Amal's guide to Storyboarding!

The main point of storyboarding is to understand how your product fits in with the world. You want to illustrate a scenario.

Amal

The GIST

Red & Sean were bored after going to the Bluegrass Festival, so decided to find out what else they could do...

Dude, what do we do?!

Let me use your Safari on my Iphone!

Creds

Instead, show why & when features would be used.

Don't use this to illustrate all the UI features & components...

*This is what paper prototyping is for!
Let's check out places in SF...

Show interactions

We're in SF!

Develop a setting

Let's try out Burmese superstar! Alexa rated it, it sounds cool!

Sure!

Show satisfactions

& finally, be creative! You don't need to be an artist to get a point across.
Summary of Points to Consider...

**Setting**
- people involved?
- environment?
- task being accomplished?

**Sequence**
- what steps are involved?
- what leads someone to use the app?
- what task is being illustrated?

**Satisfaction**
- what's the motivation for the user?
- what's the end result?
- what need are you "satisfying"?
Things to think about when sketching

- Star people
- Pressing a button
- Making a selection
- Dropping down
- Someone holding a cell phone