Story Board: (Board Game)

Research Question:

- What do I want to show?
- What is board game?
- How to show the User experience?

First Phase:

I attended a workshop by Drik, where he explained how to create a storyboard, and the steps involved in making one. After completing the workshop, he gave our group a 45-minute assignment to create a storyboard.

Second Phase:

As a group, we first brainstormed ideas for the storyboard. After that, we created the initial prototype to outline how the storyboard would look and what steps the user experience should include.


1 Storyboard prototype with notes under it.

A group of friends were feeling bored when one of them had an idea to play a board game. They grabbed it from the wardrobe, placed it on the table, and put on some music they enjoyed. As they started playing, they rolled the dice and moved pieces on the board. The game allowed them to interact using an NFC tag, which displayed their points, progress and challenges. When the game ended, it announced the winner.

Third phase:

For the first prototype, we created a larger and higher-quality storyboard with improved drawings and more details, making it easier to present to everyone.
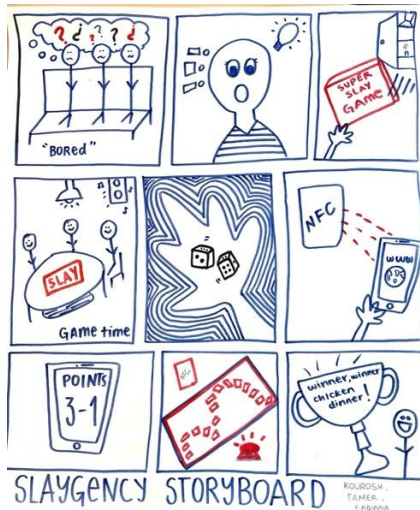
2 Prototype better quality

The current version closely resembles the first prototype but has improved fidelity and provides more context.

Presenter:

This time, when our group presented, I was the one who spoke. I explained the process and told a story about the steps the user took while playing the game.

Reflection and feedback from Dirk:

Your story board is well done, but it lacks some aspects of user experience. Drik pointed out that it doesn't fully capture the user's feelings. While it clearly presents the steps, as a group, you focused too much on the functions rather than the emotional journey of the user. The four first pages demonstrate the process well, but they could better convey the user's experience. Overall, the concept is almost there, and with this feedback, you can improve your future storyboards.

3 Feedback after presenting