

Sketch

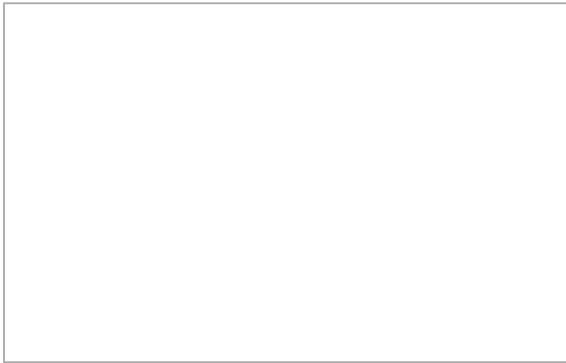
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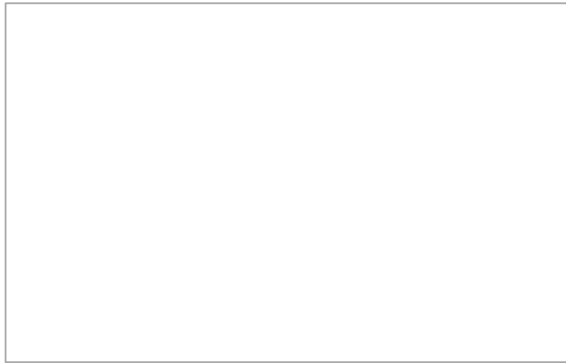


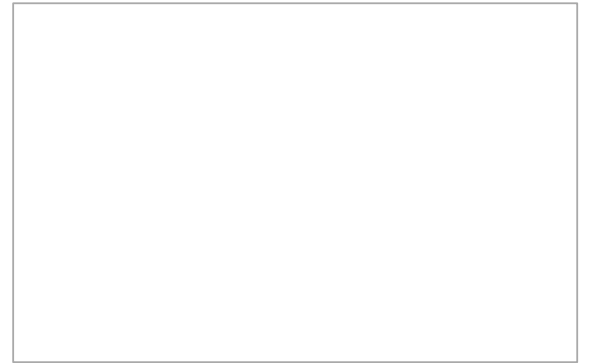
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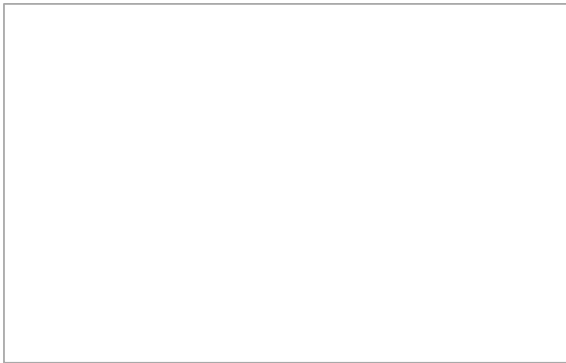
Storyboard

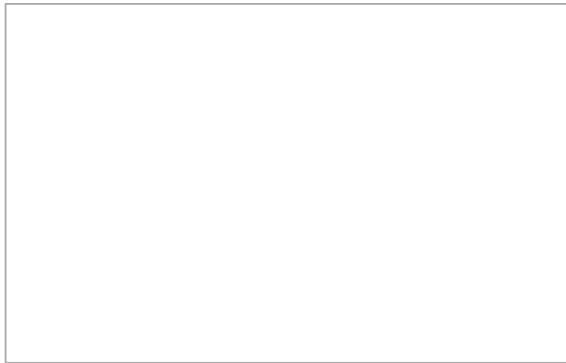
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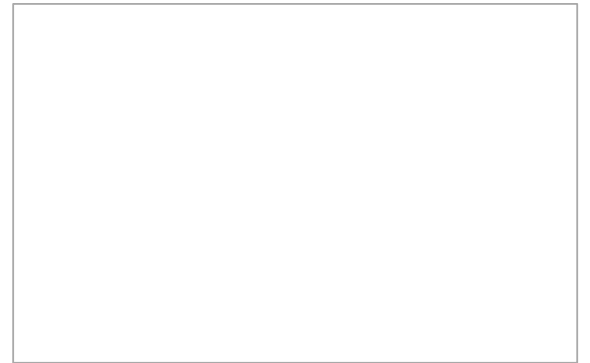
A large empty rectangular box for drawing the first storyboard panel.

A large empty rectangular box for drawing the second storyboard panel.

A large empty rectangular box for drawing the third storyboard panel.

A large empty rectangular box for drawing the fourth storyboard panel.

A large empty rectangular box for drawing the fifth storyboard panel.

A large empty rectangular box for drawing the sixth storyboard panel.

Concept

What is it called?

How does it work?

Who is it for?

What's in it for users and for us?

It makes _____ (activity)

feel _____ (quality)

It helps us to _____ (benefit)

What does it look like (interface or process)?

Which experience principles or goals does it address?

Manifesto
