# Scenario visualization with storyboards

*For the Creative Technology course Interactive Visualization*

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## Introduction

When new products are developed, scenarios are written to illustrate the use of the product. These scenarios describe a usage case of the product in the intentional environment to show how the new product solves a certain problem. Such a scenario can be used as a reference by further development of the product, for testing the product or to explain the use of the product. However, this is a very static way of reviewing the idea of the product: there's one storyline describing the events. Furthermore, much of the scenario depends on the empathy of the reader.

To make such a scenario more clear, a visual way of scenario-telling can be used: a storyboard. For example, if one would have to make an interactive visualization of a scenario, it would be a waste of time if the final visualization doesn't match the original scenario. In that case, a storyboard could be used to make sure if the scenario is understood by the developers and how is shall be visualized. By drawing various scenes from the visualization, design choices can be made before starting the technical development.

When working in a group, a storyboard allows a group of people to brainstorm together about how to visualize the scenario. By using the visualization, the scenario leaves less to the empathy of the viewer; and thus gives a better representation of what the final production will look like.

## Storyboard example

The following scenario was written for the University of Twente's U-Care project. One of the projects inside the U-Care project is the design of a system called Julie. It's a context aware care and entertainment system: it reminds residents of nursing homes to take their medicine, helps them with their exercises and keeps an eye on their status and allows the patients to communicate with family and friends and keeps up their to-do list and calendar.

### U-Care scenario

*Mrs. Stam lives in a nursing home. While she is busy with various things, Julie asks for her attention. Julie tells Mrs. Stam that her friend and neighbor Mrs. Meier made an unexpected movement and has not moved since, nor has she reacted to the signals from Julie. Since Mrs. Stam and Mrs. Meier are good friends and live close to each other, Julie alerts Mrs. Stam alongside the nurse. When Mrs. Stam hurries towards her friend and enters her apartment, she finds Mrs. Meier unconscious on the floor. The nurse arrives shortly after Mrs. Stam and decides to alarm an emergency team to get Mrs. Meier to a hospital.*

Before an interactive visualization of this scenario was developed, a storyboard was drawn. The storyboard, shown on the next page, shows what the general story of the interactive visualization will be. Already during the drawing of the storyboard, several issues rose with visualizing the scenario.