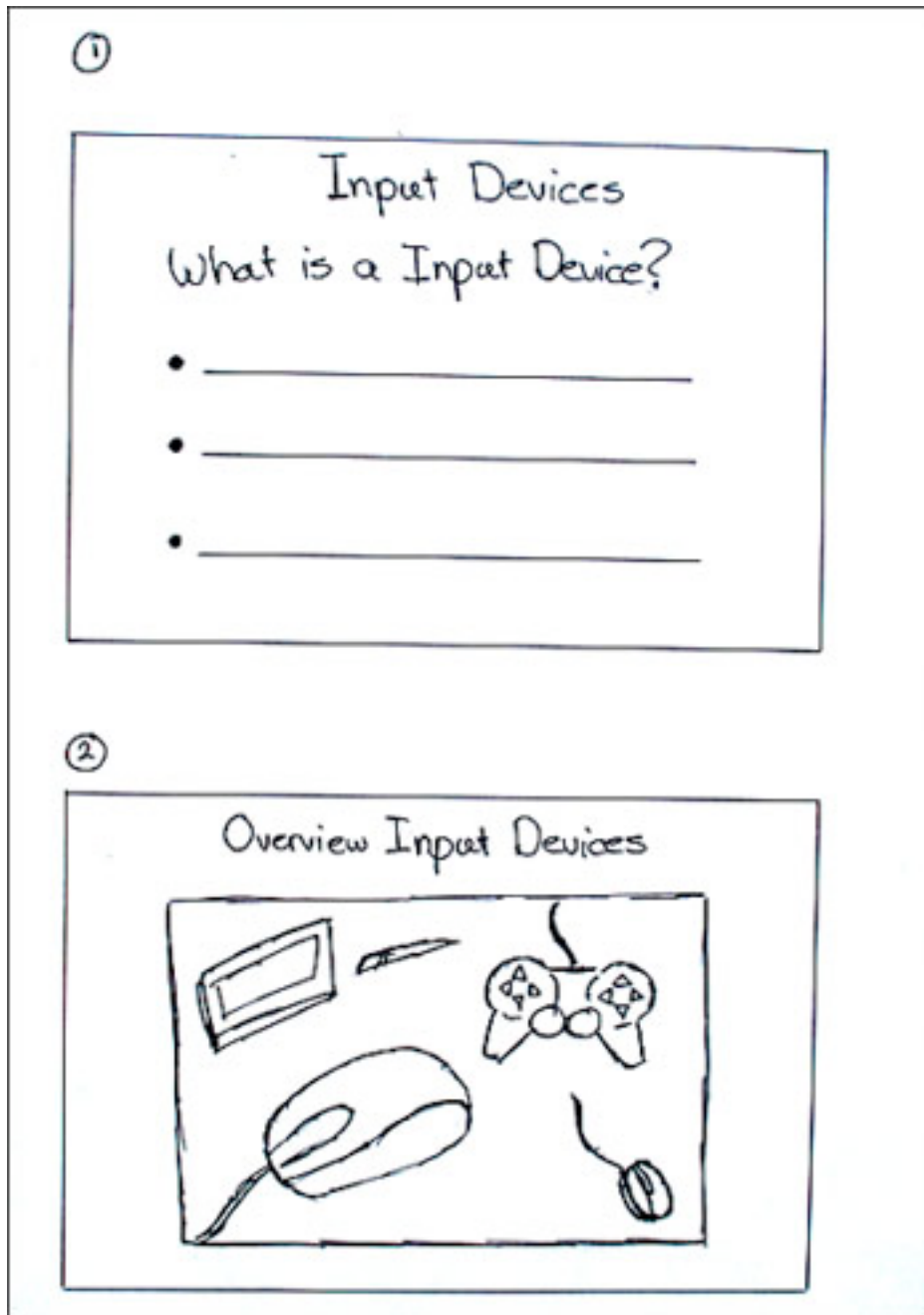


# Storyboard Interaction Design Elements

## 1. Frame 1 (Picture 1 + 2)

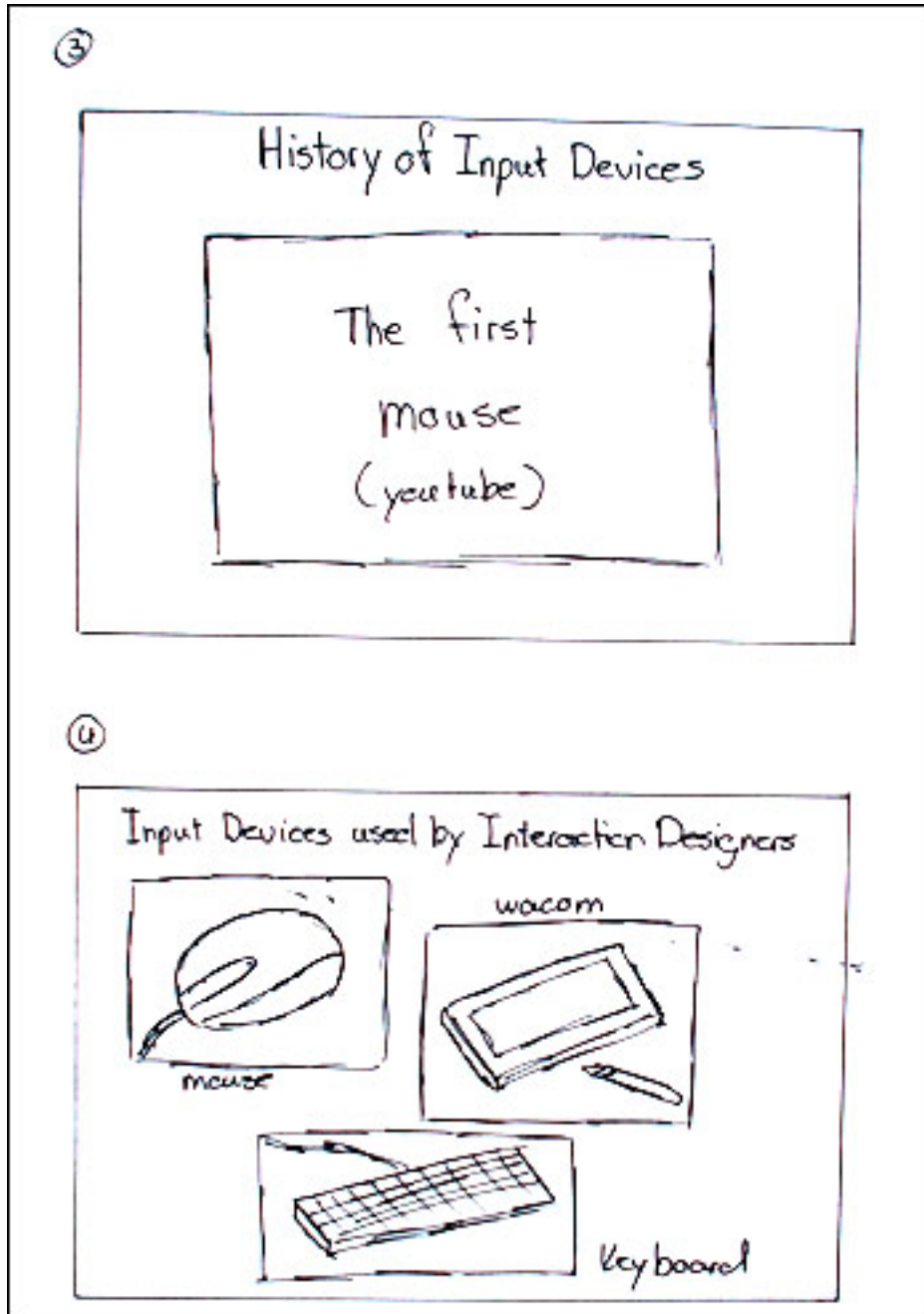


**Onderwerp:** Korte introductie: wat is een input device?

**Bron:** slideshare hans kemp & About Face 3

**Middelen:** definitie in tekst, overview input devices (images)

## 2. Frame 2 (Picture 3+ 4)



**Onderwerp:** Kleine historie (video eerste muis), meest gebruikte input devices van de interaction designer (images)

**Bron:** youtube, google images, design blogs

**Middelen:** video, images

### 3. Frame 3 (Picture 5 + 6)

⑤

Input Devices & Direct Manipulation

What is Direct Manipulation?

- \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

The key of Direct Manipulation?

- \_\_\_\_\_

⑥

→ Input Devices & Direct Manipulation.

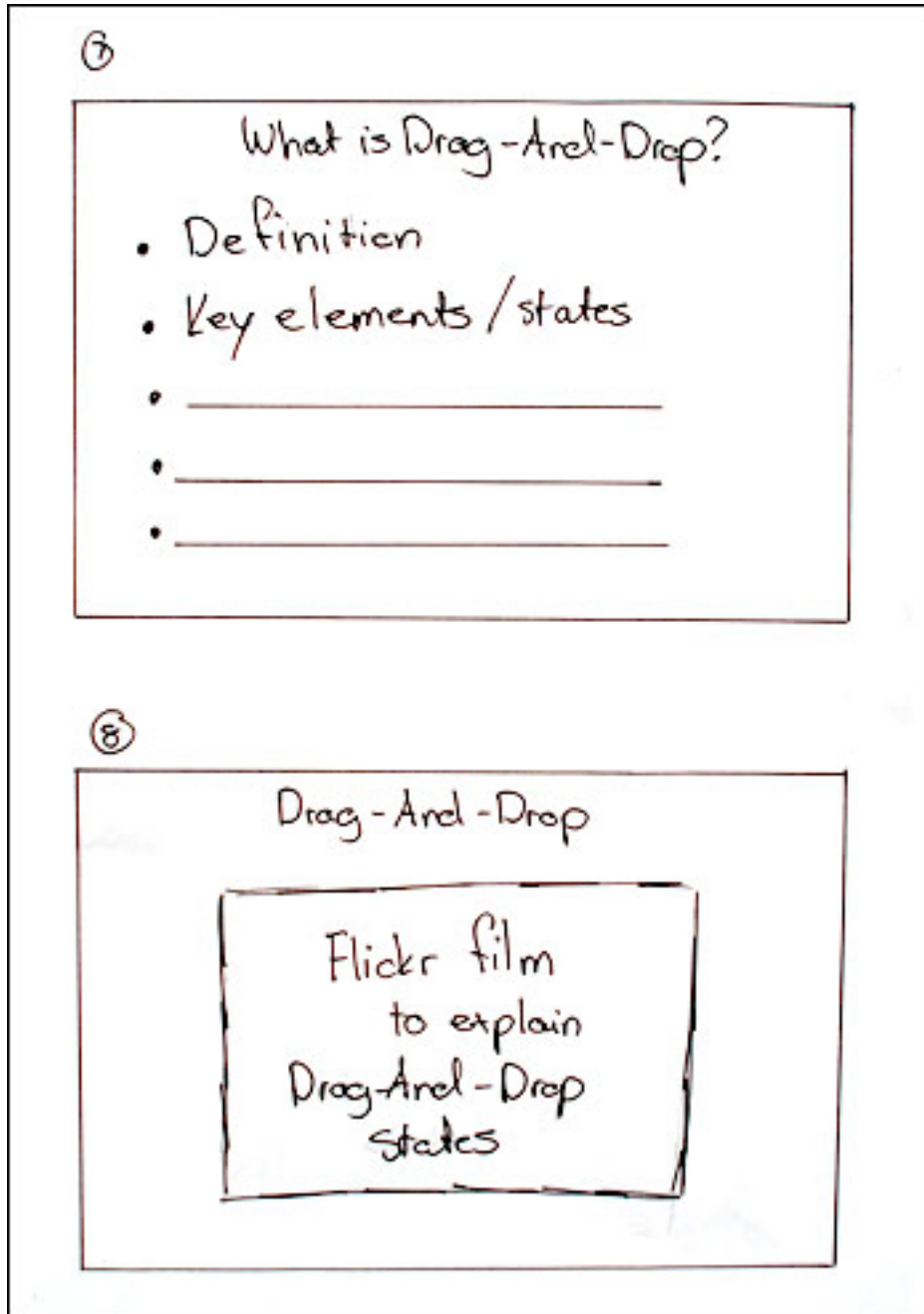
Direct Manipulation  
film  
(youtube)

**Onderwerp:** Input devices & direct manipulation, wat is direct manipulation? Wat is de kracht hiervan?

**Bron:** About Face 3, youtube (eerste link)

**Middelen:** tekst, video

#### 4. Frame 4 (Picture 7 + 8)

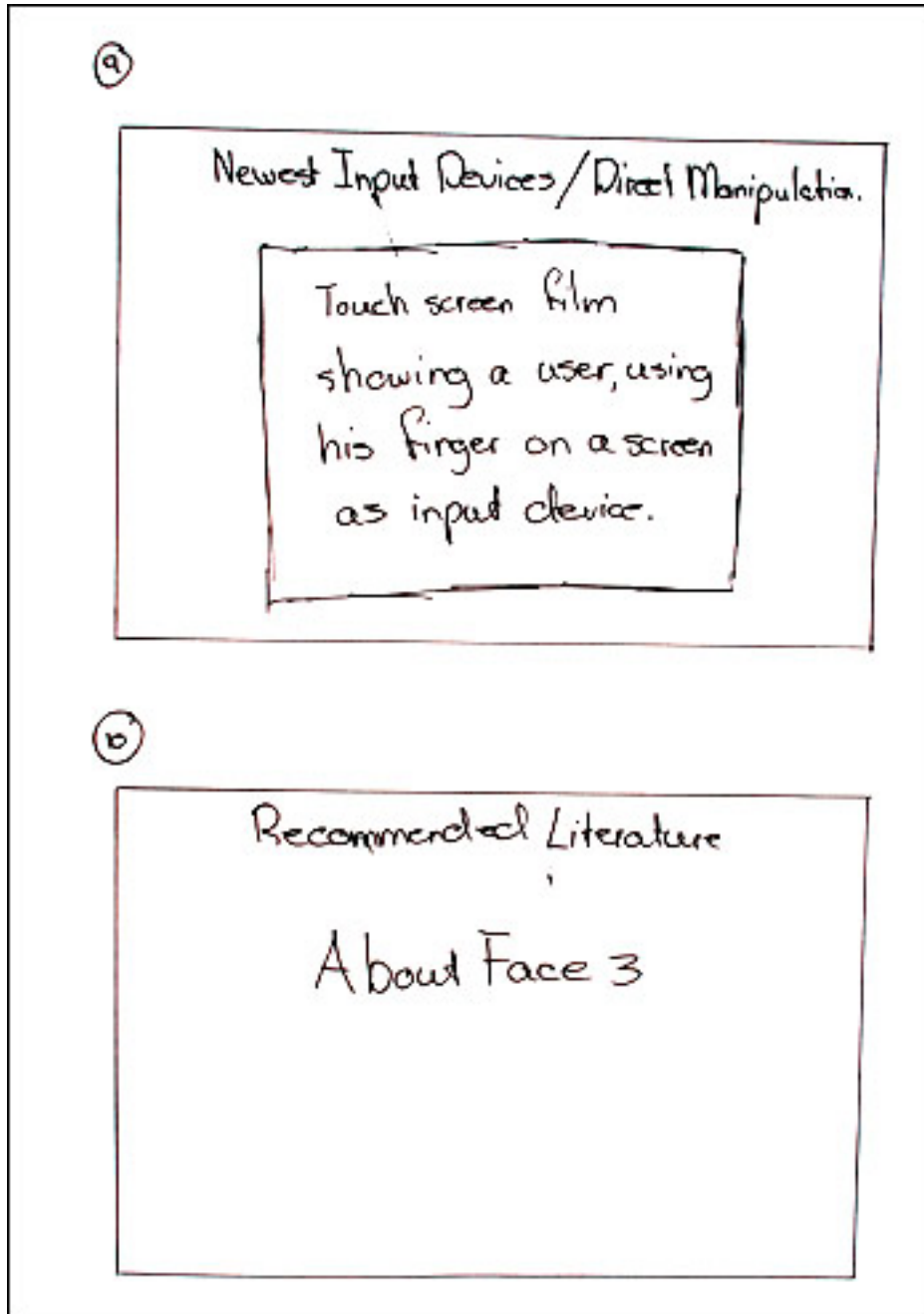


**Onderwerp:** Drag and drop, wat is het? Key elements en status (visuele feedback)

**Bron:** About Face 3, Flickr, youtube, pc

**Middelen:** tekst, images, video

## 5. Frame 5 (Picture 9)



**Onderwerp:** Nieuwste input devices (direct manipulation & drag and drop)

**Bron:** youtube, internet

**Middelen:** video

## 6. Frame 6 (Picture 10)

**Aan te raden literatuur:** About Face 3