CS220: Human-Computer Interaction, Spring 2010

P2: Storyboards + Design Sketches

Due Wednesday, March 17th, before class.

In this group assignment, you will continue the design of your term project by creating scenarios, preliminary interface designs, and storyboards. In order to complete this assignment you are required to set a formal brainstorming session for your team in which you will take the time to brainstorm multiple and different ideas. By Wednesday March 3rd, email the course Assignments conference where and when you will be conducting your brainstorming session.

The following readings (available in the course e-reserve conference) will assist you to conduct your brainstorming session and create your design artifacts: Brainstorming Wilson 2006, Buxton 2007, and Storyboarding Truong et al. 2006.

In addition to including the following design artifacts in your project website, you will present them in class on March 17th.

Scenarios. Cover all the tasks you identified in your task analysis with scenarios -- concrete, realistic stories that include the task. Where your task descriptions were abstract (e.g. "Buy a new ticket"), your scenarios should be concrete, complete with imaginary user's names and imaginary details (e.g. "Frodo is going to the Red Sox game with 3 of his friends. He needs to buy a ticket, but the T station is packed with commuters and other Red Sox fans..."). A single scenario may involve several tasks. You should have at least 3 scenarios, and together they should cover all your important high-level tasks.

Preliminary interface designs. Generate at least two different preliminary designs of your user interface. A preliminary design consists of one or more sketched screens, with text or callouts identifying important information and controls. Include one sketch for each major screen of the design. Your sketches should focus on the content and control elements of your interface (i.e. text, controls and layout) rather than a concrete visual design (i.e. fonts, color, style). You can use the iPhone template for creating your design sketches.

Storyboards. Choose one of your scenarios and create (at least) two storyboards for the scenario, one for each of your designs. The storyboard should combine words with sketches showing how the interface would look or respond at important points in the scenario.
**Details:**
Your design sketches will be graded on how well you've described them, how completely they cover your task analysis, and how diverse they are. Two designs that differ only in minor ways will not receive as much credit. The designs themselves won't be graded on usability for this assignment.

In your formal brainstorming session, take time to brainstorm a variety of different interface designs, sketching them by hand on paper or a whiteboard. It would be helpful if each one of you will come to the meeting with some idea sketched. You should play with many more than two designs, but we only require you to record two on your web page.

**Hand-drawn sketches are encouraged.** There are a number of ways to get hand-drawn sketches into your web page. You can draw on paper and use a scanner to convert it to electronic form, or you can draw on a whiteboard and take a careful picture of it. You can also use a digital camera to take high-resolution pictures of your sketches. In any case, please make sure your sketches are readable, and crop them appropriately.

**What to Hand In:**
First, by **Wednesday March 3rd**, send an email to the course Assignments conference that specifies when and where your team will meet for a formal brainstorming session.

By **Wednesday March 17th** before class, update your team’s web page so that it contains a section:

**P2 Storyboards and Design Sketches.** This is your report for this assignment, with the following subsections as described above:
- Scenarios.
- Preliminary Designs.
- Storyboards.

**Design review:**
in class on **March 17th**, each team will have 10 minutes to present followed by 10 minutes discussion and critique. Prepare a 10 minutes presentation that covers the following:

- Problem statement
- Personas
- Task analysis: list the main tasks. Describe pre-conditions, constraints, and frequency as needed.
- Preliminary alternative design #1: sketch + design rational + storyboard
- Preliminary alternative design #2: sketch + design rational + storyboard