

Game Design: Storyboarding

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4-H Technology & Design Project

<https://aces.nmsu.edu/4h/techanddesign>

The logo for New Mexico State University, featuring the text "NM STATE UNIVERSITY" in a white serif font inside a white outline of the state of New Mexico, which is set against a dark red square background.

NM
STATE
UNIVERSITY



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What we'll do today...

- Define game or interactive essentials
- Discuss storyboarding
- Make storyboard into prototype



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Today, you'll need:

- Paper
- Writing instrument, like pencil, marker, or pen
- Marvel (web or app)



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Let's Learn



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Before storyboarding...Define game or interactive essentials

- **Audience:** Who is this game made for?
- **Change:** What type of change do you want the audience to experience?

Knowledge
(know)

Skill
(do)

Behavior
(act)

Emotion
(feel)

Physiology
(how they are)

- **Goal:** What is the purpose of the game?



Essentials (continued)

- **Activities:** How will the goal happen during play? What are the activities the players will do within the game?
- **Game Rules:** What can the players do and not do?
- **Game or Interactive Ends:** How does the player know when the gameplay or interactive experience is completed?



Essentials (continued)

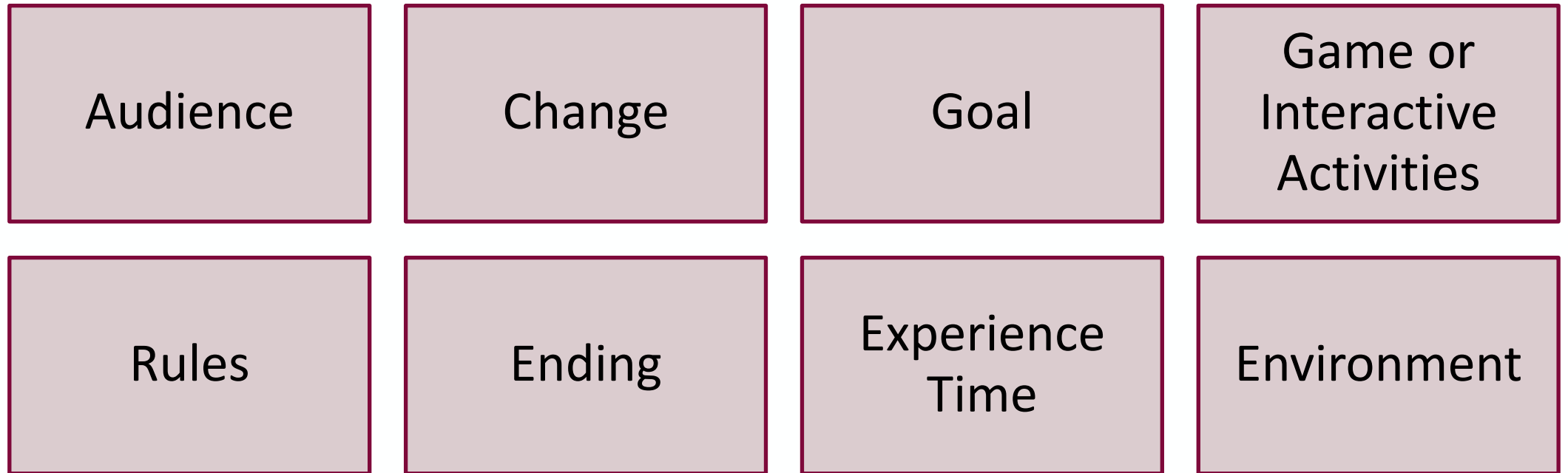
- **Experience Time:** How long will the player use the game or interactive?
- **Environment:** Where will gameplay or interactive use happen?



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Game or Interactive Essentials



Interactive Example

Audience	Adults
Change	Behavior: Move more and take more photos; Emotion: Feel happier or more pleasant; Physiology (hopeful): Improve their health
Goal	Get people to move and notice and appreciate details in their everyday lives
Activities	Give players daily photo challenges to complete; Opt-in for social feature to make completing challenges more interactive with friends



Example (continued)

Rules	Player must take the photo; No recognizable photos of minors; Consent from adults if recognizable people are in image; No explicit or inappropriate content
Interactive Ends	When the player decides to stop
Experience Time	Each challenge takes 5 – 20 minutes to complete; Number of challenges increase over time
Environment	Home; Outside



Brainstorm Your Essentials

Audience

Change

Goal

Game or
Interactive
Activities

Rules

Ending

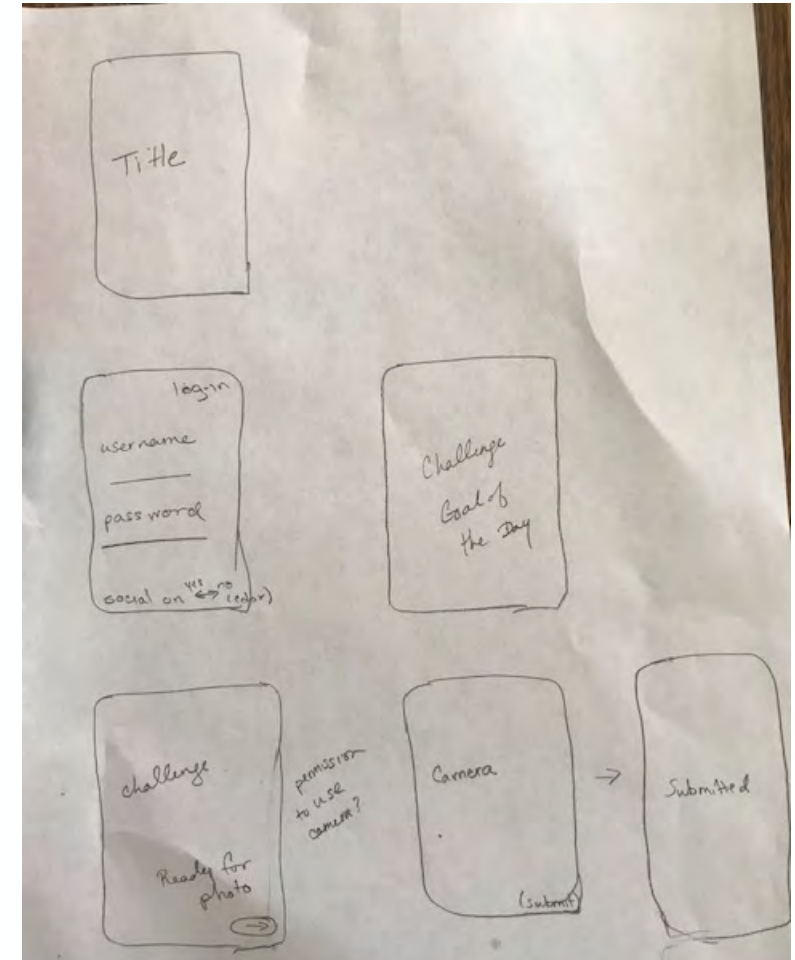
Experience
Time

Environment



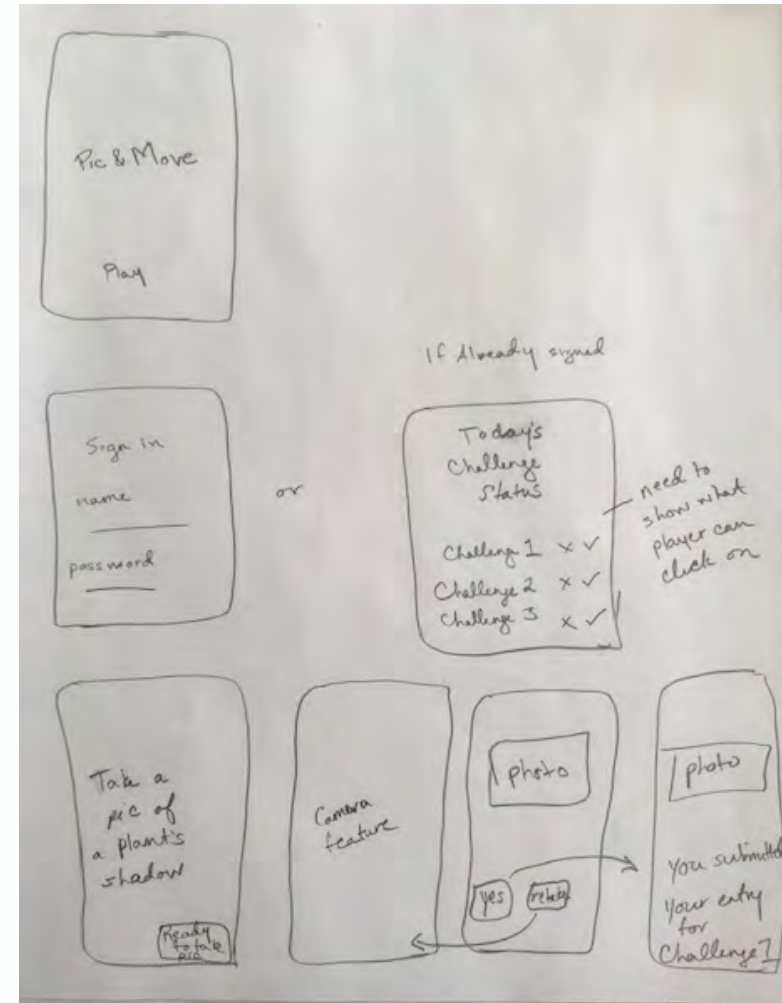
Storyboarding

- Sketches
- Connect player experience to game/interactive goals
 - What information would be helpful for the player?
 - How will the player navigate the tool?
 - What is the sequence of actions?



Storyboarding

- Several versions
- Try to get more specific with each version
- Get feedback



Let's Prototype

USE MARVEL TO CREATE PROTOTYPE

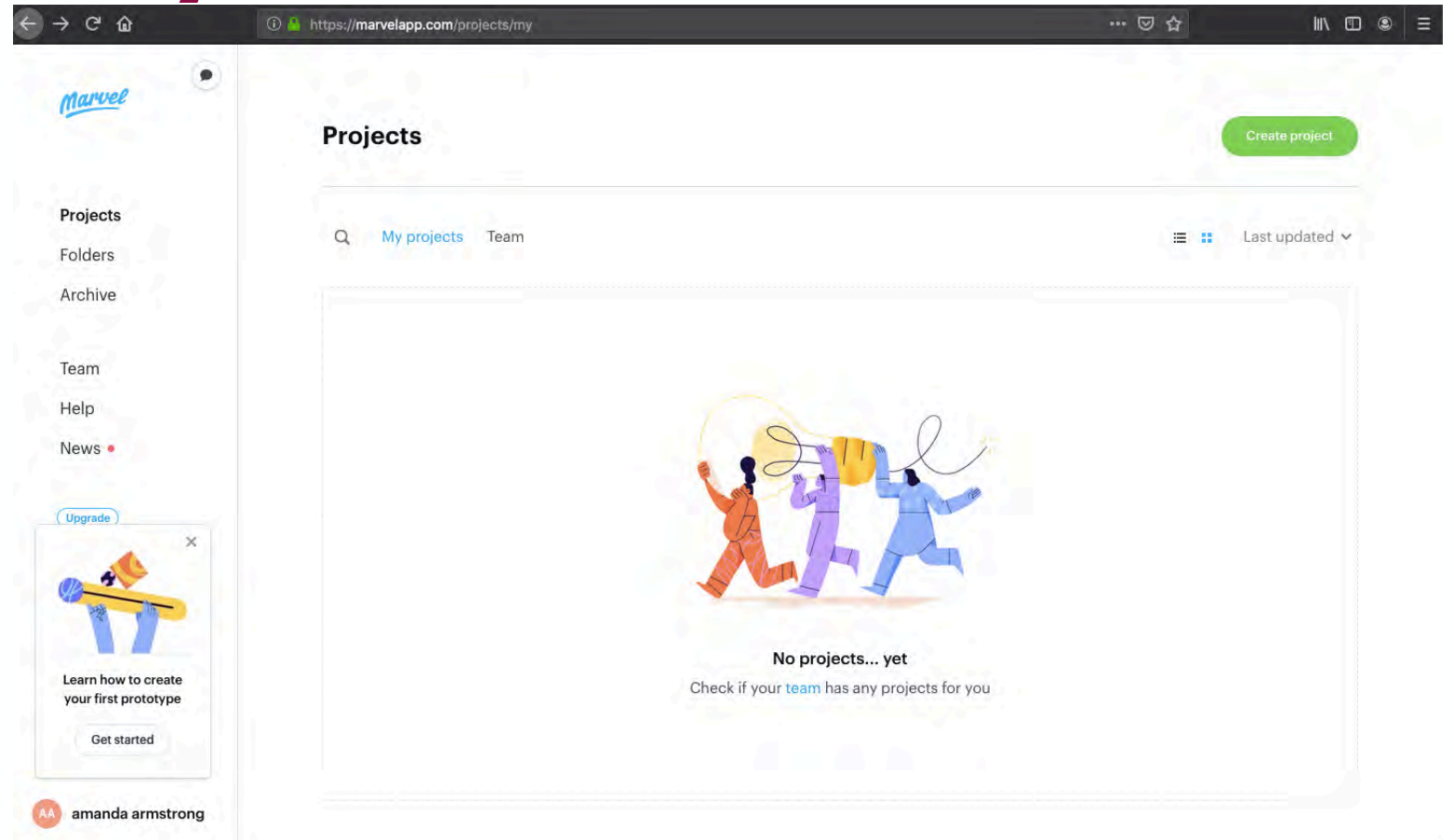


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Work with me if you'd like

- Connect to Marvel on your web browser or open the app
- Creating an account requires an email address, so work with your family members if you don't have one





Create prototype project

Project name

Pic and Move App

Project type



iPhone 8 Plus

Includes iPhone 6 Plus, 7 Plus and 8 Plus (1242x2208)



Invite only

Only users added to this project will be able to collaborate



Create project





Add Images

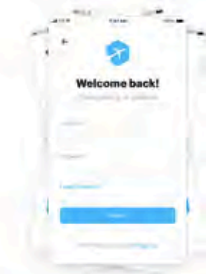
▶ Play



Let's add some designs!

Drag and drop your designs here or click 'Add images'.
Using Sketch? Download our plugin [here](#).

Get the Sketch Plugin

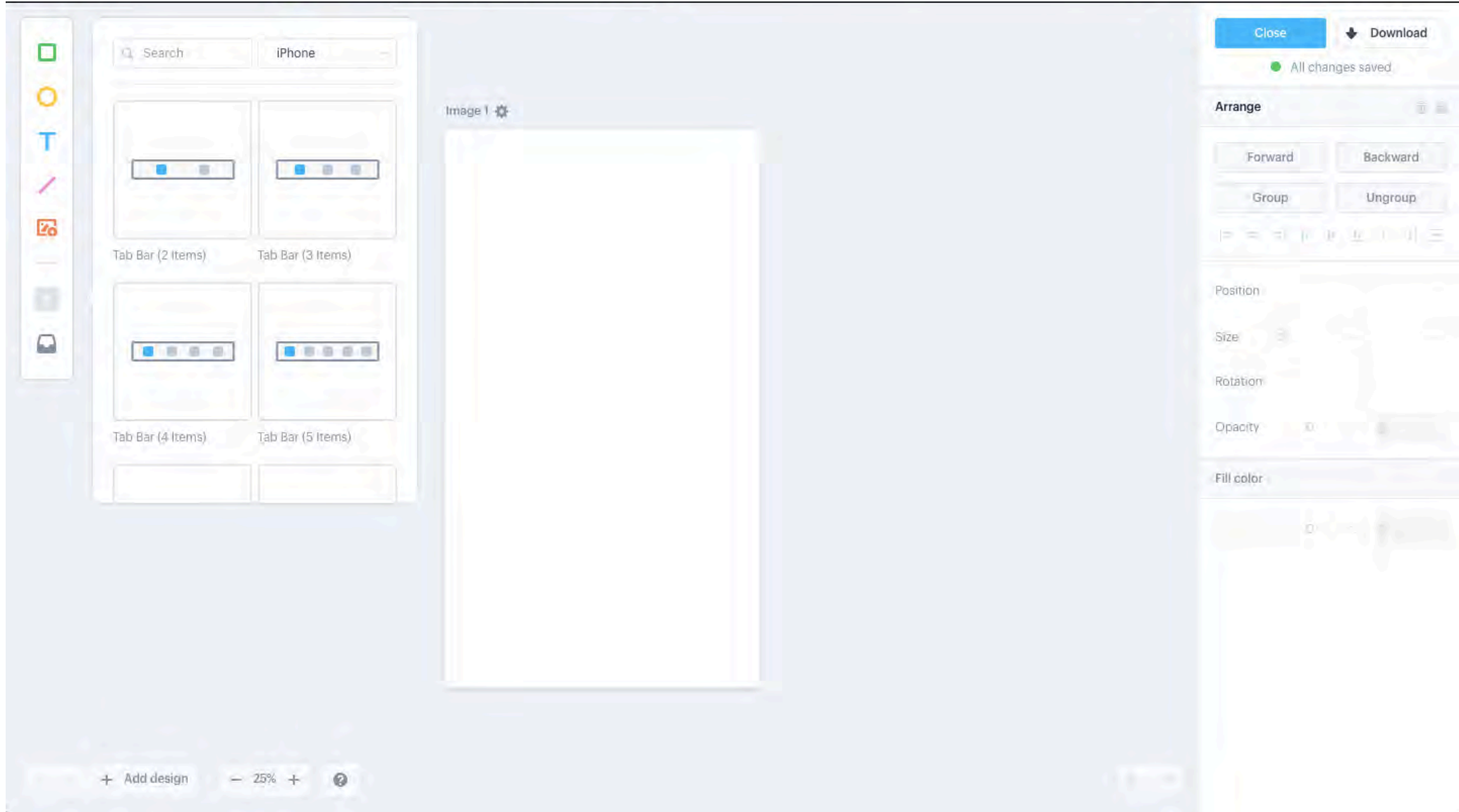


Don't have any?

Get our sample UI pack and drag and drop it here
yourself to test our prototyping features!

Download sample UI

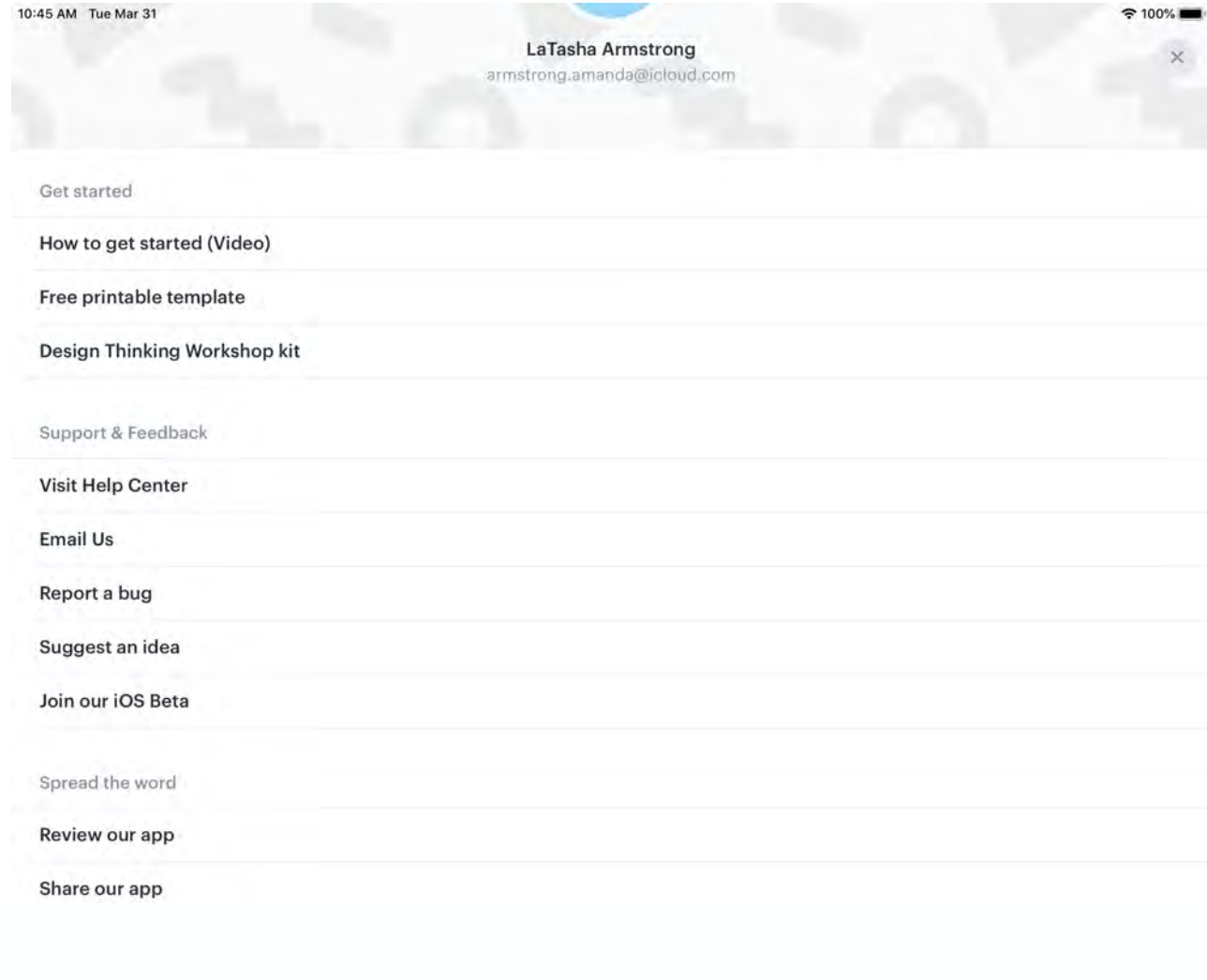




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Marvel on iPad



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New to Marvel?

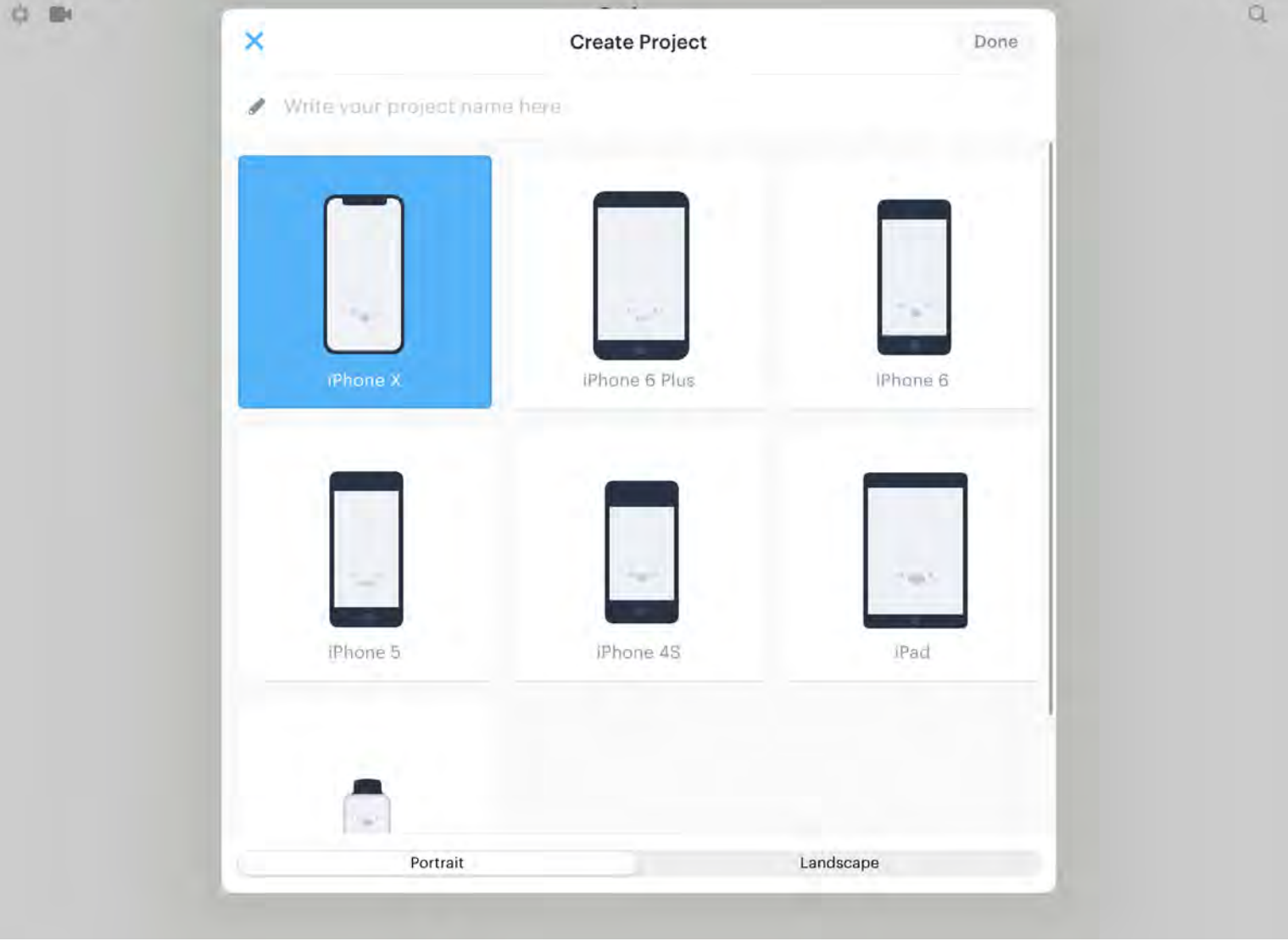
Watch a tutorial video to learn how to create your first prototype

Create project



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Add some designs!

Tap the + to get started or watch our tutorial video.





Add your screens



Create Design



Camera

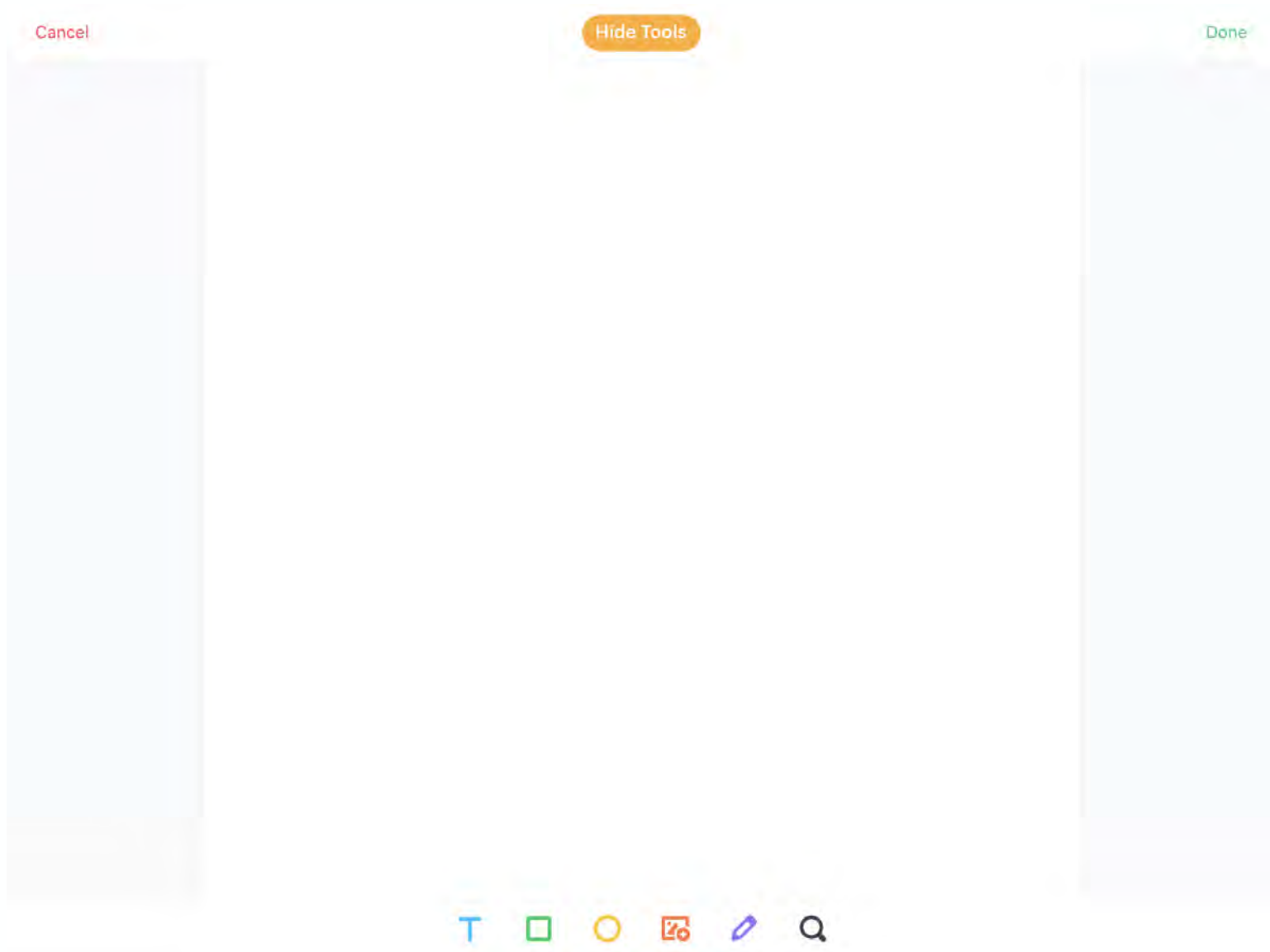


Photos



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Let's Share

IF YOU WANT TO, SHARE WHAT YOU HAVE DONE SO FAR

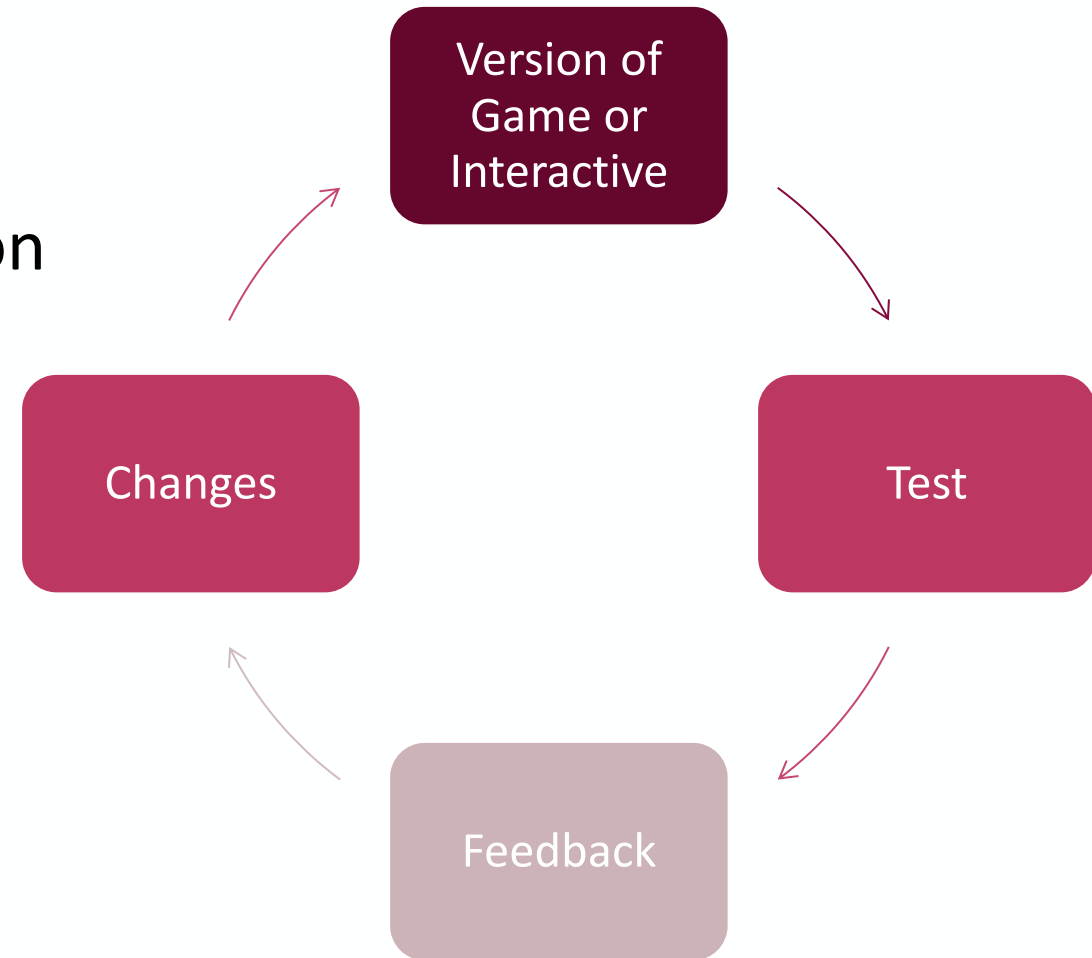


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Keep in mind...

- Iterative process – Several version of storyboard and prototype
- Test your prototype
 - Multiple times
 - Include your target audience
- Make changes based on testing



Project Ideas

Prototype for Expo

- Create a game or interactive prototype using Marvel
- Define game or interactive essentials in a short presentation

Any questions:

Email me: aarmstr0@nmsu.edu

Later this year, we'll host an Online Digital Expo:

Consider exhibiting one of your projects there!



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