

About this activity:

A comic book style visualization of your written scenario, illustrating the use of your system through scenes and screens.

Before Starting This Activity:

Required: Participants must have at least 1 scenario which is to be illustrated.

Preparation: None

Activity Details:

 Is an individual and/or group activity

 Takes 30 - 45 min per iteration

 Materials required:

- Whiteboard (recommended)
- 11 x 17 Paper
- Sharpie Markers

1
Using your scenario as a starting point, divide the story up into individual sentences.
On a whiteboard, draw empty boxes (approximately 4" x 4") for each sentence in the story.
Number each box sequentially.

2
Directly below each box, write the sentence from your scenario.
Each sentence should encapsulate a single idea or step in the story.
Tip: If you are drawing rapid sequences, or if two sentences describe a different view point of the same state, consider splitting the frame into 2 or 3 states with a thick black line.

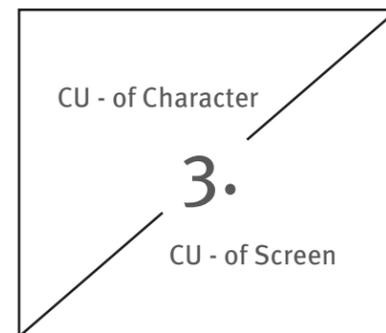
3
Tag each box as a screen or scene. Include the name of the character and the type of "shot" you are trying to create.
If it's a close up shot - write "CU".
Over the shoulder - write "OTS".
Extreme close up - write "ECU".
Long shot - write "LS".
Medium shot - write "MS".

4
Inside of each box, sketch what happens in the scenario.
When you sketch people, emphasize their hands and eyes.
When you sketch human touch points, show both humans in the frame at once.
When you sketch digital products, first introduce the product in context (in someone's hand), and then sketch what the user actually sees on the screen.

5
Complete a rough version of your storyboard, share, get feedback, and refine the story. Stop this process only when the storyboard is self explanatory.
Find someone who has not viewed this storyboard before. Give them the storyboard and ask them to read the story back to you.
You will immediately see where the storyboard needs refinement. Do another version and share it again.

Note:

- Start with stick figures or crude outlines of each element.
- After you get all of the elements in the frame, come back and add in more detail.
- Good sketches do not happen the first time. They almost always have multiple iterations.



5. Sketch, Share, Repeat

