3.3 Sketch Problem 3: Storyboarding

CS 5984
Design of Interactive Devices
February 4, 2005

Steve Harrison
Storyboards

- Representation of sequential experience
- Usual form of genre:
  - cartoon of visual
  - dialog and sound
  - narrative
- Comes from film production -- sometimes called “scenario”
Federico Fellini
Peter Weir
Terry Gilliam
Martin Scorcese
Spike Jonze
1. Truck driving to farm, Misha probably crying at home
2. Father hugs Misha
3. Misha climbing into truck or throwing bag in back
4. Father looking back to Misha, sister waving
5. Hand shoves flap on back of truck, truck starts to drive off
6. Sister runs after truck and throws bunny to Misha who catches it

Father puts bunny back in car and drives away and distance...
Abstraction

McCloud, S. “Understanding Comics”
Sketch exercise (1)

- 6 panels
- setting up the computer projector in here
- 10 minutes
Sketch exercise (2)  

**take home**

☐ Do an illustrated story which includes a sophisticated interaction with an everyday object that you imagine as now having embedded technology. (i.e. make “dumb” object “smart”)

☐ Feel free to base the story on SP 1 (If you did a storyboard for SP 1, create another.)

☐ at least 6 panels
Sketch exercise (2)

take home

☐ Two copies

☐ These will be judged by your fellow students -- and by me -- on:

☐ plausibility of the device and its interaction

☐ how compelling the story line is

☐ how easy/hard it is to understand

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A couple of words about “smart” products

☐ “smart” =
  ☐ embedded computation
  ☐ networked
  ☐ and/or programmable interface

☐ Examples?
A stupid example of a smart product

☐ Talkie Toaster c/o Red Dwarf
Coming Attractions

☐ For Monday: read DG Chapter 3
  ☐ Christine and Pradyut prepare summary, quote or idea, and discussion questions

☐ For Wednesday: Sketch Problem 3 due (remember 2 copies)

☐ Team project: site and problem(s)