



# Storyboard

# Contents



## I. Introduction

### I. History

## II. Instructions

### I. Materials

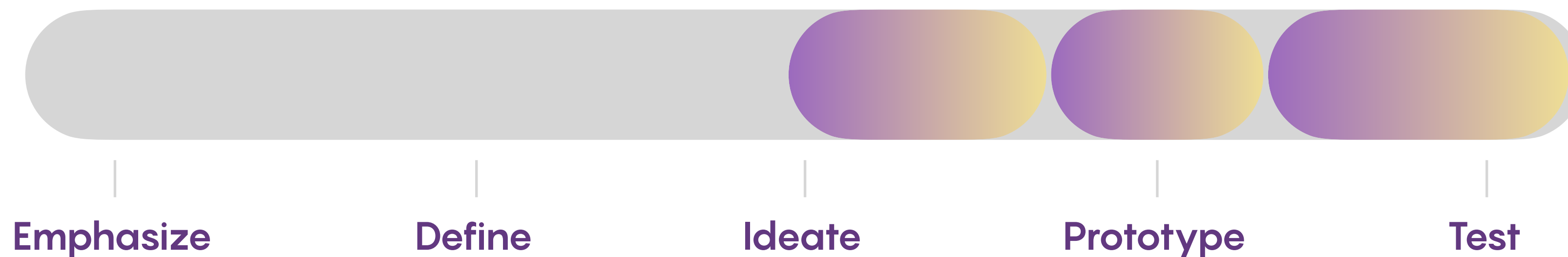
### II. Step-by-Step

## III. Contact

# Introduction

- The Storyboard is a narrative tool derived from cinema.
- It is a form of prototyping.
- Storyboards show each step of an activity, experience or interaction.
- It's used for films, multimedia as well as UX design.
- Different frames show a sequence of events in a context.

## Design Phases



## Introduction – History

- In the early 1930s Walt Disney invented the Storyboard.
- Animator Webb Smith was credited creating the first storyboard.



# Introduction

- Types of Storyboards: Written, Thumbnail, Animatic
- Use a storyboard to generate concepts & create solutions



# Introduction

Differences to...

## Paper Prototyping

- Paper Prototypes are more physical
- They show a whole figure in 3D but have no storyline

## Wireframe

- The wireframe does not show visual design and no graphic elements
- It is just about the structure



# Instructions

## Materials

- Paper
- Pen
- Storyboard Template
- Camera
- Photos



# Instructions

## Step-by-Step



1. What do you want to describe?  
—> Think about the whole story first, tell it efficiently
2. Who are your characters?
3. Storyboards can consist of sketches or photographs, they can also contain text (short and informative)  
—> Consider: details, text, emotions, number of frames (6-12), flow of time...
4. Drafts can be refined by an iterative process





## Strengths:

Shows a clear explanation of what is intended. Helps to track the real work and gives more time for editing.

## Weaknesses:

Often not very detailed. Time consuming and can be restrictive at voicing out ideas.



# Contact

[usability-siegen.de](https://usability-siegen.de)

[fablab-siegen.de](https://fablab-siegen.de)