



Melanie - Run - Run.

# storyboarding



7B  
G  
117 Michele & Cathy on foreground road - Children & birds on children's playground

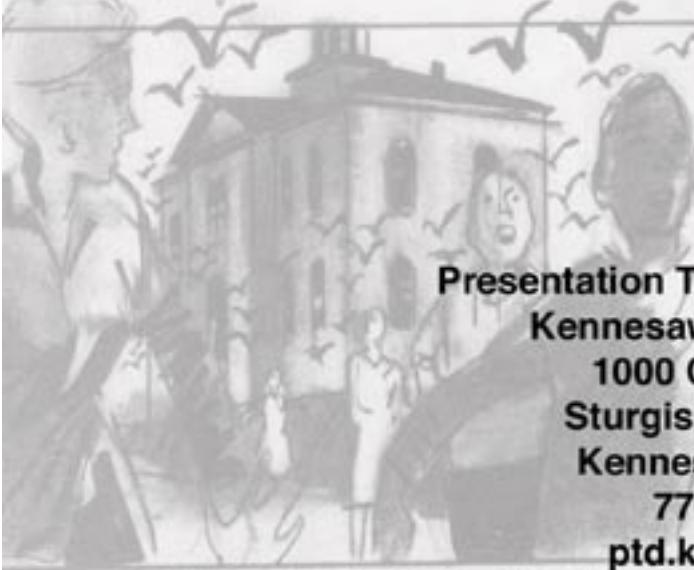


part three of the e-portfolio series



children - (foreground against Sodium Street) Background Bridge school with Michele and 203

Melanie - Stop - Birds, running children - 3



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continuation of 4th. - Melanie

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# Storyboarding

*This introductory course on storyboarding basics familiarizes students with the necessity of storyboarding as well as purposes, techniques and examples.*

## History of Storyboarding

Many people are skeptical as to the usefulness of storyboarding, as well as to the time consumption involved. While storyboards go back to the very beginnings of cinema with Eisenstein (1898-1948) using the technique, it has been told that storyboards can be traced back to Leonardo da Vinci. He put his ideas on a wall and examined the layout prior to producing the final painting. For animation, Walt Disney and his staff developed a formal storyboard system in 1928. In order to achieve full animation Walt Disney needed to produce an enormous number of drawings. Managing the thousands of drawing and the progress of a project was nearly impossible, so Disney had his artists pin up their drawings on the studio walls. This way progress could be checked and scenes added and discarded with ease.



Sergei Eisenstein  
1898-1948



Walt Disney  
1901-1966

## The Concept

Storyboarding is a management tool that facilitates the creative-thinking process. It allows for thoughts to be put on paper which can be spread out as you work on a project. When ideas are placed in a storyboard, you can begin to see interconnections: how one idea relates to another and how all the pieces come together. This allows for progress, changes and problem solving within a project. The storyboard is both abstract and physical as it occurs within our thoughts as well as on paper but always keep in mind that the storyboard is an element to capture and refine ideas, not to create them. You must first have an idea of what you are creating before you can begin the storyboard process.

With the advent of interactivity, storyboarding gives you the added bonus of providing a “road map” to end user navigation and helps to keep your thoughts and files organized.

**For the purpose of e-portfolios the conception of the idea has already been done for you. You are only required to refine the idea.**

## What is a Storyboard?

A storyboard is an expression of everything that will be contained in the project (i.e. what menu screens will look like, what pictures will be displayed, what audio and text will accompany the images, what hyperlinks will be included, etc.).

**Storyboards** are navigational diagrams of a multimedia project including the layout, design and navigational elements of a project.

The advantages and cost-effectiveness of doing a storyboard far outweigh the increased time and costs associated with not doing a storyboard.

## Advantages of Storyboarding

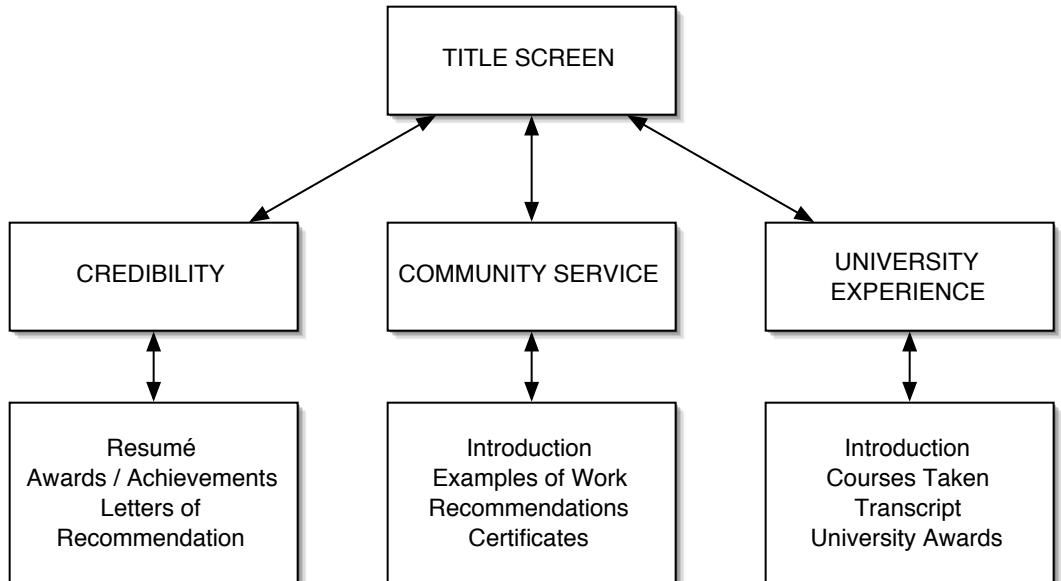
Storyboarding, as a process, is designed to help the development of a multimedia project to flow smoothly. The more time, thought, and testing that go into a storyboard the easier it will be to complete your project with little to no problems with linking, navigating and programming. There are other significant advantages to consider:

- If the storyboard looks wrong the project will too.
- Omissions and lost links can be spotted in the storyboard.
- It supplies you with a document that you can use as a point of reference, enabling you to see where problems are.
- The storyboard helps focus the total content of the project, from the point of view of the size of the project and user interaction times. This allows you to schedule your time wisely to complete the project by the deadline.

Measuring the true effectiveness of storyboarding is problematic. If storyboarding has a role to play in the design process, then studying how to go about it the right way must influence design. For complex multimedia products detailed storyboarding is essential.

## Flowcharts

**Flowcharts** are schematic representations of the interactive flow of a project. All possible user interaction pathways, using arrows and labeled boxes, should be represented.



**Wall Charts** can be complicated and large, but are ideal for complex and detailed projects. A wall chart allows easy reorganization and restructuring.

## Wall Charts

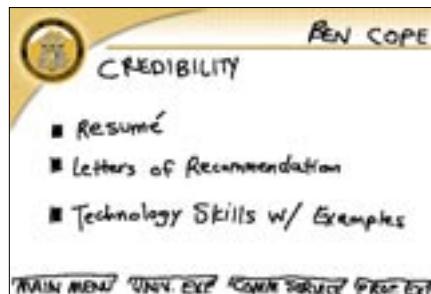


## Example Storyboard:



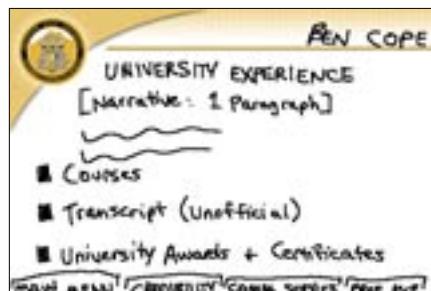
### TITLE PAGE

Four Sections: Credibility, University Experience, Community Service, and Professional Experience  
Include Photo of myself (3" x 2")  
Name goes at top (on all pages)  
KSU Seal links to KSU Website  
Font: Times New Roman



### CREDIBILITY PAGE

Three Links: Resumé, Letters of Recommendation, and Technology Skills with Examples  
Bullet Points (each point links to the appropriate page)  
Buttons at bottom to link to other sections.



### UNIVERSITY EXPERIENCE

One Paragraph Narrative  
Three Links: Courses, Transcript (Unofficial), and University Awards & Certificates

Buttons at bottom to link to other sections.

**BEN COPE**

COMMUNITY SERVICE

- Habitat For Humanity  
[Short Description]   
Logo
- American Red Cross  
[Short Description]   
Logo

MAIN MENU CREDIBILITY CAREER EXP COMMUNITY EXP

## **COMMUNITY SERVICE**

Two Links: Habitat For Humanity,  
and American Red Cross with short  
description of each.  
Logos link to websites.

Buttons at bottom to link to other  
sections.

**BEN COPE**

PROFESSIONAL EXPERIENCE

[Narrative: 1 Paragraph]

- WORK HISTORY
- PICTURES
- TRAINING

MAIN MENU CREDIBILITY CAREER EXP COMMUNITY EXP

## **PROFESSIONAL EXPERIENCE**

One Paragraph Narrative  
Three Links: Work History, Pictures,  
and Training

Buttons at bottom to link to other  
sections.

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