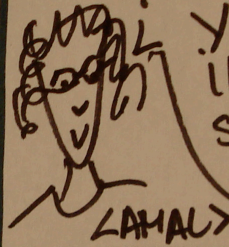
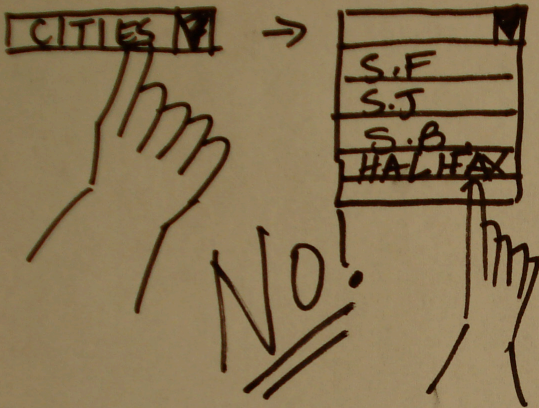


# AMAL'S guide to Storyboarding!

The main point of  
storyboarding is to  
understand how  
your product fits  
in w/ the world.  
You want to  
illustrate a  
scenario



THE GIST



DON'T USE THIS TO  
ILLUSTRATE ALL THE UI  
FEATURES & COMPONENTS...\*

\*this is what paper  
prototyping is for!

RED & SEAN WERE  
BORED AFTER GOING TO  
THE BLUEGRASS FESTIVAL,  
& DECIDED TO FIND OUT  
WHAT ELSE THEY COULD  
DO...

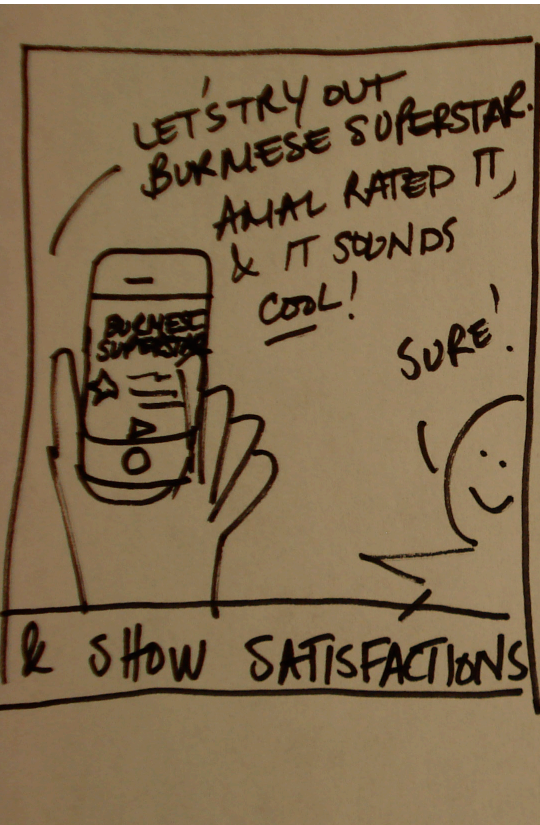
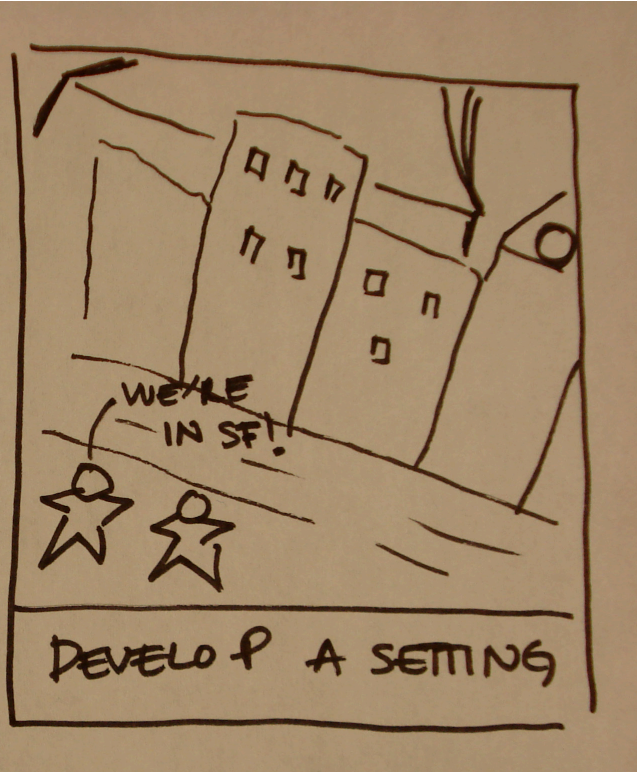
DUDE,  
WHAT  
DO WE  
DO?!

<RED>

LET ME  
USE  
TOURSAFARI  
ON MY  
iPhone.

<SEAN>

INSTEAD, SHOW WHY &  
WHEN features would be  
used



## Summary of Points to Consider...

Setting

- people involved?
- environment?
- task being accomplished?

Sequence

- what steps are involved?
- what leads someone to use the app?
- what task is being illustrated?

Satisfaction

- what's the motivation for the user?
- what's the end result?
- what need are you "satisfying"?

# Things to think about when sketching

