

Assignment 2

Create a Storyboard

DESCRIPTION:

Create a storyboard for the project "My Story About Me". Your storyboard is one of your primary and essential tools for producing any interactive project. With it, you map out your original ideas for communication to your viewers, and plan the best way to communicate your message. Once your storyboard is completed, you can use it as a reference to analyze and revise your ideas and planned techniques as your work on the project evolves. It also forms the basis for your User Interface Design, the next step in the interactive development process.

Start by thinking about what content would be included in the project, move on how that content would be organized, then the metaphorical context in which it will exist. Your UI design should flow from your storyboards, but should be more formalized with actual interface design ideas and things like navigation and orientation cues for the user.

Questions to consider as you design, and sample answers:

Q. What is the purpose of your project, and what do you want it to describe?

Example: are building a website to contain a portfolio of your photographs and other original artwork.

Q. Who do you want to speak to through your site? (Who is your audience?)

Example: Your viewers are gallery owners, critics to whom you wish to showcase your artwork, and other artists with whom you wish to share it.

Q. What exactly are you going to include in the project?

Example: Personal history and a photograph of yourself, Artist's statement, photographs surrounding three central themes (approximately 30 photos), sketches relevant to the photographs (approximately 8), links of interest (influences), text captions and titles, animation of a recent photo shoot.

Once you've got your general story down, you now need to decide how to lay out the story in individual screens (or web pages), and then how the user will navigate your project.

- How might the content be organized? By theme? By date?
- Will there be a "main screen" with a menu guiding the user into the rest of the material?

Generate Ideas for Navigation:

Use the storyboard to plan the information you want to offer and the users' choices with which to navigate, or get around, your project. You can use linear or non-linear navigation.

Linear navigation take the viewer from the first through the last screen in sequential order. It's a good idea to include a "home or "main" button and a "previous" button on all screens after the first one, and a "next" button on each screen before the last one.

Non-linear navigation offers the viewer more than one choice about which screen to visit next. With the storyboard, you plan clear and easy-to-use navigational links that let your viewer know where they can go and how to get there. Instead of "next" and "previous" buttons as in linear navigation, for example, from your main screen you might have links to "Artist's Statement", "Early Work" and "My Influences". From each of those screens, you would have buttons connecting to other screens. The user could go from, say, the first screen with your biography to "My Influences". Then, from "My Influences", you might include Web links to sites containing material you consider to be influential on your work.

By planning out your possibilities with the storyboard, you work out the main ideas for your project and get a clear overview of how to approach the design and creation of each screen, the placement of information on those screen sand the navigational structure of your project.

Lay out the Storyboard

One format is to use several pages for your layout. Title each page: for example, "Main Screen", "Personal History Screen", "Sample Gallery Screen". Sketch out where you will place the navigation links and/or buttons you've decided on, where you will place the text, and where you will place your images, animations and other content.

Make a separate paper storyboard page for each project screen you plan. You can also write out your storyboard on one physical page containing multiple screens, which may be helpful to show where there are links back and forth between screens in non-linear projects.

It is usually best to use paper and pencil for this exercise, although you can also work in a drawing tool like Illustrator or Freehand.

DUE:

At the beginning of class for Week 4 (September 28, 2000).