

Story Telling

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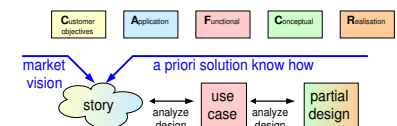
Abstract

A story is an easily accessible story or narrative to make an application live. A good story is highly specific and articulated entirely in the problem domain: the native world of the users. An important function of a story is to enable specific (*quantified, relevant, explicit*) discussions.

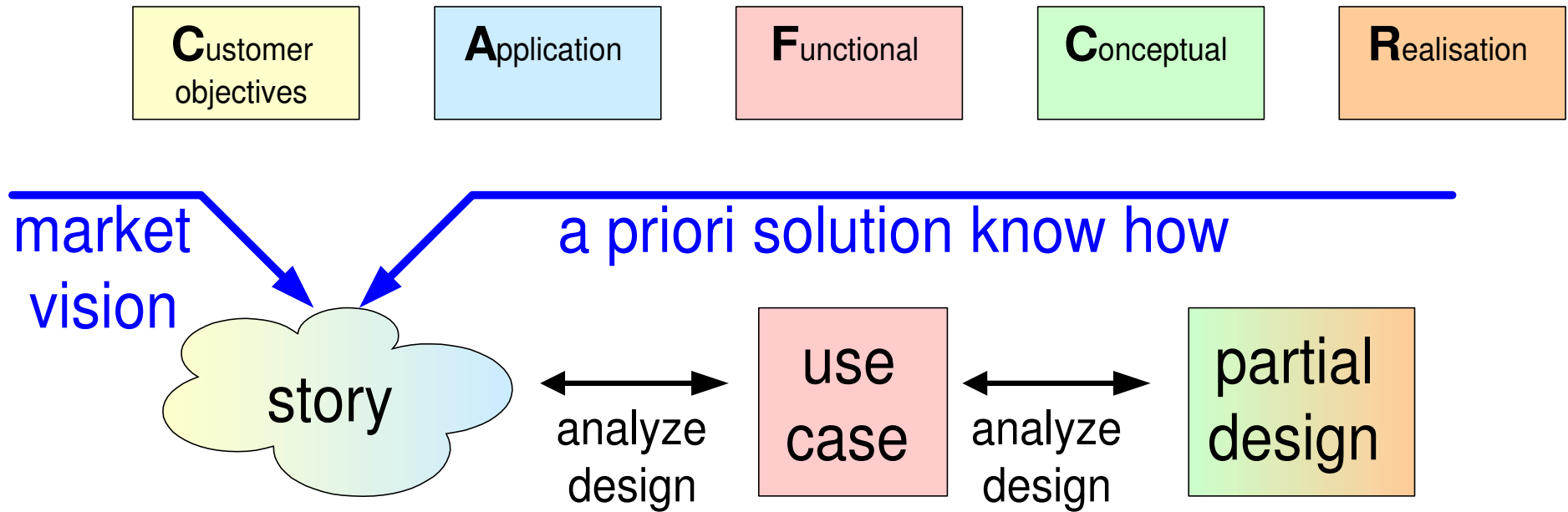
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From story to design



Example story layout

ca. half a page of plain English text

A day in the life of Bob

bla blah bla, rabarber music
bla bla composer bla bla
qwwwety30 zepps.

nja nja njet nijppie est quo
vadis? Pjotr jaleski bla bla
bla brree fgfg gsg hgrg

mjimm bas engel heeft een
interessant excuus, lex stelt
voor om vanavond door te
werken.

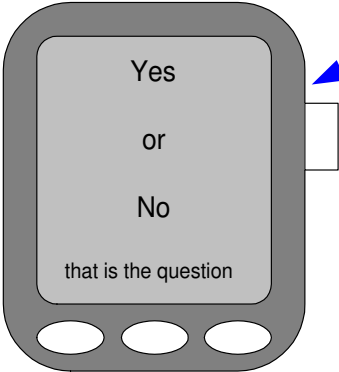
In the middle of the night he
is awake and decides to
change the world forever.

The next hour the great
event takes place:

This brilliant invention will change the world foreverbecause it is so unique and
valuable that nobody believes the feasibility. It is great and WOW at the same time,
highly exciting.

Vtables are seen as the soltution for an indirection problem. The invention of Bob will
obsolete all of this in one incredibke move, which will make him famous forever.

He opens his PDA, logs in and enters his provate secure unqie non trivial
password, followed by a thorough authentication. The PDA asks for the fingerprint of
this little left toe and to pronounce the word shit. After passing this test Bob can
continue.



draft or sketch of
some essential
appliance

Criteria for a good story

Customer objectives • accessible, understandable

Application

"Do you see it in front of you?"

Customer objectives • valuable, appealing

Application

attractive, important

"Are customers queuing up for this?"

Conceptual • critical, challenging

Realization

"What is difficult in the realization?"

"What do you learn w.r.t. the design?"

Application • frequent, no exceptional niche

"Does it add significantly to the bottom line?"

Application • specific

Functional

names, ages, amounts, durations, titles, ...