4. Development Tools

Storyboarding
Sample One*

*RPI Course Developers, Blended Learning Technologies, 2004

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M.-P. Huguet - huguem@rpi.edu
4. Development Tools

Storyboarding

Sample Two*

Image: computer screen

Use Captivate to create flash movie

*RPI Course Developers, Blended Learning Technologies, 2004

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4. Development Tools

Storyboarding
Sample Three*

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ITWCT – 3A0 Bookend 1: on-demand video storyboard

Course Developers

Content Description:
SWF with embedded video.

Video Editing:
Video clips need to be created to allow import into Flash file.

Audio Editing:
On some frames, video may not be shown but audio accompanying the
video shot could be used. Perhaps the audio will need to be edited out of
the video.

Video Characteristics:
This is intended to be a “talking head” clip. The subject will be seated and
the shot will be a head shot.

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4. Development Tools

Storyboarding
Sample Four*

**Image of a Windows Media player interface.

| Sequence # | 1 |
| Shot Description | Segment introduction, head shot. CM & MP standing... |
| Transition In | |
| Video Image | |
| Audio Recorded | |
| Added Audio | |
| Transition Out | |
| Estimated Time of Take | |
| Narration/Script | |

MP: Hi, it’s Marie-Pierre and Chris. We are Course Developers for Education for Working Professionals and the designers and moderators for this workshop.

CM: We think it is important to describe to you what we do as Course Developers, both at EWP and through this workshop.

*RPI Course Developers, Blended Learning Technologies, 2004

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4. Development Tools

Storyboarding
Sample Five*

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4. Development Tools

Storyboarding
Sample Six*

<table>
<thead>
<tr>
<th>CPNE Prototype</th>
<th>Date: 10/27/2000</th>
<th>Slide: 3D3.d1_2</th>
</tr>
</thead>
<tbody>
<tr>
<td>Unit: Content</td>
<td>O Graphic</td>
<td>Graphic Name: CPNE 3D3.d1_2</td>
</tr>
<tr>
<td>Section: Selected Area</td>
<td>O Video</td>
<td>Level: 1</td>
</tr>
<tr>
<td>Topic: Other</td>
<td>O Animation</td>
<td>O</td>
</tr>
<tr>
<td>Subject: Medications</td>
<td>O</td>
<td>Type: Regular</td>
</tr>
</tbody>
</table>

It is now time for you to administer Derek’s pain medication. Click on the images above representing your actions in the order in which you should accomplish them. When you are done, click on “Submit.”

If you need to change your selection, click on “Reset” to start the activity again.

<table>
<thead>
<tr>
<th>Step One</th>
<th>Step Two</th>
<th>Step Three</th>
</tr>
</thead>
<tbody>
<tr>
<td>Reset</td>
<td>Submit</td>
<td></td>
</tr>
</tbody>
</table>

Audio:

Description:
Drag and drop
CPNE 0082,
3 buttons, Text over faded photo: Take Kardex (CPNE 0236), Go to Medication Room (CPNE 0178), Wash Hands (CPNE 0148)

Text
It is now time for you to administer Derek’s pain medication. Click on the images representing your actions in the order in which you should accomplish them. When you are done, click on “Submit.”

If you need to change your selection, click on “Reset” to start the activity again.

*Regents, Huguet 2000

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4. Development Tools

Storyboarding
Sample Seven*

SALT

Storyboarding – Puckman at SALT Conference

Size: 400x523
Final format: Gif animation
Final output: One animation (steps 1 through 5) one animation (steps 1 and 2) one animation (steps 4 and 5)

<table>
<thead>
<tr>
<th>Image</th>
<th>Directions</th>
</tr>
</thead>
</table>
| 1     | Photo: RPIFall  
Logo: RPILogonoseal  
RPIFall is visible.  
After 2-3 seconds, RPI logo fades in, stays on for a couple of seconds, then fades out |
| 2     | Photo: RPIFall  
Graphic: Puckman2  
Puckman appears at the top of the railing, slides down, off the screen |
| 3     | Photo: RPIFall  
Graphic: SALT conference  
RPIFall photo fades out as conference logo fades in |
| 4     | Graphic: SALT conference, Puckman2  
Puckman falls on the wave, slides down, and summersaults on 2007 |

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conferenceyuma\documents\puckmanatyumabasic.doc

* Camp Tech YUMA, Huguet 200

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