

Place client or project logo here

Course Title

Module Name and Number

Submission Date: 01-01-10

Version: 1.00

Client Name

Prepared by: XXXXXXXX

Client: XXXXX

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REVISION HISTORY

Version	Document ID	Date	Modification
Version 1.00	SB-1-01-01	00-00-0000	First Draft

Document Approval:

Project Identification

What's in This Storyboard

The storyboard is a paper / MS Word-based representation of everything that the multimedia computer-based training (CBT) program will display, say and do. Each page of this document represents one 'screen' or 'panel' of the project. Everything about that one panel that the programmer needs to know is specified on that page. The details of each part of the storyboard layout are discussed in the following paragraphs.

The Header Block

At the top of each page is the header; this provides key information about the screen described in that page. On the left are: 1) the page number in the storyboard, which is sequential all the way through the storyboard, 2) the title of the screen, which may or may not appear on the screen itself, and the Screen ID. The Screen ID is used in programming, and consists of the Module number, Unit number, Topic number, and Screen number. Thus, M3U2T1S2, refers to the second Screen of the first Topic of the third Unit in Module 3. There are some miscellaneous screen IDs that don't follow this pattern...examples include: M3_PRE = Module 3 Pre-assessment; M3_OBJ = Module 3 Objectives; M3_POST = Module 3 Post-assessment; etc.

Moving to the right is a column specifying the Unit number, Topic number and the Screen number. Finally the cells in the right column specify the Module title, Unit title (and Topic title if applicable) and the last revision date for the screen described on this page.

The Content Block

Below the header, the content block consists of four areas. The large area on the right is the 'screen area,' in which on-screen text is typed and in which the graphics that will appear on this screen are identified (though not necessarily shown or may be shown using simple diagrams for purposes of communicating planned visuals). The screen area is meant to be a guide to the developer only. While you do see the exact words of the instructional narrative, colors, fonts, details of layout, etc. will be determined during actual program development.

To the left are three boxes, labeled DIALOG, INTERACTION, and PRESENTATION ORDER. DIALOG indicates the script that will be read by the narrator and that will also appear in an instructional dialog 'text panel'. INTERACTION specifies the rules of any activity planned for the screen and how everything is supposed to work, including what the user is supposed to do, if applicable. PRESENTATION ORDER indicates the sequence of this screen's events in a passive or animated screen. For instance, if the words on the screen build in sync with the narrator's words, this is indicated here.

Text Colors:

Dialog text in red is hot (linked to glossary). Dialog text in blue is generally comments from GanTek to the AAOT Steering Committee.

The Controls Block

Just below the content block is a row of boxes, which represent the project's navigation controls. Each control that is active on the screen is black; inactive controls are grayed out.

The Links and Files Block

Below the controls is a larger block which identifies all glossary (hot terms) and Internet-linked terms (URLs) on this screen. The right side of this block will later identify for the programmer which files contain the media assets needed for this screen. These file names will not be specified until the media research and development has taken place and is for GanTek's own internal use.

MODULE XX STORYBOARD PAGE		2	UNIT NO	N/A	MODULE TITLE	
SCREEN TITLE	MODULEXX PRE-ASSESSMENT		TOPIC NO	N/A	UNIT TITLE: TOPIC TITLE	N/A
SCREEN ID	MX_PRE		SCREEN NO	N/A	DATE LAST REVISED	

<u>BACKGROUND</u> Standard content screen
<u>DIALOG</u>
<u>INTERACTIVITY</u>
<u>PRESENTATION ORDER</u>

TOPIC LIST	SEARCH	AUDIO	PAUSE PLAY	PREV	NEXT	REFERENCES	GLOSSARY	BOOKMARKS	EXIT
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<u>Hot Terms</u>	Files	1	2	3	4	5	6	7	8
	Images								
<u>URL Links</u>	Anims								
	Videos								
	Music								
	SFX								
	Text								
	VO								

MODULE XX STORYBOARD PAGE		1	UNIT NO	N/A	MODULE TITLE	
SCREEN TITLE	OBJECTIVES		TOPIC NO	N/A	UNIT TITLE: TOPIC TITLE	N/A
SCREEN ID	MXX_OBJ		SCREEN NO	N/A	DATE LAST REVISED	

<u>BACKGROUND</u> Standard content screen
<u>DIALOG</u> ▪
<u>INTERACTIVITY</u>
<u>PRESENTATION ORDER</u> Bullets will be highlighted as read by the narrator

MODULE OBJECTIVES

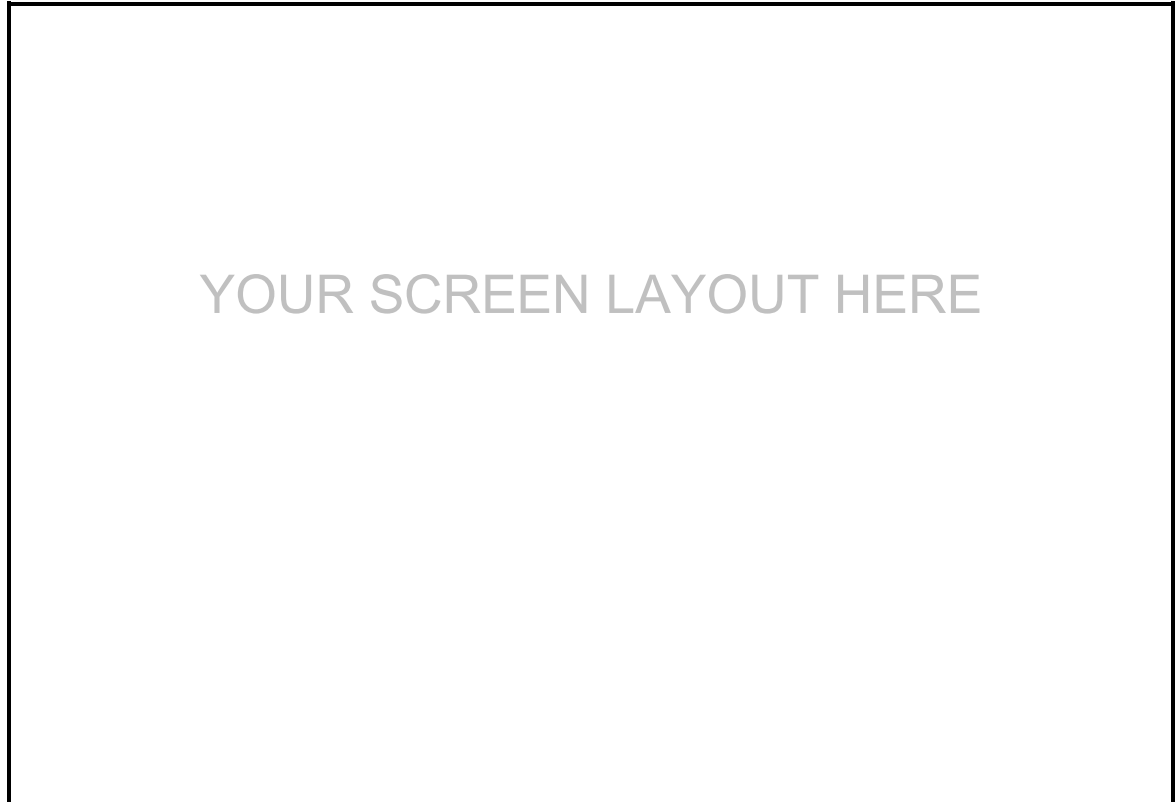
- Objective 1
- Objective 2

TOPIC LIST	SEARCH	AUDIO	PAUSE	PREV	NEXT	REFERENCES	GLOSSARY	BOOKMARKS	EXIT
			PLAY						

<u>Hot Terms</u>	Files	1	2	3	4	5	6	7	8
	Images								
<u>URL Links</u>	Anims								
	Videos								
	Music								
	SFX								
	Text								
	VO								

MODULE XX STORYBOARD PAGE	2	UNIT NO	1	MODULE TITLE	
SCREEN TITLE		TOPIC NO	1	UNIT TITLE: TOPIC TITLE	
SCREEN ID	M1U1T1S2	SCREEN NO	1	DATE LAST REVISED	

<u>BACKGROUND</u> Standard content screen
<u>DIALOG</u>
<u>INTERACTIVITY</u>
<u>PRESENTATION ORDER</u>



TOPIC LIST	SEARCH	AUDIO	PAUSE PLAY	PREV	NEXT	REFERENCES	GLOSSARY	BOOKMARKS	EXIT
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<u>Hot Terms</u>	Files	1	2	3	4	5	6	7	8
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	Music								
	SFX								
	Text								
	VO								

