

Multi-touch Storyboarding Tool Concept for User - Centred Design Teams

Peer-reviewed author version

HAESEN, Mieke; ROBERT, Karel; LUYTEN, Kris & CONINX, Karin (2011)

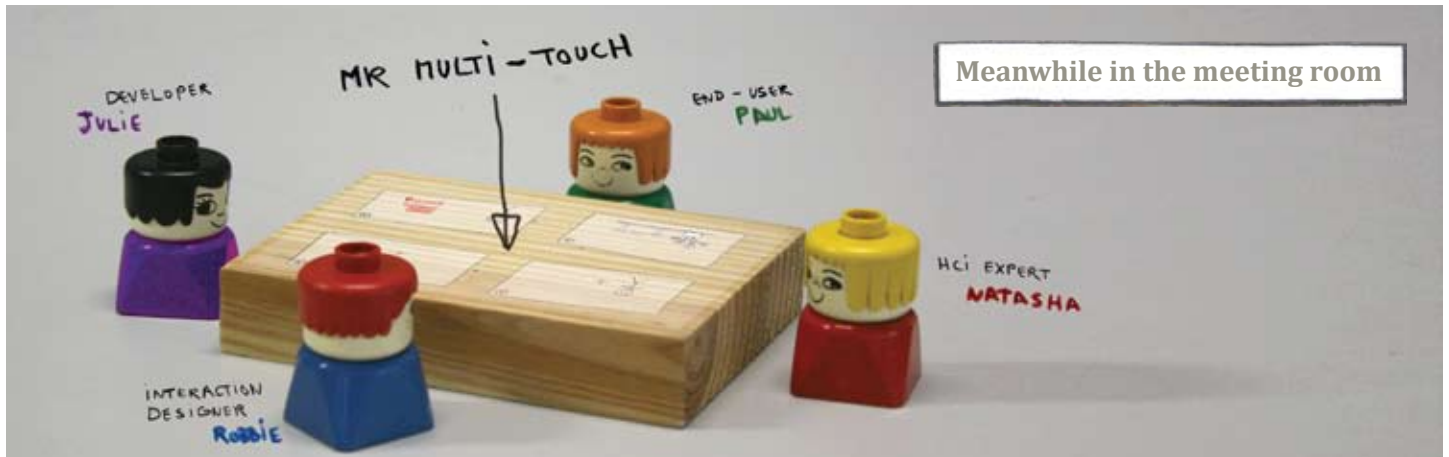
Multi-touch Storyboarding Tool Concept for User - Centred Design Teams. In:
Proceedings of Create 11: The Interaction Design Symposium..

Handle: <http://hdl.handle.net/1942/12157>

Multi-touch Storyboarding for Multidisciplinary User-Centred Design Teams

Mieke Haesen, Karel Robert, Kris Luyten, Karin Coninx

Hasselt University - tUL - IBBT, Expertise Centre for Digital Media, Diepenbeek, Belgium, firstname.lastname@uhasselt.be



I've prepared a storyboard based on my user studies, scenario and personas.

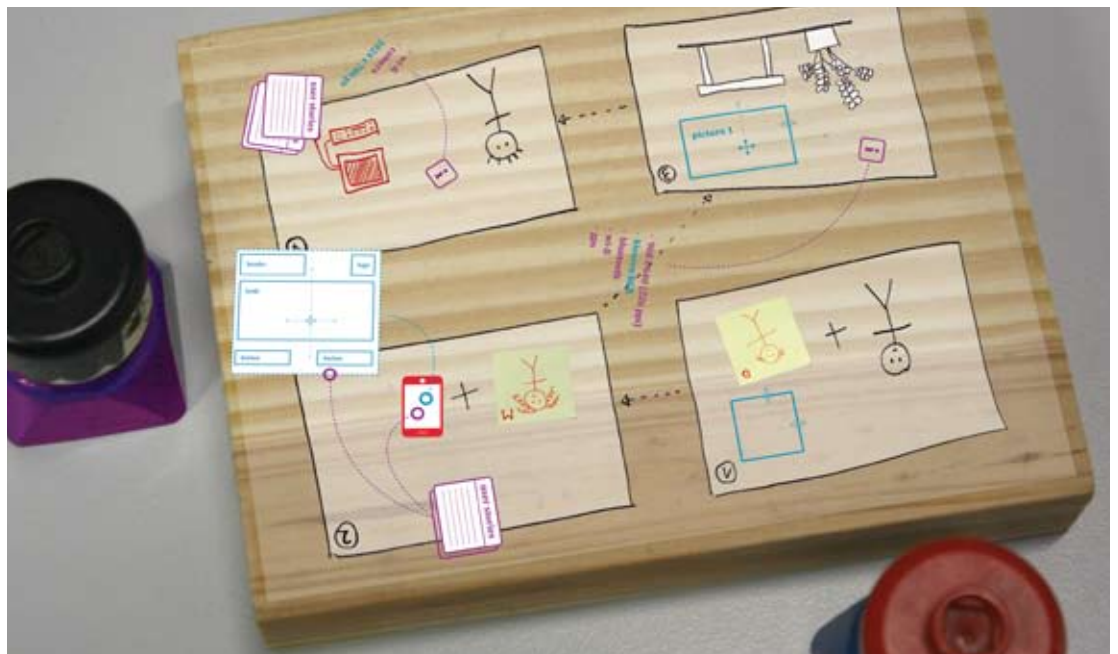
I'll share it with you on the multi-touch display.

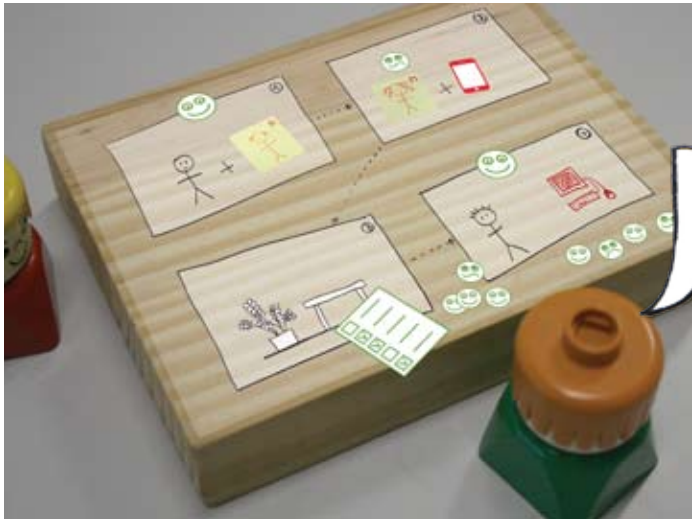


Robbie describes some design considerations and adds his mock-ups, ...



... while Julie tags the devices, adds requirements and discusses the technical issues.





During the discussion, Paul expresses his opinion about several ideas in the storyboard.

I would like ...

This multidisciplinary team discusses a COMuICSer storyboard [3], using a large multi-touch display. In this storyboarding workshop, organized in the early stages of User-Centred Design (UCD), each team member adds annotations and artefacts according to their background. Our storyboard concept is based on earlier studies of storyboarding for UCD [2,3]. The existing storyboarding tool allows team members to use the annotated storyboard in design and development stages of UCD. An extension of this tool, presented in the storyboard concept supports collocated storyboarding workshops.



A few hours later, a fine-tuned storyboard including annotations is obtained, which will help all team members during design and development.

So, I've just sent the latest version of this storyboard to all of you. Please share your updates, so we can see the progress.

The extension of our current tool should accept digital as well as physical annotations and artefacts, similar to Pictionary [4]. Further studies based on this storyboard concept, and inspiration from existing work on collocated and creative requirements elicitation [1,5] will contribute to our tool extension for multi-touch storyboarding.

Acknowledgement This work is supported by the IWT project AMASS++ (SBO-060051).

References [1] Y. Ghanam, X. Wang, F. Maurer: Utilizing Digital Tabletops in Collocated Agile Planning Meetings. Proc. of AGILE 2008: 51-62
[2] M. Haesen, K. Luyten and K. Coninx: Get Your Requirements Straight: Storyboarding Revisited. Proc. of INTERACT 2009: 546-549
[3] M. Haesen, J. Meskens, K. Luyten and K. Coninx: Draw me a storyboard: Incorporating principles and techniques of comics to ease communication and artefact creation in user-centred design. Proc. of 24th BCS Conference on HCI (HCI2010).
[4] B. Hartmann, M. R. Morris, H. Benko and A.D. Wilson: Pictionary: supporting collaborative design work by integrating physical and digital artifacts. Proc. of CSCW 2010: 421-424
[5] N. A. M. Maiden, S. Jones, I. K. Karlsen, R. Neill, K. Zachos and A. Milne: Requirements Engineering as Creative Problem Solving: A Research Agenda for Idea Finding. Proc. of RE 2010: 57-66