VIEWING MATRIX

Identify the viewing matrix you will use to define your project's structure (you may choose more than one) Character Matrix (defines traits, relationships) Act Structure (as used in film and theater) Flowcharts (visual linking of nodes) Chapter Structure (as used in novels and books) Maps (a blueprint which defines scale of application) Storyboard (scenes visualized as pictures and text) Explain why you chose the above matrix' to plan and organize your interactive experience:

INTERACTIVE STORYBOARD TEMPLATE

Module Title:	Module Code:
	CONTENT CHECKLIST
	Images:
	Audio:
	Video:
	Other:
OPENING SCREEN	I ACTION UPON USER ENTRANCE
"IF" THIS HAPPENS	"THEN" THIS IS THE RESULT

STORYBOARD: SHOT BY SHOT

Module Title:	Module Code: