Digital Innovation Development for Entrepreneurs

Models to Design

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storyboards

Storyboards

Constructing a storyboard

- cartoon
- from filmmaking
- notes key moments and interactions
- the 'feel' or 'flow' of the experience



 on arrival at the hotel, the guest goes straight to the meception desk.



3) The receptionist asks for a credit card from the guest as a deposit.



At the Reception deak, the receptionist types details of the quest into the computer and checks the guest in.



 The receptionist them gives the guest the key to their room.

Figure 13.4 A hotel storyboard showing a high-level impression of the registration process

Storyboards

Constructing a storyboard

- traditional
 - notes attached (below)
 - what will happed
 - dynamic not static
- scored
 - add notation for motion
 - e.g. type, colour, images, sound etc.
- text-only
 - complex sequences
 - what image, text, media etc.

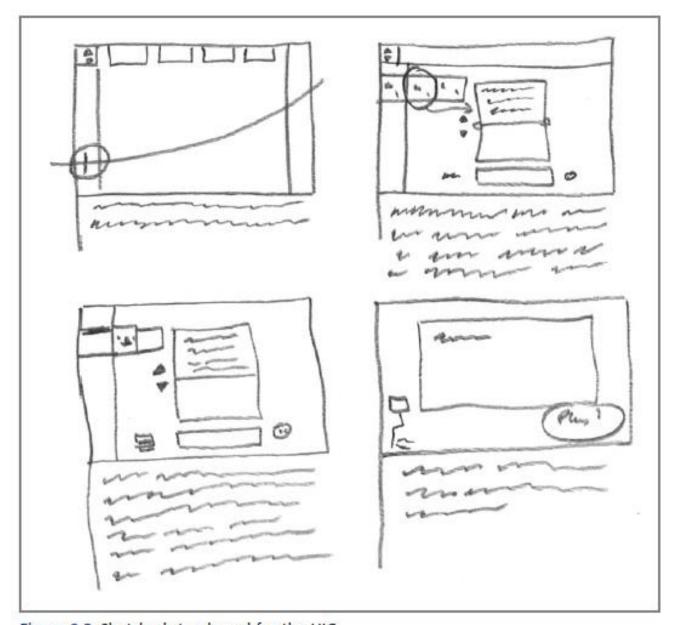


Figure 8.3 Sketched storyboard for the HIC

Storyboards

Constructing a storyboard

- 1. identify key tasks, choose one, review the models
- 2. draft a detailed design
 - consider alternative options
 - consider implications of the alternatives
- 3. check the redesign against the sequence models
 - are the intents OK?
- 4. sketch
- 5. repeat for all the tasks & review

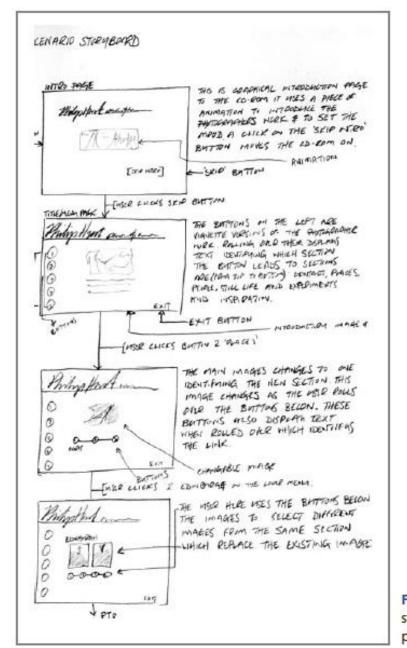


Figure 8.4 Part of a storyboard for a photographer's website



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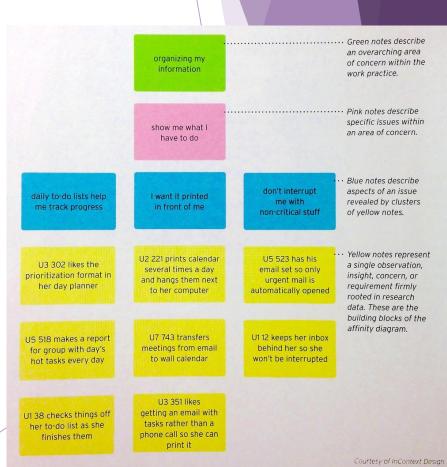
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Figure 13.4 A hotel storyboard showing a high-level impression of the registration process

- Frame 1. The guest arrives at the reception desk and announces 'I have a reservation and I wish to check in'. The receptionist stops what she is doing and asks for the guest's name.
- Frame 2. The receptionist then consults the hotel's information system and accesses the database to match the guest's name against reservations. The name is found and the receptionist updates the database to indicate that the guest has arrived and allocates a room to her.
- Frame 3. The receptionist then asks the guest for her credit card in order to secure payment. The card is swiped and its details are entered into the hotel's information system.
- Frame 4. Finally, the receptionist gets the room key from the key board and hands it to the guest.

Choose a storyboard

- represent a 'user intent'
- use a model (e.g. flow or sequence model)
- or,
- use your affinity diagram from last week
- file copy is in teams and mango



Thank you! any questions?