

- ▶ **Authoring—wk. 02—day 2 (storyboard phase 1)**
  - ▶ **StorySpace intro**
    - ▶ Pros & cons
      - ▶ Provides multiple views of the document and its links
        - ▶ graphical overview (map view)
        - ▶ tree chart view
        - ▶ text outline view
      - ▶ good hypertext linking
      - ▶ hyper media is not as good
      - ▶ can create royalty-free stand-alone presentations for distribution
      - ▶ not cross platform
      - ▶ a little buggy, some user-interface quirks
    - ▶ Writing spaces
      - ▶ Create a new writing space by selecting the 1st tool @ upper-left in Toolbox and clicking in document window
        - ▶ Type a short name for the space
      - ▶ Double-click title of writing space to open text space window
        - ▶ This is where you type the text or paste the pictures &/or movies that pertain to this topic.
        - ▶ allows entering up to 32,000 characters (roughly 5,000 words)
      - ▶ Double-click on body of writing space to show map of other writing spaces nested within
    - ▶ Window
      - ▶ Click window close box to move to more general (previous) level
        - ▶ If the view is already displaying the top level, the close box closes the window.
        - ▶ If this is the only window open on any one document, the close box closes the document.
      - ▶ Windows-->New Window creates a new window with the same view as the current window
        - ▶ The new window's view can then be changed independently of all other windows, giving the user multiple viewpoints on the same document.
    - ▶ How to browse through a StorySpace document
      - ▶ Zoom button (3rd from top on left, in Toolbox)
        - ▶ shift-click to magnify
        - ▶ click to demagnify
        - ▶ if lost, try using the Windows-->Normal Window command.
      - ▶ View icon (upper-right corner of document window)
        - ▶ map view
        - ▶ outline
        - ▶ tree chart view
    - ▶ Linking tool - 3rd down on right
      - ▶ click on window and drag to new window
        - ▶ delete link - click on arrow head of link and delete key
        - ▶ Label links
  - ▶ **Additional StorySpace info**
    - ▶ Sample file "About Links"--must be in reader mode

- ▶ View-->Read Document-->StorySpace Reader
- ▶ selection tool click on head of arrow then click on path tool to move forward
- ▶ Shift click on path tool retraces path backwards
- ▶ Creating links
  - ▶ select starting space
  - ▶ click on link tool -
    - ▶ if you can see the destination space click on it
    - ▶ OR use tunnel icon in tool box to link to a space not currently visible.
      - ▶ first click on tunnel icon
      - ▶ locate destination space
      - ▶ click on tunnel, then on destination space
  - ▶ name the link - all the links with the same name are part of one path
- ▶ To rename a space
  - ▶ Click once on title of space and hit <enter> (NOT <return>), then start typing.
- ▶ **Storyboard start—decide how to access each area of CD**
  - ▶ 3 groups--each works on a separate document which is a subset of the “FineArtsCD-ROM.story” document.
    - ▶ Academic - 8
    - ▶ Administrative - 5
    - ▶ Community - 5
  - ▶ Suggested workflow
    - ▶ Explicit Links (link tool)
      - ▶ Define model users (ex.: new applicant, ceramics aficionado, all-dressed-up on-campus and nowhere to go)
      - ▶ Create a new space at the top level of the document for each model user. This is the entry space for that user.
      - ▶ Decide on depth vs. breadth (number of clicks to goal)
        - ▶ If users are motivated (know what they're looking for and really *need* the info) they will be willing to follow longer paths than users that need to be "hooked" (promotional segments)
      - ▶ Create named links establishing path for each model user
        - ▶ Start at the writing space named after a model user and connect in logical sequence the spaces which that model user would be interested in visiting. Repeat for other model users.
        - ▶ Use Link tool and Link tunnel.
      - ▶ In the text space of the entry space, type in notes & reminders pertaining to that ideal user.
    - ▶ Default links (space nesting)
      - ▶ Indicate where the hierarchical structure of nested spaces should be not replicated in Director, removing it from default network of links
      - ▶ This provides a backup path to reach spaces that are not explicitly linked.
    - ▶ External Links
      - ▶ Indicate where the spaces in group's area should be connected to spaces in another group's area

- ▶ Create a writing space at the top level of your Storyspace document to represent each of the other groups' areas.
- ▶ Terminate "loose end" links into these two spaces, so that later they can be connected properly when all three areas are brought together.
- ▶ Make notes in the text spaces of these two writing spaces to indicate where the various links should go.
- ▶ Space Ranking (make notes in text space)
  - ▶ High Priority
    - ▶ Stuff that MUST be there per client request
  - ▶ Mid Priority
    - ▶ Stuff we dream up that might make the CD-ROM more interesting. Subject to client approval.
  - ▶ Low Priority
    - ▶ Stuff we can dump if the project starts running behind schedule
      - ▶ Items requested by client that, on closer inspection, are either inappropriate for interactive multimedia or too time-consuming. Must be negotiated with the client before dumping.
      - ▶ Stuff we'd like to include to learn new skills (ex. QT-VR) or to have fun (ex.: "easter eggs"). Must be negotiated with the client before including.
- ▶ Space Contents (make notes in text space)
  - ▶ Display Units
    - ▶ Actual chunks of info that the viewer sees at once
    - ▶ Each space may be broken down into several screens of info for more effective presentation in the computer medium.
    - ▶ Different functions (promotional vs. informative) will require different chunk sizes.
    - ▶ Consider trade-off between size of chunks and number of chunks
  - ▶ Media Types
    - ▶ How each display unit is conveyed to the user (in pictures, text, sound, or some combination of the two)
    - ▶ Consider effectiveness (ex. statistics better retained as charts)
    - ▶ Consider playback environment (ex.: audio may be inaudible on some users' machines--need to back up with text)
  - ▶ Media Assets
    - ▶ Which of the existing media items (as listed by the client) would fit in each display unit.
    - ▶ Which new material must be shot/recorded/scanned/drawn for each display unit
      - ▶ Rank the material in order of priority. Which items can be dropped if time runs out?
  - ▶ Timeliness
    - ▶ Indicate need to refer to the online presentation (web pages) for time-sensitive info

- ▶ Currently we cannot anticipate a direct link between the Director presentation and the online material. All online references will probably lead to a help screen that tells the user how to log on to the Internet and reach the FC Web site.
- ▶ Save work in progress and completed files on server:
  - ▶ each group has its own folder in 'hiMMMel HD:CD-ROM source materials:Storyboard:'