

the DEL App

Storyboard v1.0

Preface

This storyboard document describes or implies all currently intended functionality for the DEL app for teachers.

Nothing depicted in this document is meant to be evaluated for appearance. Design for look & feel will begin after an interactive prototype has been finalized.

METADATA

This document was produced by Henry Holmes in collaboration with Hillary Ramos and Barry Blumenfeld for the Dance Education Laboratory at the 92Y.

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Introduction & Walkthrough

INTRODUCTION

Welcome to ...
This is for ...
This was made by ...

Create an Account

WALKTHROUGH

This is what the app does

1 / 3

A fresh installation of the app will open to an introduction screen or swipethrough tutorial of several pages demonstrating key features.

New Account & Profile

LOGIN

Sign Up with Facebook

Sign Up with Instagram

Use an Email Address:

PROFILE

I am a:

Teacher

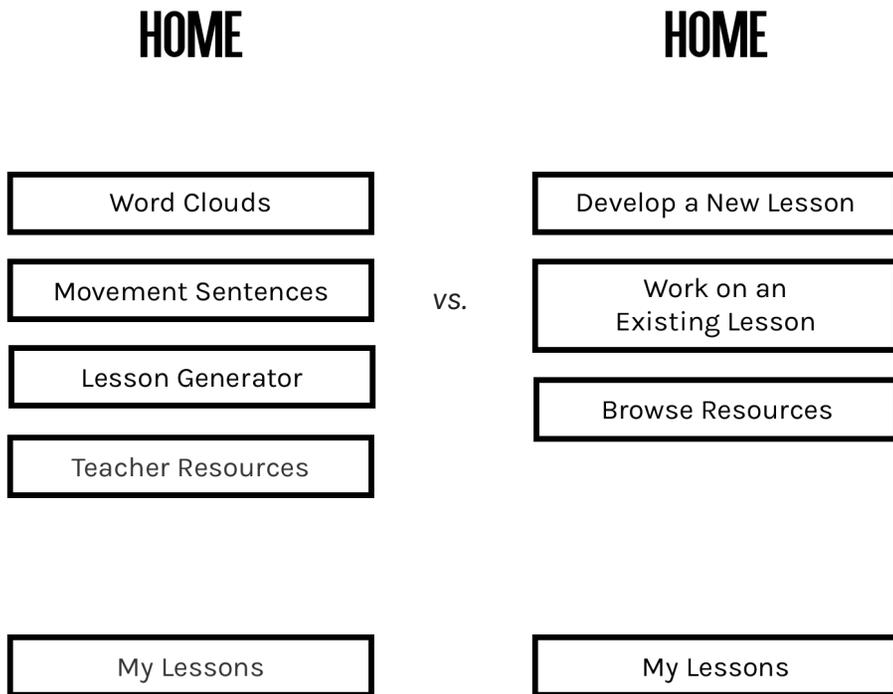
Dancer

Choreographer

After completing the introduction process, users will be prompted to login or sign up.

The app will support common authentication paradigms and a simple profile for each user to specify their role in relationship to dance education. At this time, profile data will only be used to better understand the user community.

Home Screen



At the heart of the app is a default screen with navigation to all the app's main features.

Two variants of the app will be prototyped:

The first variant, as depicted here on the left, is an app that focuses on the specific tools it provides for teachers.

The second variant focuses on specific tasks that teachers would use the app to complete. This version of the app could also provide easily accessible links to the Word Cloud and Movement Sentence tools, for example relocated to a Tools section/menu or in line below the primary navigation.

A "Resources" section provides links to NYC teacher resources, DEL training videos, shared community lesson plans or guides, etc.

Word Cloud

WORD CLOUD

Words words word
words words words
words words words

Choose Topic:
"Words"

The word cloud tool will have two components:

The first component is the ability to specify what kinds of words should appear in the word cloud. Nouns? Adjectives? Action words? LMA terms? It can be as versatile as the data we are able to provide from our database. Bearing in mind that the app will not have any information beyond what is specifically provided.

The second component is a means of saving, selecting and otherwise interacting with the words generated. If a teacher is using the word cloud tool to import words for a lesson, it should be easy for them to save words directly back into their lesson plan. They might accomplish this by tapping each word and then a "Save" button which would return them to the lesson plan and either insert them or show selections in a tray/sidebar.

Movement Sentence

MOVEMENT SENTENCE

Float
Sink
Splash



Choose Theme:
"Oceans"

The movement sentence generator will employ the same type of components as the word cloud tool: Defining parameters and interfacing with lessons.

When a teacher is editing their lesson plan, they should be able to quickly jump into this tool or the word cloud, get something that works well, and insert it into the lesson without hassle.

Lesson Plans

LESSON GENERATOR

Theme
Oceans

Emphasis
Dynamics

GENERATE

NEW LESSON PLAN

Choose Theme

Next Step

The lesson plan generation process will conform to one of the two versions of the app as detailed on the Home screen (pg. 4)

In the first variant the user defines all their parameters and clicks "GENERATE." The app puts together a lesson skeleton including all the components and content it's able to generate on its own. The user then fills out the rest of the plan as they see fit.

In the second variant the app gives more of a walkthrough that asks for one parameter at a time and gradually builds the lesson plan. It remains to be seen how during this process the app will be used in conjunction with a teacher's typical lesson planning process... (continues on pg. 8)

Lesson Plans cont.

NEW LESSON PLAN

Age Group

Emphasis

Objectives

Next Step

NEW LESSON PLAN

Summary:

Outer Space Lesson
5 - 7th Grade

Dynamics
towards

Create Lesson

During the design and alpha build phase, we will engage the advisors and select community members to shape these design decisions for what information should be processed into the lesson generation process.

The guiding question for our research with the advisors and community members is basically this: "How will you use this app while you're planning and executing a lesson?"

The screens involved with generating and modifying a lesson plan will be designed according to the outcome of that user research.

Viewing and Editing Lessons

LESSON edit
Theme with
Emphasis

1. Introduction

This creative movement lesson focuses on EMPHASIS within the topic of THEME. ...

< Media >

2. Warm Up

< Concept >
< Movement Sentence >
< Modified Movement Sentence >
< Action Word 5x >

cancel **LESSON** save
Theme with
Emphasis

SECTION

1. Introduction

This creative movement lesson focuses on EMPHASIS within the topic of THEME. ...

< Youtube URL / Image >

Import Media
Import from NYC Blueprint
Import from LMA
Import from Word Cloud
Import a Movement Sentence

A lesson plan in the app will have two or three interaction modes. The first and most obvious mode is to view the lesson. From this view there will be a share button to export the lesson via email and other methods.

The second is to edit the lesson, which can involve importing other content and integrating tools.

(continues pg. 10)

Running Lessons

LESSON

Oceans

3/7: Elaboration

3:15

Splash on a High Level

then

**Float on a Curvy
Pathway**

time remaining
20 min.

NEXT

The third mode under consideration is an active lesson view mode with a timer, media viewer and other features designed to assist a teacher during class.

In this presentation mode, one element of the lesson would be displayed at a time. Timers would be able to show how much time has elapsed for the current activity and how much time remains for the entire lesson.

Additional context could be made available during the lesson, such a menu to conveniently reference outcomes and assessment goals.