## Storyboarding



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## Storyboarding

- Low-fidelity prototyping
- Conjunction with scenario
- Series of Sketches
- Example:
  - User concentrated, e.g user experience
  - Series of Interaction with application, e.g prototypes
- Tools:
  - Pixton (pixton.com)
  - GoAnimate (goanimate.com)

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My search for freedom began with an interest in cultivating my



## Scenario of JourneyPlanner App

- Monica lives in an apartment in the suburbs of Trento. Such area is not directly connected to the University, thus she has to take two buses. She complains that she often wastes a lot of time waiting for the connection as the schedules of the two lines are not synchronized.
- However, the University has now developed the JourneyPlanner app. Monica inserts the location from which she wants to leave and her chosen destination; each location can be specified as a bus stop, an address or a point of interest. Monica can also specify the preferred time of departure. Moreover, she has already filled in a profile defining her favorite ways of travelling (on foot / by bike / by bus...) and some information such as her walking speed, whether she owns a bike, whether she has special mobility requirements (use of a wheelchair, impairments and so forth).
- Based on all this information, JourneyPlanner computes the fastest route between departure and arrival points, showing Monica the directions to get from one point to another and specifying which buses she needs to take and where, when possible connections will take place, how long will the journey last in total and so forth. Monica will therefore be able to minimize her travelling time.

## Feedback, Comments...

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