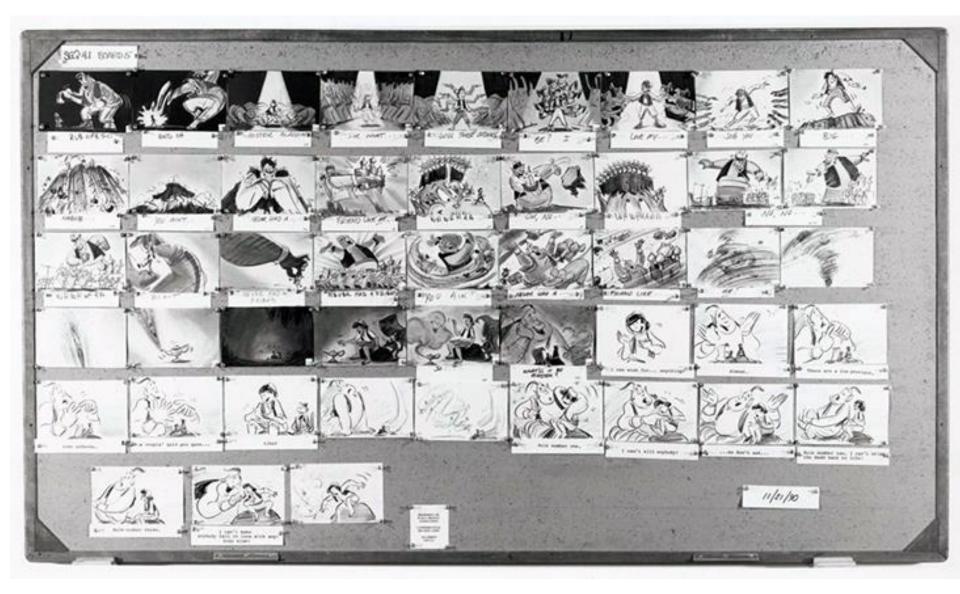
### **Visual Narratives**

Not just storyboards

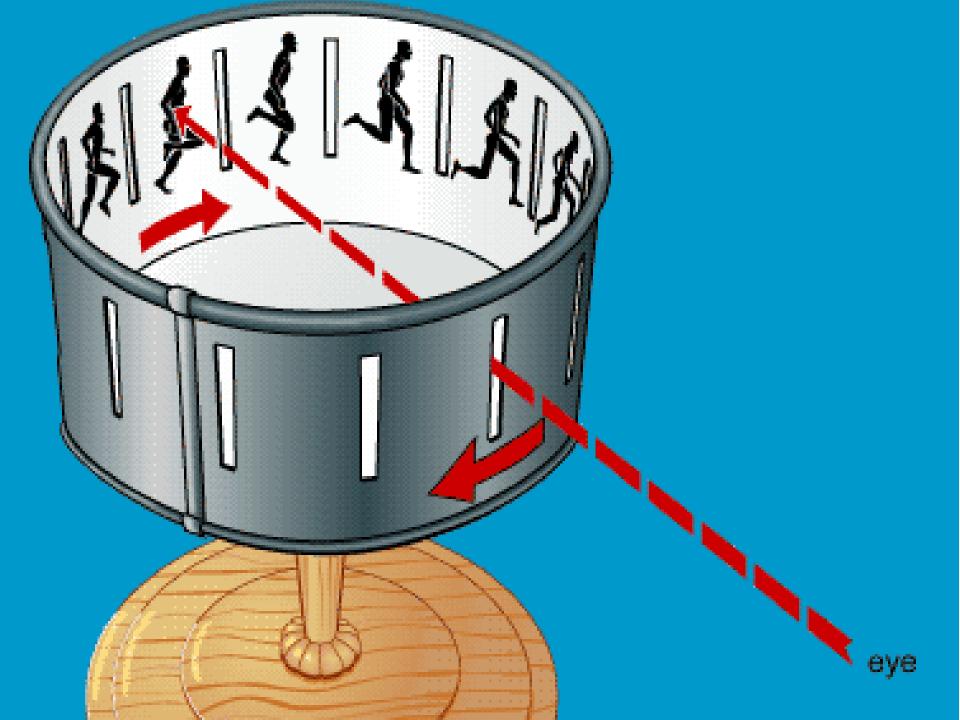












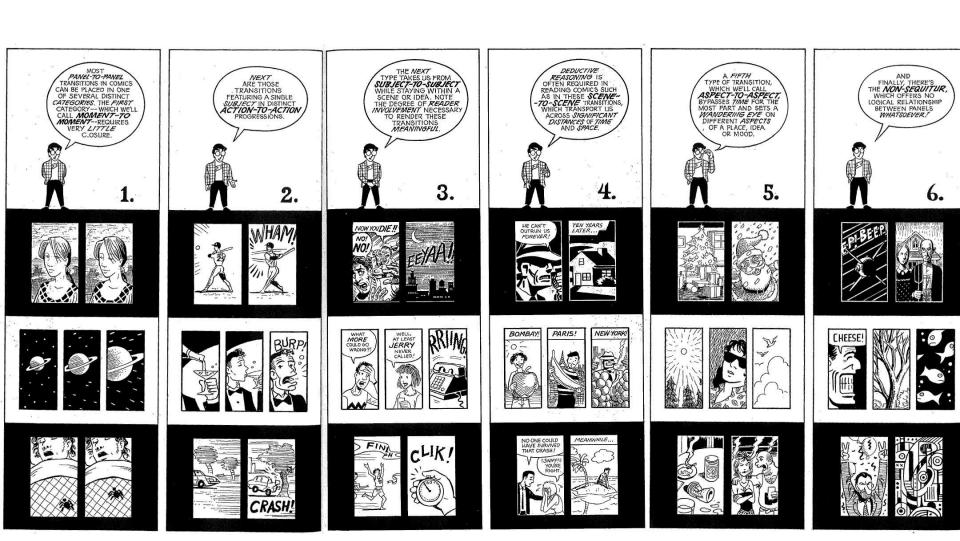




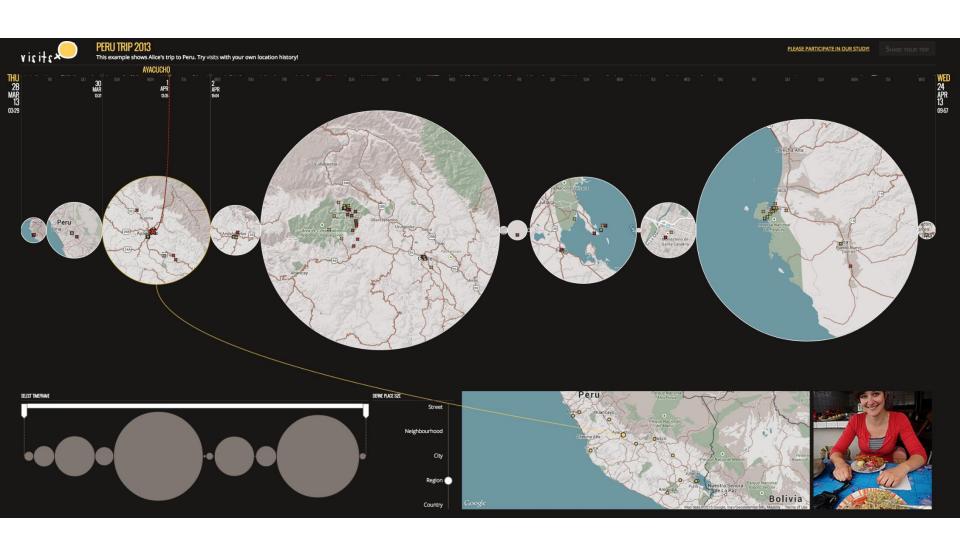
### SPACE = TIME



# Paneling and No-Paneling









Extreme long shot (wide shot) A view showing details of the setting, location, etc.



**Long shot** Showing the full height of a person.



Medium shot Shows a person's head and shoulders.



Over-the-shoulder shot Looking over the shoulder of a person.



Point of view shot (POV)
Seeing everything that a person sees themselves.



Close-up such as showing details of a user interface a device the person is holding.

Source: Sketching User Experiences: The Workbook, Morgan Kaufmann, 2011

#### The final storyboard



1. Person passing by an ashertisement bond



2. Notices one amountement and is interested in more information





3. Taking a photo of a barrode 4. The mobile phone doublands on the paster.

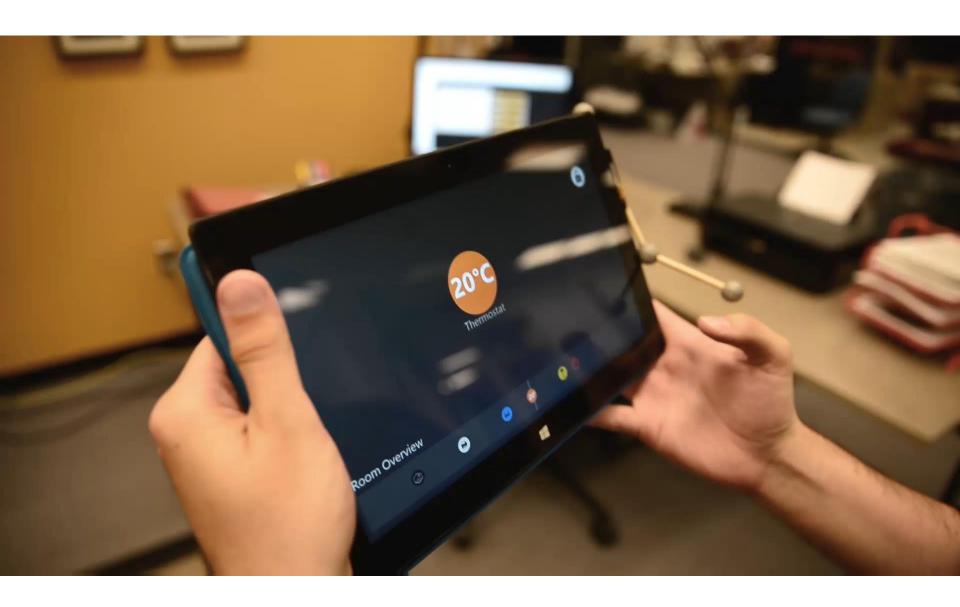
On the paster.



5. The person puts away the phane and turns around.

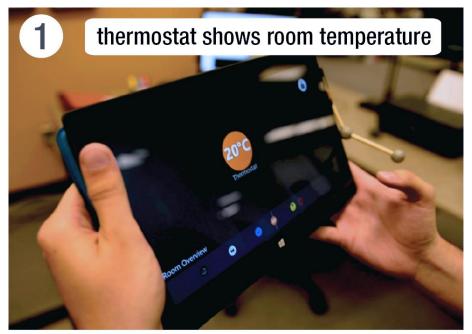
#### **Description**

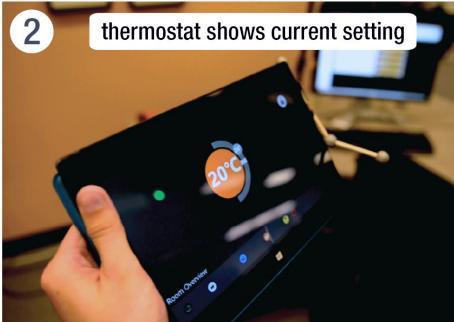
Using physical proximity to interact with a thermostat on a mobile device...



### **Exercise: Draw the interactions**

# Exercise 2: Now try a different way









low engagement

2m Om

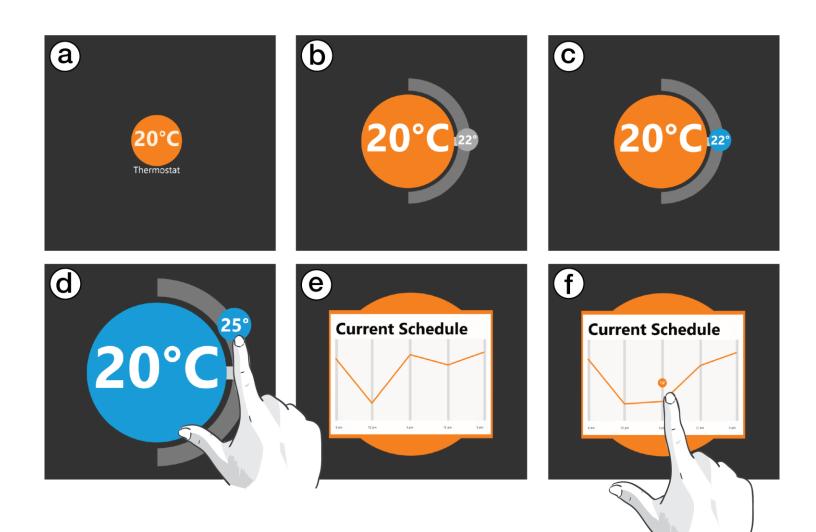


thermostat









#### THERMOSTAT INTERFACE

