Getting Started

This brief outline is meant as a guide to help start the crafting your LeX Mizzou game experience. It discusses a Scenario Conceptual Framework, Gathering Media Content and Storyboarding.

Scenario Conceptual Framework

To help conceptually organize your project early on, this framework is a clarification tool to help shape directional focus and determine what content supports and drives it. A presented framework is composed of the following sections:

- Purpose
- Description
- Component Organizer

It's important to note, the scenario conceptual framework (SCF) is a living document that will probably change over time as you think of your project in different ways over the course of the semester. Aspects of the SCF are listed below:

Purpose

This should be an overall high level purpose statement to establish what you hope to achieve using your game design as the vehicle and who your Users could be. These are typically bullet points and for this project in particular at least one learning purpose should be stated. The number of purposes will vary between each group project.

Description

Describe your general scenario experience and summarize it concisely. When composing this, think about who will be doing what, where and how that supports your stated purposes. Describe this is a way that the casual person would holistically understand your event experience.

Components

Once you've generally described your scenario and its purposes, it's time to narrow down to the specific components that comprise your experience such as places, actors, activities and content which are explained below. Components are those aspects Users will interact with. Since this is a digital experience, content is especially important to support your designed scenario.

Places: How many locations will your users be going to? You need to be specific about each location where activities will occur. Specific places can support certain activities, for instance a library can support looking for books. A museum can support art history activities related to artifact discovery.

Actors: Actors are those digital characters having some “voice” (typically via written words) to interact with. A Primary Actor (and can be more than one) is consistently present in a high percentage of your scenes within your overall scenario. Secondary Actors are those whose presence helps support the specific scene.

Activities: In that place, what sort of activities will be happening and with which actor types (primary/secondary)? What sort of activities and actors does the selected place support? Perhaps in a library, a specific book will be looked for that has a needed clue to be found with the help of a librarian actor.

Content: Content is any reading, visual or audio material the participants will be experiencing and cognitively processing through their device. The content should align and support the place and activity of the experience you’re shaping. Each mobile screen will need some sort of content for the participant to either experience and/or respond to in some way. Scripts are content pieces since they’re what will be read and in some cases responded to. Static images, video and audio will also play some role

Component Organizer

The organizer is meant as a layout to help visually articulate component relationships and an understanding of what is needed to compose the experience. A brief example is shown below:

Places (Where will this happen?)	**Actors** (Which ones?)	**Activities** (What will occur there?)	**Content** (Script, media, both?)
MU Campus: Tiger Plaza	P-Truman the Tiger (P=Primary)	Discover Mascot History. Exposed to School Song Pointing to Alumni support? Other:	Script Audio (tiger roar) Video (scrolling lyrics & school song) Images
Columns			
Jesse Hall			
Memorial Union			

Media Content Gathering

After outlining your content needs in the component organizer, it’s time to gather and store whatever content might be related to your concept while **respecting any copyrights and/or citing original content ownership when needed**. Take a broad approach when thinking about which images, audio and video could be useful. Preliminary script writing can begin as well. This search process may actually spark new ideas and even shape new storyline directions. Not all

of the collected content may be used but it's easier to have more of what you need than consistently having to stop and look for new content while assembling your storyboard which is its own effort.

Storyboard Assembly

Once you have a somewhat concrete idea of your project, its places, actors, activities and have collected supporting content, you need to start putting it together in the form of a storyboard as a group activity. For our content which is utilized through a mobile device viewport, one suggestion is to build your storyboard as a series of screens with each screen representing the desired content and having responses which can take the user in differently designed directions.

Tool types can range depending on the comfort level of the group and their choices but ideally, those tools should combine scripting, media and desired responses. Tools can range in their complexity and learning how to use them. One simple storyboarding tool is by using Google Docs. Process flow charts can be used as well such as Lucid Charts and X-Mind. Another storyboard benefit besides having a "feel" for the flow of your scenario is that it can serve as a direct map of importing your content into the game platform.

A very basic storyboarding example using Google Docs can be found in the LeX 2017 group folder:

https://docs.google.com/document/d/1XfxmpB2w3d9k7w9-K4Tzc5_PgAIIkX6c5TL6D4GmoPU/edit

Some find the ability to combine all of the needed content paired with being able to collaborate with team members in a familiar software as a benefit of using Google Docs. Others may want to explore different storyboarding options. For instance, low fidelity wireframes may be an option as well. 2 prototyping tools that offer free student licenses are:

InVision:
Contact Nadav Reis @ nadav@invisionapp.com (He is aware of this project)

Axure
Contact: sales@axure.com

In both cases you will want to email them, tell them you are a student and interested in an educational license. Both are great products though work very differently in some respects.

Interaction Design Foundation has also put this list together having a number of different prototyping options and is in our folder:

https://docs.google.com/document/d/1yeE9Meo-lGs9DT9auLtnovcRQSvBj9Z3JkPWpWdypu8/edit

Again, it’s entirely up to each group to decide which tool they wish to use.