Digital Storytelling

Washington State University - Vancouver, fall 2010

Assignments due for: **Oct. 27, 2010**

The Mobile Story project is the core requirement of this class. Several of the assignments, such as Mobile Iteration 2, pour into the final Mobile Story production, which will be completed in three iterations (stages roughly characterized as Schematic-Storyboard Development / Usability Testing / and Artistic Refinement / Final Presentation).

[ ] Mobile Iteration 2 (75 points total, which includes 50 points for the walk-through and 25 for participation): A circuit of invention, prototype, testing, analysis and refinement is critical to creating user-centered products that get systematically better as development continues. This iteration involves the completion of another circuit (with the Schematic-Storyboard being the first round of our idea development and Usability Testing as our second).

To complete this iteration, you will participate in the creation of two parts, a team portion and an individual portion:

The team portion will be a **text walk-through (50 points)** that describes in detail the user experience and backend functioning, plus tasks still to do, as if it were a recipe of sorts, being presented to the client.

To earn those points, the document will include a step-by-step description that illustrates each node, gives a complete list of tasks to finish before the final iteration / presentation and assigns those tasks (plus deadlines) to specific team members, or groups of team members.

For example, your walk-through could start like this, and I mean feel free to copy and paste this text block and change the italicized details, if you want (but if you have a better format in mind, please use it):

> *Team A* – Walk Through
>
> User Step 1: User locates the Fort Vancouver Mobile app in the appropriate AppStore or Market location, downloads and installs the app and then opens it.
>
> Experience 1: An opening credits / user orientation animation automatically plays, then the app delivers the user directly to the module selection screen.
>
> User Step 2: On that module selection screen, the user chooses the *"Kanaka"* module by a finger press.

Then, your detailed description of what happens next follows, like this …

> Kanaka Node 1, User Experience 1: The static Kanaka Search Screen (William Kaulehelehe image with embedded text stating his arrival date as well as the date he was "ousted") appears, in horizontal format. Underneath that image is text that says: "Explore near the wayside sign at The Village entry." There are two tabs on the bottom of the screen, the default "Explore" tab, and the option "Haversack" tab that serves as a bag of sorts for collecting digital files during the journey *(if you want to add visual support of your description, in an appendix, can indicate that here, with a line such as: "See Appendix 1."*

KNode 1, User Experience 2: This Kanaka image remains on the user's screen until the user walks to a GPS-triggered point-of-interest, with a 5m range, located at the center of the wayside sign at the entrance to The Village, coordinates 45.37.347, 122.40.016 . All other media is locked out at this point. Once inside the POI, the user's device will vibrate, and a prompt box will appear on the screen that says: "You have discovered something," with an "OK" button to press. This prompt box keeps the video from starting while the phone is in the user's pocket or when the user isn't paying attention to the device.

KNode 1, User Experience 3: When the user presses the "OK" button, the Intro Video begins playing automatically in horizontal format.

KNode 1, Interaction 1: When the video ends, another prompt box appears, this one with space for a textual input, and a "submit" button, with the prompt saying: "What do you think they found?" The user then is expected to type in a response and press the "submit" button, which will send the text to a preassigned folder that will gather the data for future publication. The text that is input also will sent to the user's Haversack tab, for later viewing, if desired.

And so on ...

In this example, as you can see, much of the work is backend coding that you really don't need to worry about creating, per se, but you do need to describe it, so we can build your module after the end of the term, using the recipe you want. Remember, your focus is on content, and storytelling, not coding.

At the end of each node, please present a task list in roughly this format, breaking down all remaining jobs into highly achievable chunks (this walk-through, by the way, should be copied and pasted into your project plan, for the final iteration, and, hopefully, in reverse, you can just copy and paste these tasks from the list in your project plan that you've already been managing):

Node 1 Task List:

By Oct. 30

[ ] Research to discover the best formats for delivering HD videos on Android devices; identifying the top two or three options, Brett Oppegaard.

By Oct. 31

[ ] Export the Intro Video in the three formats for viewing on Android devices, Brett Oppegaard.

[ ] Geolocate the three video formats in the FVM app for testing, Brett Oppegaard.

By Nov. 1

[ ] Test the delivery of the Intro Video formats on site, to determine the best delivery speed and quality, or if other options need to be tested, Brett Oppegaard.

AND Each team member will print and fill out a feedback form about each of the other people in the group (using the form posted on the class blog), giving your teammates insights into their behaviors from another perspective. The professor will observe and interact during group work sessions, and the final product will demonstrate to some degree how functional the group operated. All together, that will account for a **quality of participation score (25 points)**.

[ ] Email the group walk-through file to brett.oppegaard@gmail.com by 6 p.m. Oct. 27. Hand-deliver the team member feedback forms.

Reading: Schell, pgs. 154-164 of your course pack.