

I. Information Design

A. StorySpace intro

1. Pros & cons

- a) Provides multiple views of the document and its links
 - (1) graphical overview (map view)
 - (2) tree chart view
 - (3) text outline view
- b) good hypertext linking
- c) hyper media is not as good
- d) can create royalty-free stand-alone presentations for distribution
- e) not cross-platform yet ("coming soon")
- f) a little buggy, some user-interface quirks

2. Writing spaces

- a) Create a new writing space by selecting the space tool (1st tool @ upper-left in Toolbox) and clicking in document window
 - (1) Type a short name for the space
- b) Double-click title of space to open text space window
 - (1) This is where you type the text or paste the pictures &/or movies that pertain to this topic.
 - (2) allows entering up to 32,000 characters (roughly 5,000 words)
- c) Double-click on body of writing space to show map of other writing spaces nested within

3. Window

- a) Click window close box to move to more general (previous) level
 - (1) If the view is already displaying the top level, the close box closes the window.
 - (2) If this is the only window open on any one document, the close box closes the document.
- b) Windows-->New Window creates a new window with the same view as the current window
 - (1) The new window's view can then be changed independently of all other windows, giving the user multiple viewpoints on the same document.

4. How to browse through a StorySpace document

- a) Magnify button (3rd from top on left, in Toolbox)
 - (1) shift-click to magnify
 - (2) click to demagnify
 - (3) if lost, try using the Windows-->Normal Window command.
- b) View icon (upper-right corner of document window) or use View menu
 - (1) map view
 - (2) outline
 - (3) tree chart view

B. Additional StorySpace info

1. Sample file "About Links"--must be in reader mode

- a) View-->Read Document-->StorySpace Reader
- b) selection tool click on head of arrow then click on path tool to move forward
- c) Shift click on path tool retraces path backwards

2. Creating links

- a) Linking tool - 3rd down on right
- b) select starting space
- c) click on link tool -
 - (1) if you can see the destination space click on it
 - (2) OR use tunnel icon in tool box to link to a space not currently visible.

- (a) first click on tunnel icon
 - (b) locate destination space
 - (c) click on tunnel, then on destination space
 - d) name the link - all the links with the same name are part of one path
3. To rename a space
- a) Click once on title of space and hit <enter> (NOT <return>), then start typing.
- C. Suggested workflow
1. Default links (space nesting)
- a) Replicate "natural" structure of the subject matter
 - (1) Chronological
 - (2) Functional
 - b) This provides a backup path to reach spaces that are not explicitly linked.
2. Explicit Links (link tool)
- a) Define model viewers (e.g.: prospective new client for animation job; big-time publisher of reference-works looking for project managers)
 - b) Create a new space at the top level of the document for each model user. This is the entry space for that user.
 - c) Decide on depth vs. breadth (number of clicks to goal)
 - (1) If users are motivated (know what they're looking for and really *need* the info) they will be willing to follow longer paths than users that need to be "hooked" (promotional segments)
 - d) Create named links establishing path for each model user
 - (1) Start at the writing space named after a model user and connect in logical sequence the spaces which that model user would be interested in visiting. Repeat for other model users.
 - (2) Use Link tool and Link tunnel.
 - e) In the text space of the entry space, type in notes & reminders pertaining to that ideal user.
3. Space Ranking (make notes in text space)
- a) High Priority
 - (1) Stuff that **MUST** be there for the project to accomplish its goals
 - b) Mid Priority
 - (1) Stuff you dream up that might make the project more interesting.
 - c) Low Priority
 - (1) Stuff you can dump if the project starts running behind schedule
 - (a) Items that may be either inappropriate for interactive multimedia or too time-consuming.
 - (b) Stuff you'd like to include to learn new skills (ex. QT-VR) or to have fun (ex.: "easter eggs").
4. Space Contents (make notes in text space)
- a) Display Units
 - (1) Actual chunks of info that the viewer sees at once
 - (2) Each space may be broken down into several screens of info for more effective presentation in the computer medium.
 - (3) Different functions (promotional vs. informative) will require different chunk sizes.
 - (4) Consider trade-off between size of chunks and number of chunks
 - b) Media Types
 - (1) How each display unit is conveyed to the user (in pictures, text, sound, or some combination of the two)
 - (2) Consider effectiveness (e.g. statistics better retained as charts)
 - (3) Consider playback environment (e.g.: audio may be inaudible on some users' machines--need to back up with text)

c) Media Assets

- (1) Which existing media items would fit in each display unit.
- (2) Which new material must be shot/recorded/scanned/drawn for each display unit
 - (a) Rank the material in order of priority. Which items can be dropped if time runs out?

d) Timeliness

- (1) Indicate need to refer to online updates (your home page?) for time-sensitive info
- (2) Currently we cannot anticipate a direct link between the CD-ROM presentation and online material. All online references will probably lead to a help screen that tells the user how to log on to the Internet.