

Questions?

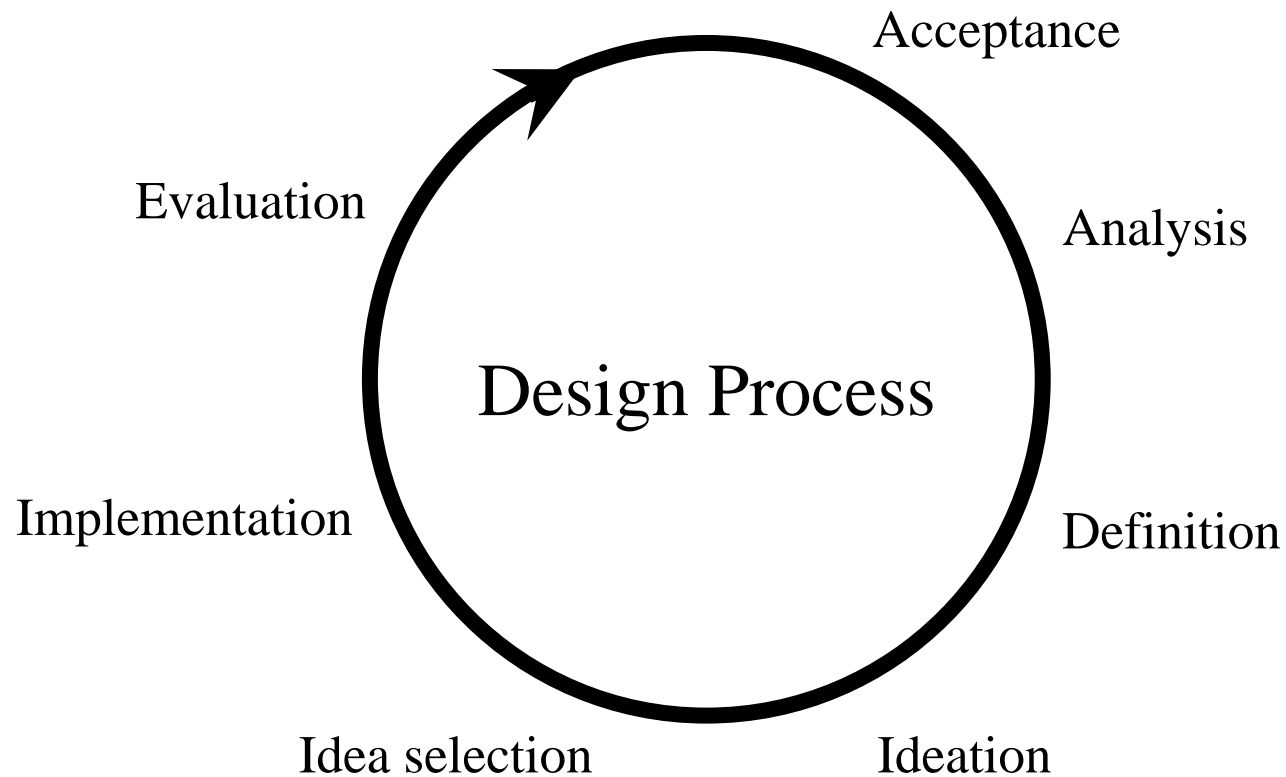
- Show and Tell this Thursday

Questions?

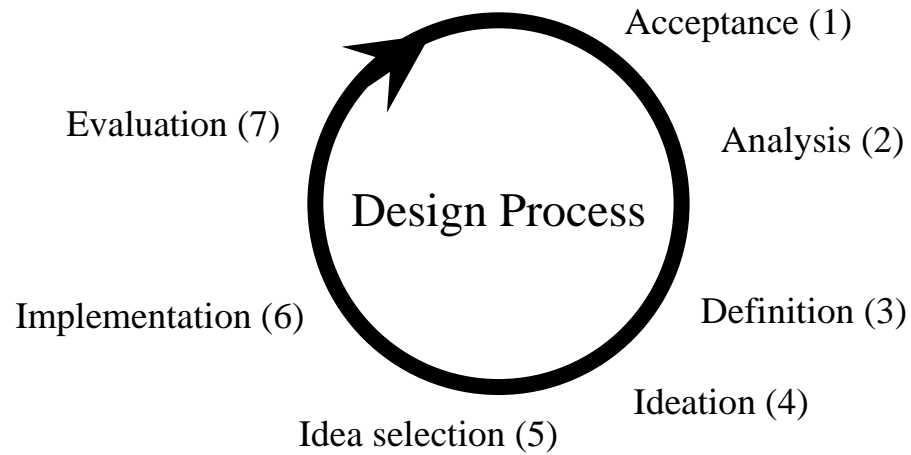
- Projects
 - Look at the project I posted on the web
 - Key aspects of a successful project:
 - *Exploratory in nature*
 - *Significant hardware component*
 - *Interactive (i.e. react to the environment)*
 - Examples:
 - *Kinematic sculpture/structure...*
 - *Toys, music instruments...*
 - *Semi-autonomous reconnaissance aircraft...*
 - *White board plotter...*

“Deep Dive” video

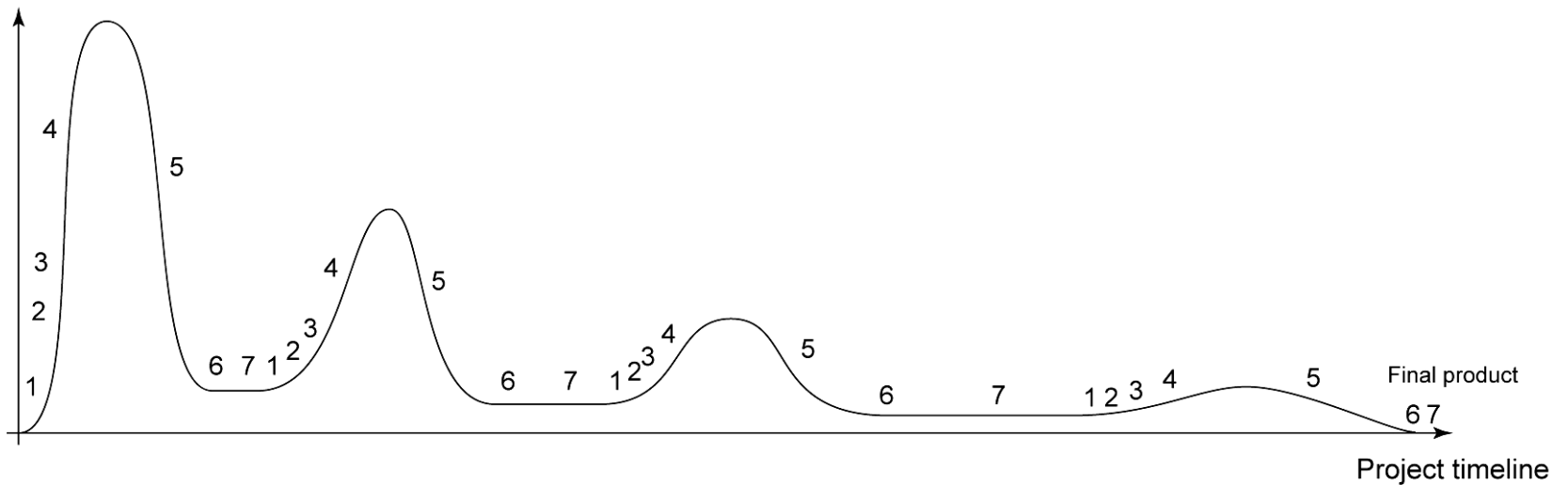
- IDEO designing the shopping cart of the future



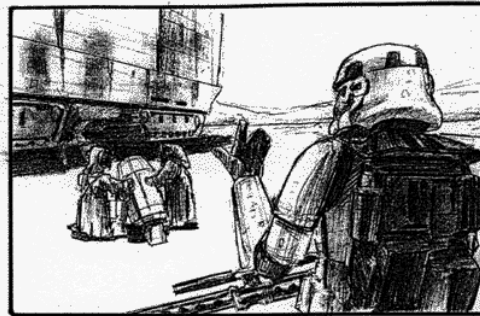
Cycle in the project lifespan



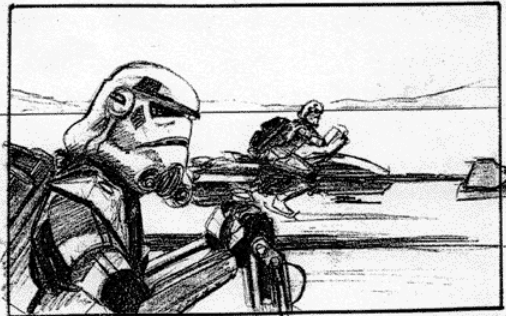
Number of Ideas
under consideration



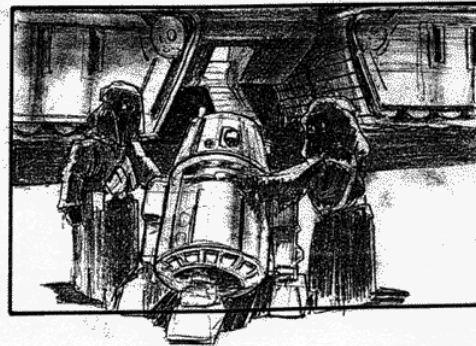
Storyboard (Troops)



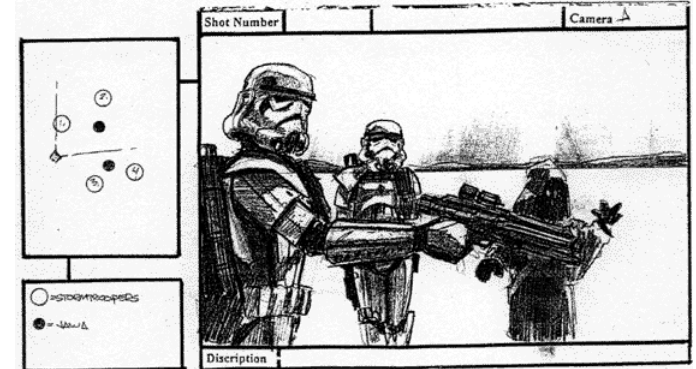
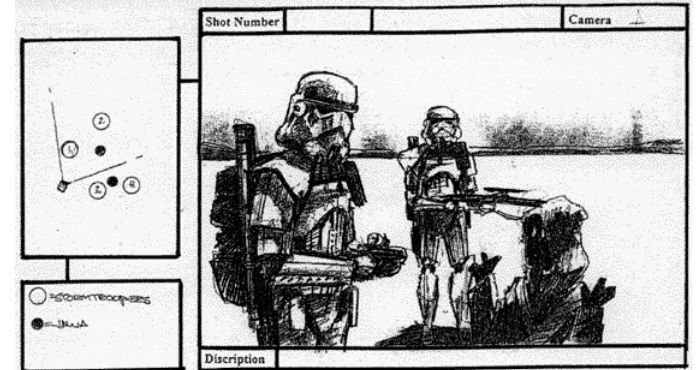
JYANIX
Excuses Me. You wanna come over
here, please.



1A Camera Car/Two Shot/ Jyanix in FG. CG Trooper in BG A



The Jawas look surprised.



See <http://www.theforce.net/theater/shortfilms/troops/>

Storyboarding

- Technique
 - Series of key frames depicting key steps in reaching a goal
 - *Use a pin board for easy editing*
 - Describe the interaction in context
 - *Relationship between the user and its environment*
 - *Relationship between the user and the system*
 - Can be “played” in front of users (or other designers)
- Goals
 - Check your understanding of the process users are going through
 - *Observe user reaction*
 - *Debrief users*
 - Good reference point during the design process

Storyboarding exercise

- Withdrawing money at the ATM machine in 6-8 frames
 - Brainstorm on users **goals** while using an ATM (2min)
 - Brainstorm out to address this goal (5 min)
 - Create a Storyboard for your best ideas