



BAMA405 – Scripting and Storyboarding

Chapter 5 – High Level Design, Management and Technical Skills

Topic Outline

- 6.1 Overview
 - 6.1.1 Information and Interactive Architecture
 - 6.1.2 Advantages of Well Design Information Architecture
- 6.2 High-Level Narrative Design
- 6.3 Technical Skill
 - 6.3.1 Flowchart – Functions and Variations
 - 6.3.2 Flowchart – Symbols
 - 6.3.3 Flowchart –Text Labels : Gannt Chart
 - 6.3.4 Custom Symbols and Labels for a Project
 - 6.3.5 Flowchart Design Tips
- 6.4 Activity



Learning Outcome



- At the end of this lesson, student will be able to:
 - Demonstrate the relationship between scriptwriting and storyboarding
 - Demonstrate understanding of the components, design documents, process, terminology, and proper formatting of professional scripts for creating multimedia presentations
 - Successfully create a professionally formatted script, given an initial concept or storyline
 - Successfully create a functional multimedia storyboard from an initial concept or script

6.1 - Overview



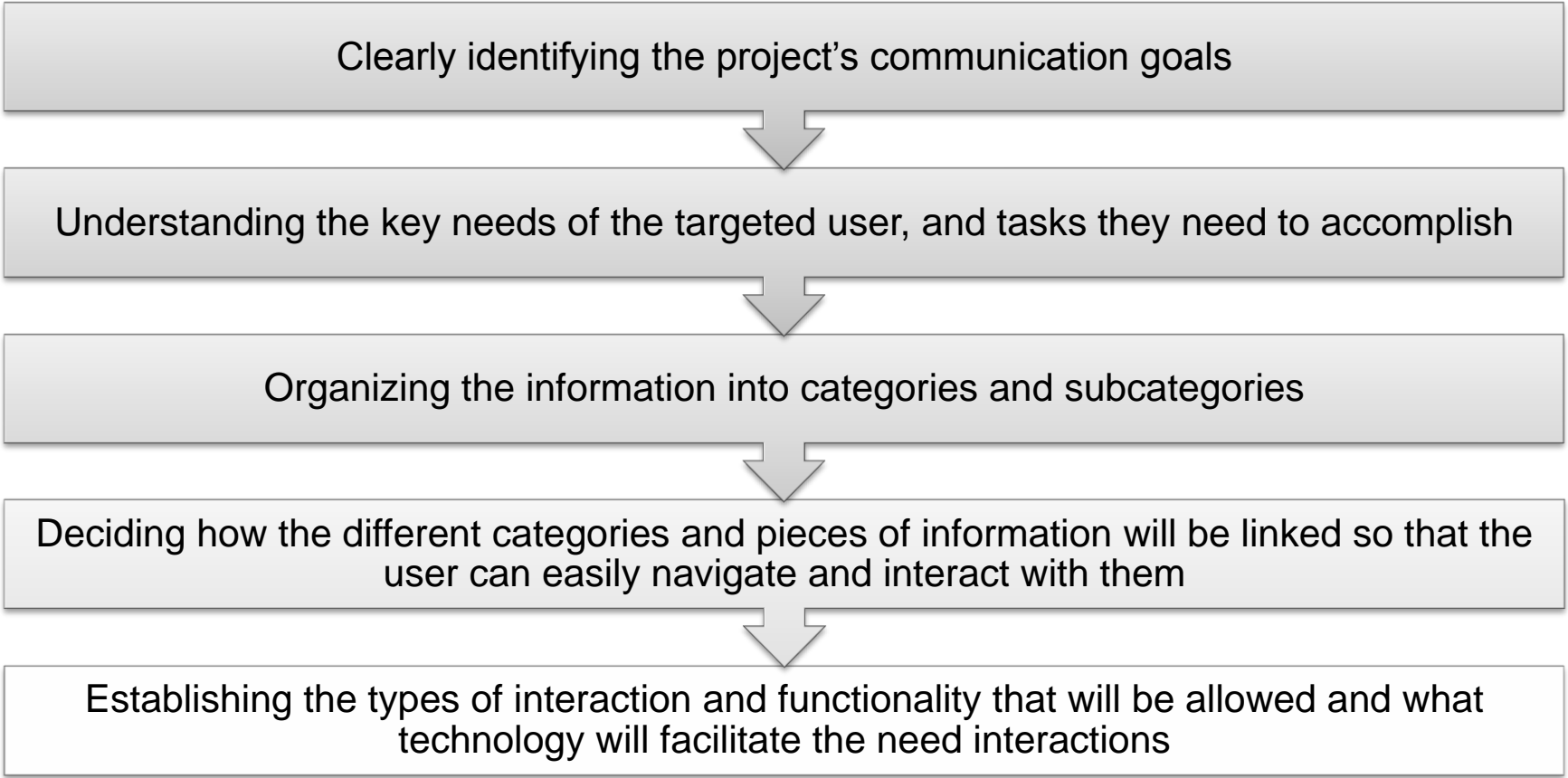
“Writers who want to get more control over their material and expand their career options should consider developing additional skills...”

- Refer to overall **structure and navigation** of an informational multimedia piece
- Structuring multimedia is more challenging than structuring linear piece because multimedia is made up of many discreet units of information that can be connected in a variety of ways

6.1.1 Information and Interactive Architecture



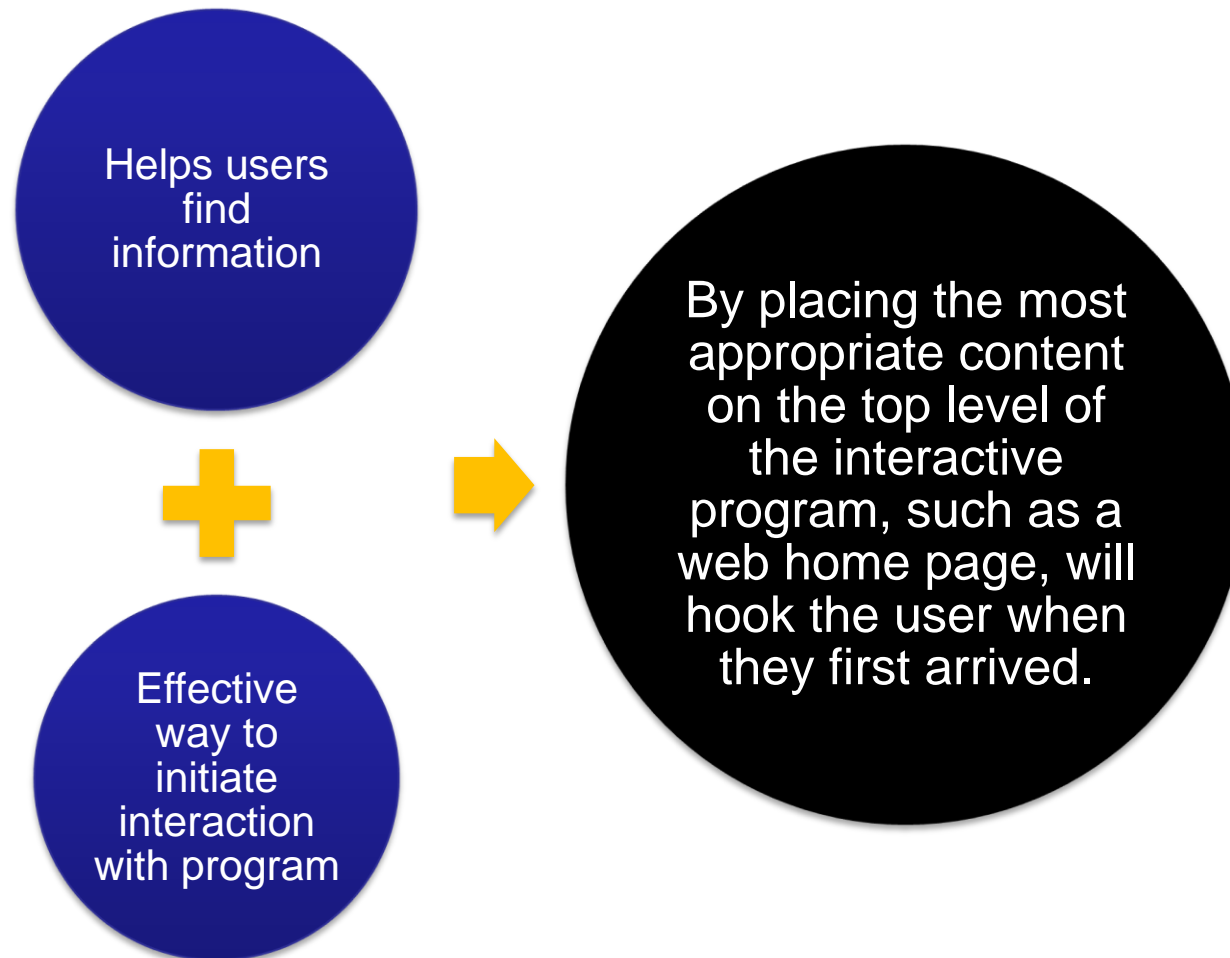
- Key issues for the information architect are:



“Information architect should clearly understand how databases work and how dynamically driven database information can be presented on a web site or multimedia program...”



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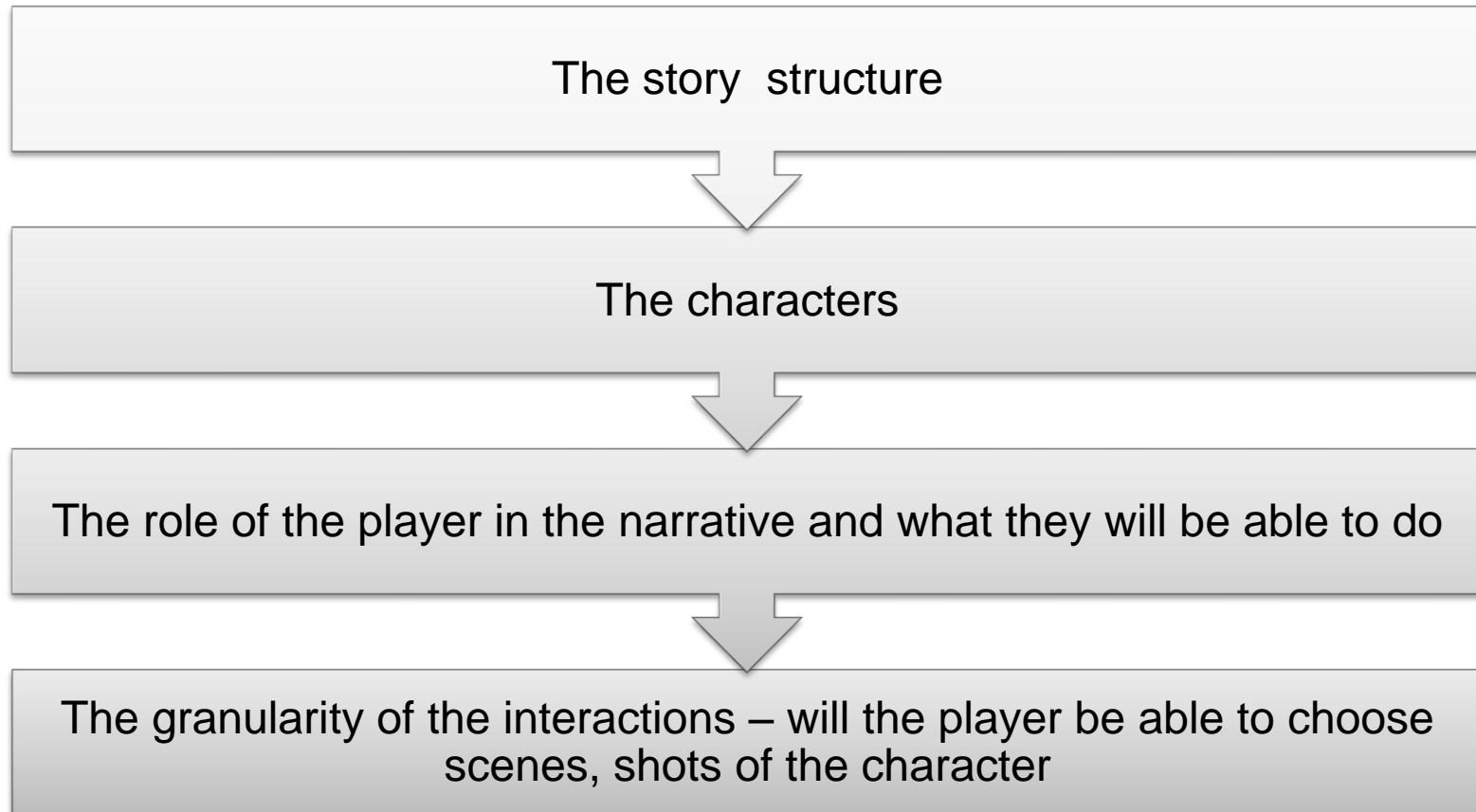


6.2 High-Level Narrative Design



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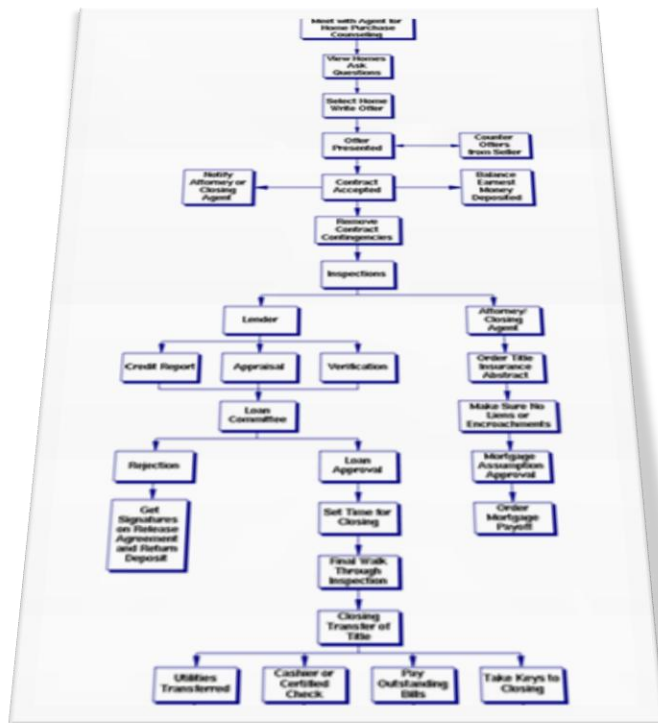
“The high level design of an interactive narrative defines the major elements and organization of the project...”



6.3 Technical Skills



FLOWCHART



One of the handiest tools for visualizing and organizing the branching structures of the most program

Useful device to visualize processes

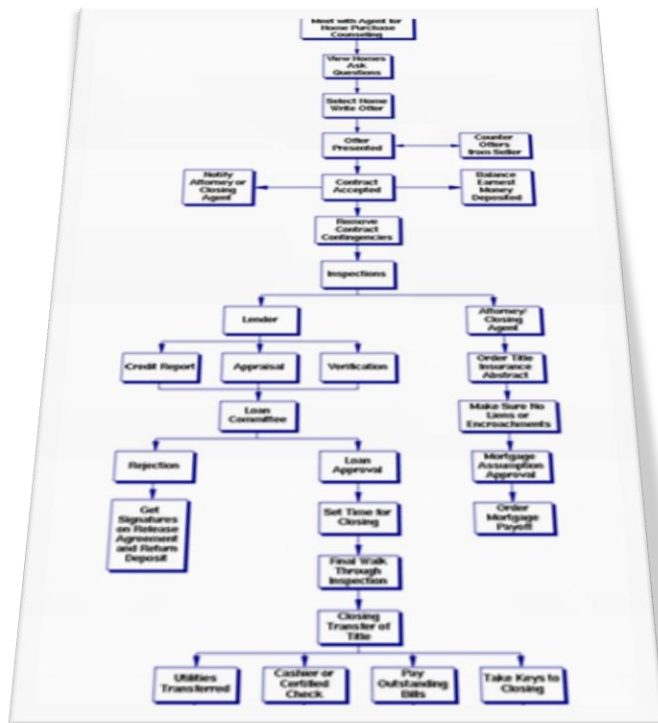
Software to create flowchart is inexpensive

Easy to learn

6.3 Technical Skills



FLOWCHART



A number of developers have suggested flowchart symbols to help make charts more useful.

It is being distinguished by the shape of the boxes

The type of interaction is usually indicated by the types of lines and arrows

To design
interaction

- Lines with arrows drawn between the labeled boxes
- Possible to understand the linking – both directions?

To see the
effect of
revision

- Changes in one screen will affect all of the material that is linked to it
- Hard to determine these effects without a chart

To chart
character
development

- Separate charts to track character development
- Branching structures – character change is properly set up and consistent in each plot line

To present
material to
clients

- Useful to present to client who has no interactive background
- One-page flowchart overview can do wonders to explain a project

To communicate
with the
production team

- Production team chart is more complicated than a client chart
- Eg: chart for programmers; box being labeled with programming code

6.3.1 - Functions and Variations



To track large production

- Flowchart combine with project management software can help chart the progress of a large production
- Keep track what has been accomplished, who responsible


To form basis sitemap

- The chart itself is the user map
- The flowchart/map is clickable

6.3.2 - Symbols



Decision block



Input / Output



Manual Input



Document

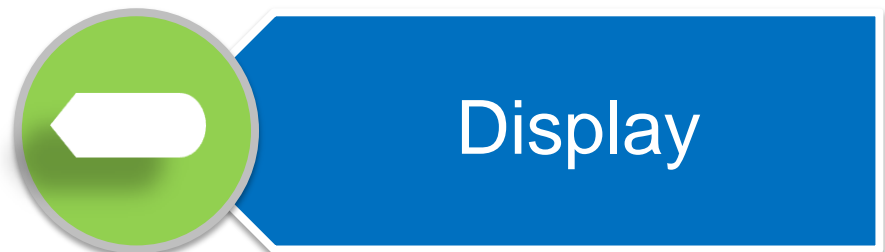


Connector



Manual Operation

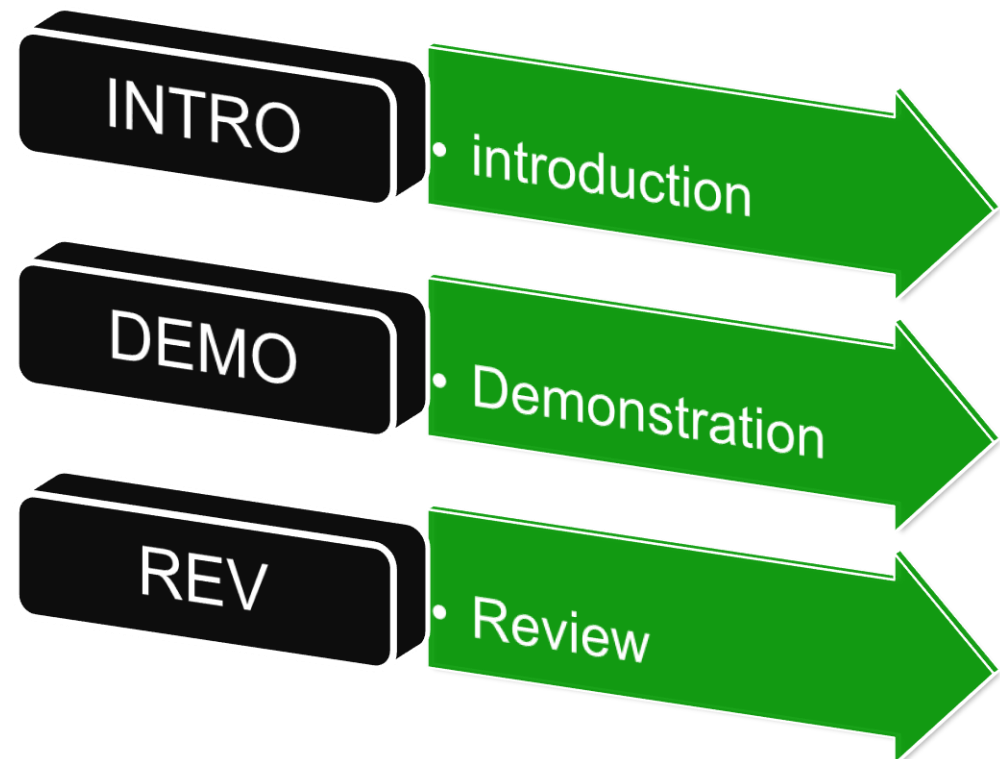
6.3.2 - Symbols



6.3.3 Flowchart -Text Labels : Gantt Chart



“Instructional designer Rodger Gantt suggests labeling each box in a flow chart with a text label...”



Examples of Gantt codes

6.3.3 Flowchart -Text Labels : Gantt Chart



- Example :
- If there is more than one item of a type, such as demonstrations for a lesson or a product, a number is added before the code.

1DEMO = Product 1, Demonstration

6.3.3 Flowchart -Text Labels : Gantt Chart



- Example:
- If there is more than one demo for a product, then a number is added after the code:

1DEMO = Product 1, Demonstration 2

- Writers don't usually go to the level of detail in their flowchart
- The **goal** of using flowchart symbols or text is to **increase clarity**
- Too many **complex** symbols may add **confusion**
- Some writers and developers may adopt certain symbols and labels that work well for them on certain project

6.3.5 Flowchart Design Tips

There are a number of techniques that help make flowchart a more useful tool.

- Use unique number and name
- Run the chart vertically
- Simplify
- Make it easier to see
- Indicate cross link
- Indicate special functions

Use unique number and name

Run the chart vertically

Simplify

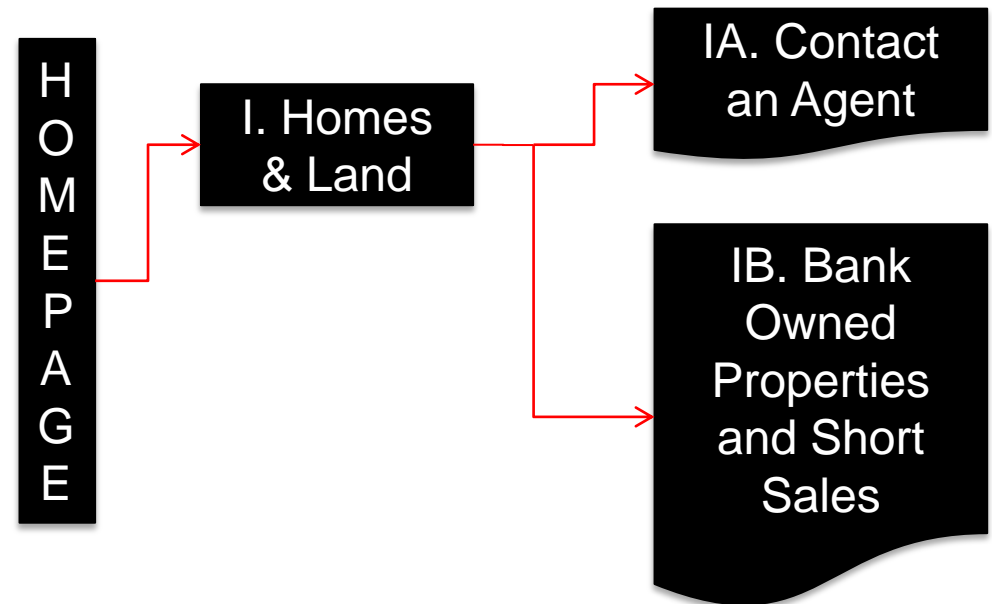
Make it easier to see

Indicate cross link

Indicate special functions

Communication with client and team much clearer

Give pages in a specific section of the site the same first number with different second letters



6.3.5 Flowchart Design Tips

Use unique number and name

Run the chart vertically

Simplify

Make it easier to see

Indicate cross link

Indicate special functions

For ease of printing and presentation to a client
Divide information/material into more main categories if the site is more than five levels deep
If too many level will cause navigation problem

6.3.5 Flowchart Design Tips

Use unique number and name

Run the chart vertically

Simplify

Make it easier to see

Indicate cross link

Indicate special functions

Note down which section will be designed in the same way
Avoid to do repetitive pages

6.3.5 Design Tips

Use unique number and name

Use bold text with drop shadow on the symbols when writing for the main sections

Run the chart vertically

Simplify

Make it easier to see

Indicate cross link

Indicate special functions

6.3.5 Flowchart Design Tips

Use unique number and name

Run the chart vertically

Simplify

Make it easier to see

Indicate cross link

Indicate special functions

Cross-links refer to links within the site;
already on the chart
External links refer to other Web site
Indicate them as text only
Helps make the chart more readable
Helps to define how many pages have to be
produced
Use asterisk or bullets to separate multiple
cross-links and external links from the same
page.

6.3.5 Flowchart Design Tips

Use unique number and name

Run the chart vertically

Simplify

Make it easier to see

Indicate cross link

Indicate special functions

Indicate pages that have special functions visually
Do not confuse the chart with many different types of symbols
There or four symbols with a simple key at the top is enough



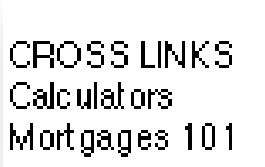
Static Pages



Dynamic & Interactive



Need manual update



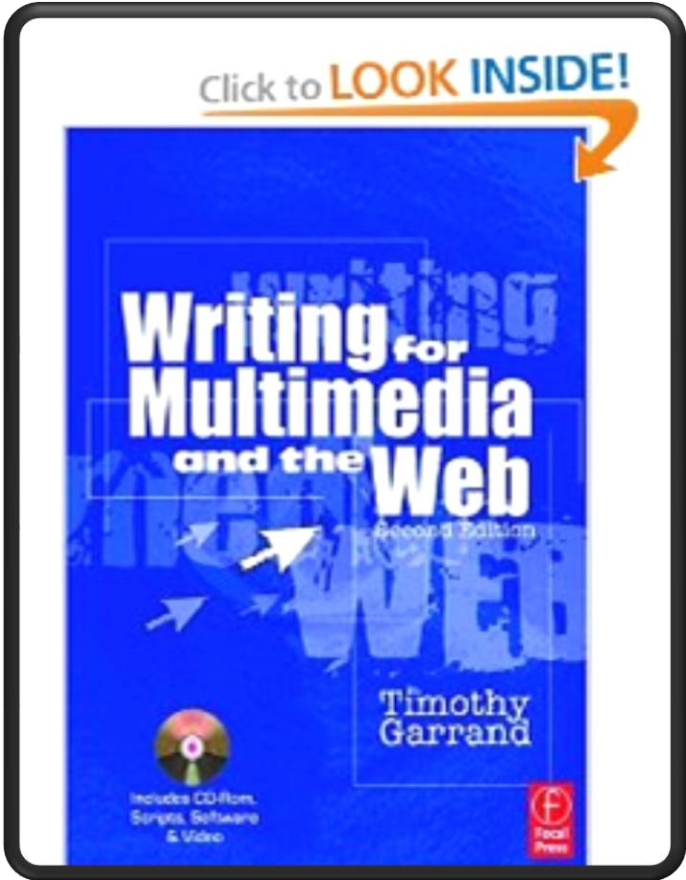
Cross links and external links

6.4 Activity

Choose one web site available that contain information and simple function. By doing a reverse engineering process, prepare a flowchart of that website



Reference



Writing for Multimedia and the Web, Second Edition by Timothy Garrand



END

Thank you...