Tutorial 10

Objective
During this week’s tutorial you will develop your storyboarding skills.
The aim of the tutorial is to help you:

1. continue to develop your ability to create storyboards to represent that way an application might work, and
2. become comfortable with the idea that a storyboard is a form of flowchart where the nodes are represented as screen mockups rather rather than using standard flowchart symbols.

Required resources
To participate in this tutorial:

• A pen and a notepad
• Access to a computer with a drawing tool will be handy but not essential.

Note
Solutions to all the exercises are available on-line on the unit web-site. Please don’t look at them until you are finished unless you are stuck or need clarification.

Tasks (on- and off-campus students)

1. Consider the process used to login to Moodle via the my.monash portal. Create a storyboard to represent that process. Make sure you include the “flow” that represents a user getting their login credentials incorrect as well a successful attempt.

2. Create a storyboard for an application that creates a BCG matrix. You might remember the BCG matrix from week 4. It’s a tool used to evaluate a product portfolio. The application you are designing should first ask the user for the number of products they wish to analyse, then for each of those products it should ask for the product name, it’s annual sales revenue in $, it’s market share, the market share of it’s leading competitor and the annual growth of the...
market it’s in. The application should then plot a 2x2 grid, where the axes represent market share and market growth. A circle should be used to represent each product, the radius of the circle should be in proportion to the products annual sales revenue. An example BCG matrix is shown below.


3. Create a storyboard to represent the game you are making for assignment 2.
   3.1. (On-campus students) Show your ideas to a partner and get suggestions for improvement.
   3.1. (Off-campus students) Show your ideas to a friend and and get suggestions for improvement.

4. (On-campus students) That’s it - with about 10 minutes to go in the class your tutor will distribute the in-class test for this laboratory. This is worth 1% of your mark for the unit. It should only take 5 to 10 minutes to complete. You must work on it on your own. Give your answer sheet back to your tutor at the end of the class. You will get the result next week (don’t worry, it’s not hard).

4. (Off campus students) After you have finished this set of exercises don’t forget to complete the weekly 1% test on-line. This is worth 1% of your mark for the unit. It should only take 15 minutes to complete. You must work on it on your own. The test will be available for you to do for 1 week (you won’t be able to access it after midnight on Sunday). If you have any problem accessing the test please send Peter O’Donnell (peter.odonnell@monash.edu) an email.