



# Recall The Team Skills

1. Analyzing the Problem (with 5 steps)
  2. Understanding User and Stakeholder Needs
    1. Interviews
    2. Workshops
    3. Brainstorming and idea reduction
    4. **Storyboarding**
  3. Defining the System
  4. Managing Scope
  5. Refining the System Definition
  6. Building the Right System
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## Chapter 13

# *Storyboarding*

- Purpose of Storyboarding
- Types of Storyboards
- What Storyboards Do
- Tools & Tips for Storyboarding



# Storyboarding

- The purpose of storyboarding is to gain an early reaction from the users on the concepts proposed for the application.
  - Storyboards offer an effective technique for addressing the "Yes, But" syndrome.
  - Storyboarding is
    - extremely inexpensive
    - user friendly, informal, and interactive
    - Provides an early review of the system's interfaces
    - easy to create and easy to modify
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# Types of Storyboards

## 1. Passive storyboards

- Tell a story to the user.
- Consist of sketches, pictures, screen shots, PowerPoint presentations, or sample application outputs.
- Walks the user through the storyboard, with a "When you do this, this happens" explanation.

## 2. Active storyboards

- Try to make the user see "a movie that hasn't actually been produced yet."
  - Provide an automated description of the way the system behaves in a typical usage or operational scenario.
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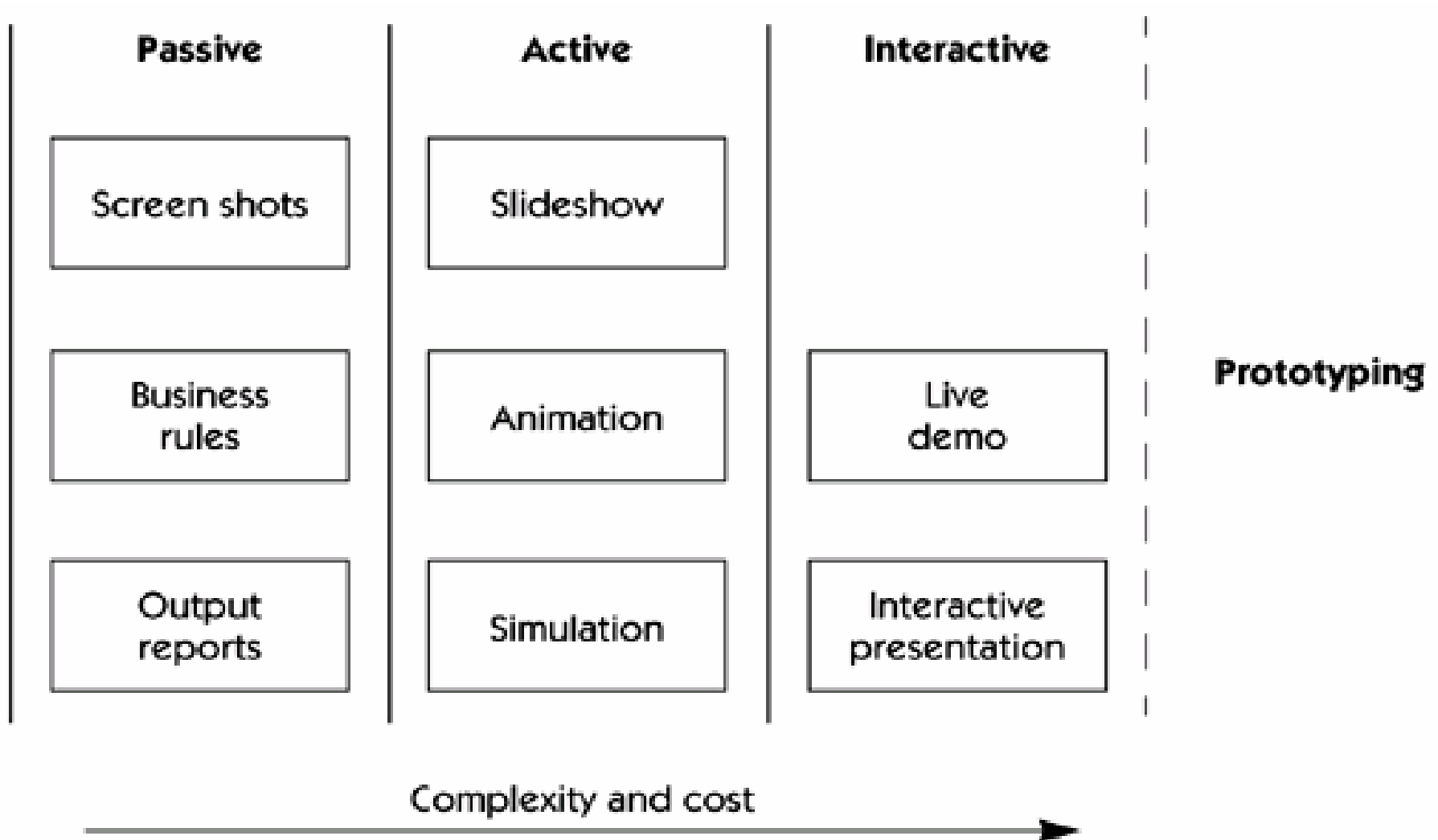
# Types of Storyboards

## 3. Interactive storyboards

- Let the user experience the system in a realistic and practical way.
- Require participation by the user.




# Storyboarding Continuum






# What Storyboards Do

- In software, storyboards are used most often to work through the details of the human-to-machine interface.
  - In this area each user is likely to have a different opinion of how the interface should work.
  - Storyboards for user-based systems **deal with the three essential elements** of any activity:
    - Who the players are
    - What happens to them
    - How it happens
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# Tools for Storyboarding

- Passive-storyboarding constructs have been made out of tools as simple as paper and pencil or Post-it notes.
  - More advanced storyboards can be built with presentation managers such as PowerPoint.
  - Passive, active, and user-interactive storyboards have been built with various packages that allow fast development of user screens and output reports.
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# Tips for Storyboarding

- Don't invest too much in a storyboard.
  - If you don't change anything, you don't learn anything..
  - Don't make the storyboard too functional.
  - Whenever possible, make the storyboard interactive.
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# Key Points

- The purpose of storyboarding is to elicit early "Yes, But" reactions.
  - Storyboards can be passive, active, or interactive.
  - Storyboards identify the players, explain what happens to them, and describe how it happens.
  - Make the storyboard sketchy, easy to modify, and not shippable.
  - Storyboard early and often on each project with new or innovative content.
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