

Creative Media and Digital Culture 354.02

## Digital Storytelling

Washington State University - Vancouver, fall 2010

Assignments due for: **Sept. 29, 2010**

<http://digistoryfall2010.blogspot.com/>

**The Mobile Story project is the core requirement of this class.** Several of the assignments, such as the Schematic-Storyboard, 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).

[ ] **Prompt 3 Schematic-Storyboard (20 points):** Your group will need to produce a working schematic and high-concept storyboard for your Mobile Story.

[ ] The schematic will show in neat and orderly fashion, through a digital representation (not hand-drawn) the general navigation aspects of your piece. InDesign could be a good software choice for a complicated design. FreeMind might work for a string-of-pearls. The schematic should illustrate not only what digital material will be delivered at what node but also where those nodes will be geolocated for maximum effect (so you might need two separate schematics, to show those properly, like an overlay, on the fort map).

[ ] The storyboard will help your group to visualize the user experience for each node, from the digital material output to the interaction provoked. At this point, the storyboard can be rendered on separate note cards, or separate sheets or paper, but each card or piece of paper should only contain the information for one node from your piece, which will help you focus specifically on that one particular segment of your story.

At the *minimum*, each storyboard page should contain the following information about the node: 1. What is the scene / setting? 2. Who are the characters in the scene? 3. What action takes place in the scene (plot)? 4. What point of view / perspective will users have? 5. What interaction is provoked, reflecting on Meadows' four steps of interaction: Observation, Exploration, Modification and Reciprocal Change. Depending on the nuances of the node, there could be many other important details you might want to include on the storyboard card. Also, please keep in mind the three principles of interaction: Input / Output, Inside / Outside and Open / Closed, which we will use to help determine how "interactive" your story is.

[ ] Submit this document to [brett.oppegaard@gmail.com](mailto:brett.oppegaard@gmail.com) by 6 p.m. Sept. 28 (or bring the notecards to class).

### Reading:

**Murray, part one**, (pages 91-106 in the course pack).