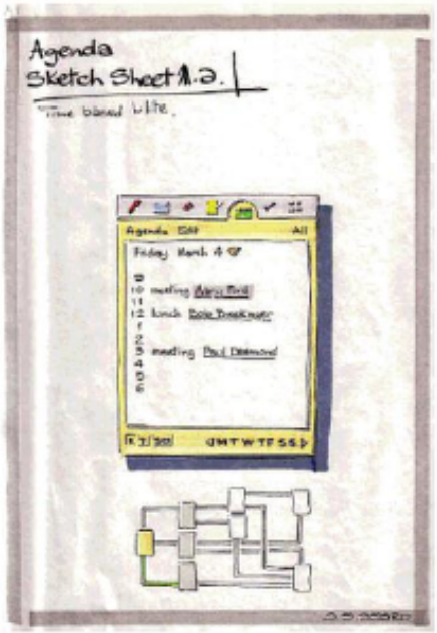

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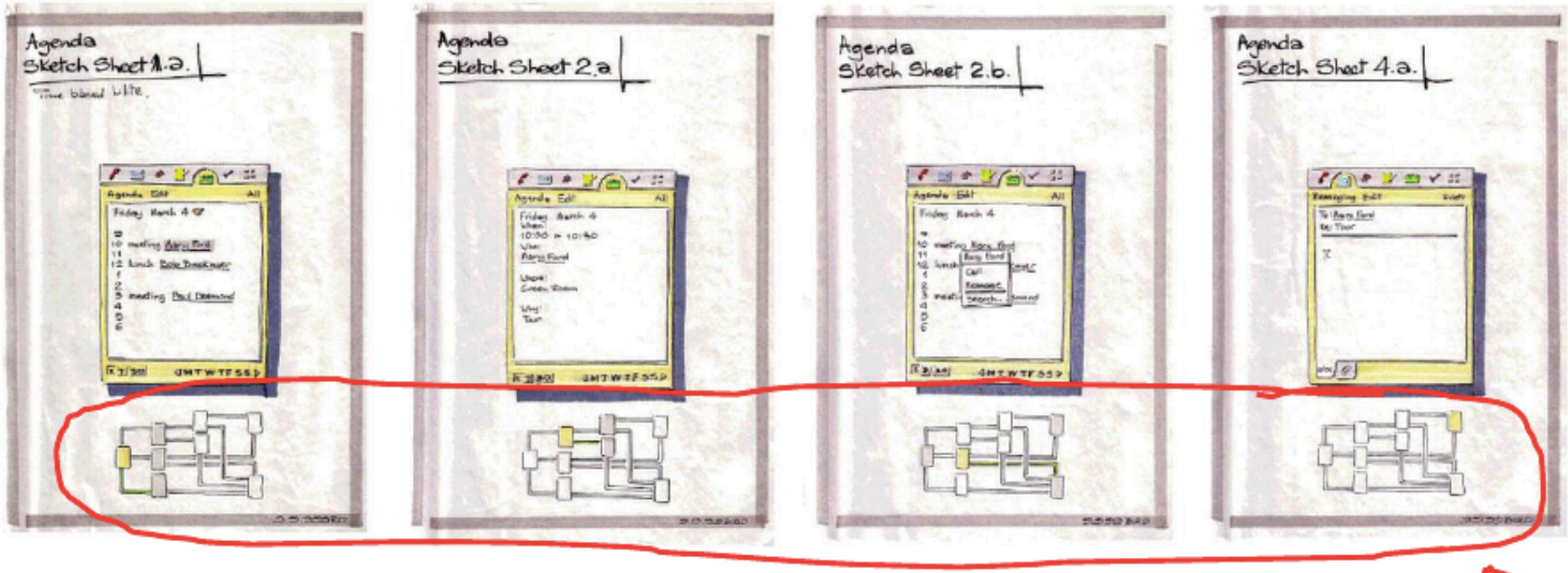

The sequence of images sketches out a potential design for interacting with a mobile calendar agenda application.

State Transition Diagram

Source: Sketching User Experiences: The Workbook, Morgan Kaufmann, 2011