

## Scenario design exercise

Media Design Research, autumn 2014  
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Create a scenario that illustrates a new media concept for an art installation that you propose to develop. Please show clearly the types of data that will be gathered and how media will be used. In your work with the scenario, please pay attention to these factors:

1. **Context:** Describe the situation of use (e.g. a gallery, museum or another type of public space) in which the installation will be used.
2. **Persona(s)/actor(s):** Describe at least 2 actor(s) that you expect will interact with the work.
3. **Plot:** Remember that as stories, scenarios have a plot. Imagine the story and depict the sequence of actions and events. What do they do? What happens to them?  
How do these changes alter the circumstances of the setting (context of use) and the system.
4. **Interaction:** You should aim to visualize and portray the usage situation in many different ways and from different perspectives. Emphasize and explore goals while, revealing diverse behaviors, and cognitive strategies.

### Steps to making scenarios

1. Establish a goal and context
  - a. What is needed to describe the scenario's settings?
  - b. Why is the agent/actor using the system?
  - c. What will make this interaction successful?
  - d. As you create the scenario, try to focus on storytelling, and don't aim to represent complete task analysis.
2. Using a narrative approach, describe the interaction
  - a. Stay at a high level
  - b. Avoid too detailed descriptions of the interface
  - c. Imagine the new design and how it will help to solve specific problems.

Examples:

Video scenario of a Kinect application

<http://www.youtube.com/watch?v=Mr71jrkzVWq8>

Frog design, scenarios and interaction design

<http://designmind.frogdesign.com/blog/prototyping-interaction-with-video-scenarios.html>