Contents Page

This part of my project looks at the design and development of my Contents Page, for my Interactive Storybook. Below is the image, and around it will be annotations and explanations, explaining why I have made these decisions, what the image is there for, and how the image adds atmosphere to the page.

The first thing, that I had to do before I could begin designing my Contents page, was to decide, how I was going to split my storybook contents up and how many links where going to be included on the page. I decided, after looking at my Storybook Script, and produced Storybook pages, that the best way to divide the story up, would be by the page number. As each page holds a different location and story plot, this would be the most appropriate and effective method, giving the audience access to each page, each location and each part of the story. I also decided that I would have to create links to my Animated Endings, as if the viewer wanted to simply only watch the ending, they could. Below are the 9 links, and pages that will be accessible by the viewer, from the Contents page.

Beginning – <u>Page 1</u>   **Pick a Path – <u>Page 2</u>**

Route (A)

Green Hedge – <u>Page 3</u>   **Grand Old Tree – <u>Page 4</u>**

Route (B)

Sparkling Lake – <u>Page 3</u>   **Waving Willow – <u>Page 4</u>**

Trip Home – <u>Page 5</u>

Animated Ending

Help the Snail – <u>Page 6</u>   **Run Home Scared – <u>Page 6</u>**
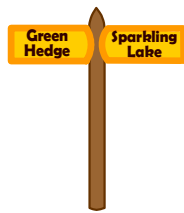
The next thing that I had to decide upon was the image that would be placed next to the link. For this step, I thought that rather than having the image always being visible, I would make the Contents Page slightly more interactive and attractive, and have the image only become visible upon Role over of the link. This could be easily done with Macromedia Flash, and would give my Contents Page a much more detailed and attractive effect. Below is the link that will be present, and an explaining of the image chosen. I have chosen to only use images that will link in very well with the part of the story that the link displays, and the use of these Key images, will give the viewer understanding about where the link is taking them.

Beginning – <u>Page 1</u> – I chose to have the image of Lenny the Snail's Mushroom house, from the first page of the story. Upon Role Over, this would be visible, and would give the viewer a very good idea about what this part of the story is about, linking into the Dark Wood. This would tell them that this part of the story begins at Lenny's home and would

show them that it is the beginning of the story, making the image chosen very relative and useful.

Pick a Path – <u>Page 2</u>- I have to chosen use the image of Path Sign, Or Option choices sign, from the Second Page of the Story. This will show the viewer that this page gives them the option of deciding what path to choose and which route to take in the story. The choice of using the sign, showing the two separate routes is very appropriate and links into the page that the viewer will be viewing.

Green Hedge – <u>Page 3 (A)</u> – I have chosen to use the image of Henry the Hedgehog's friend, for this Link. Henry the Hedgehog is a character met and only seen on this page, and the choice to use his friend as the image, is very appropriate and links in very well with page contents/plot. This will show the viewer that the page is one where they meet certain characters and thus will give them a very good idea about they will be seeing. The reason I have chosen to use his friend, as the image, and not him, is because on the Contents Page, I have decided to have Henry introducing the Contents page, and to have him appear twice, would slightly lower the effectiveness of the page.

Grand Old Tree – <u>Page 4 (A)</u> - I have chosen to use the image of Buzz the Bumblebee, for this Link. Buzz the Bumblebee is a character met and only seen on this page, and the choice to use him as the image, is very appropriate and links in very well with page contents/plot. This will show the viewer that the page is one where they meet a certain character and thus will give them a very good idea about they will be seeing.

Sparkling Lake – <u>Page 3 (B)</u> - I have chosen to use the image of Fred the Frog, for this Link. Fred the Frog is a character met and only seen on this page, and the choice to use him as the image, is very appropriate and links in very well with page contents/plot. This will show the viewer that the page is one where they meet a certain character and thus will give them a very good idea about they will be seeing.

Waving Willow – <u>Page 4 (B)</u> - I have chosen to use the image of Derek the Dragonfly, for this Link. Derek the Dragonfly is a character met and only seen on this page, and the choice to use him as the image, is very appropriate and links in very well with page contents/plot. This will show the viewer that the page is one where they meet a certain character and thus will give them a very good idea about they will be seeing.

Trip Home – <u>Page 5</u> - I have chosen to use the image of Lucy the Snail, for this Link. Lucy the Snail is a character met and only seen on this page, and the choice to use her as the image, is very appropriate and links in very well with page contents/plot. This will show the viewer that the page is one where they meet a certain character and thus will give them a very good idea about they will be seeing.

Help the Snail – <u>Page 6</u> - I have chosen to use the image of the falling tree, for this Link. The falling tree is a key visual or image that will tell the user upon seeing it, what the animated ending is about. This image links in very well with the page that link provides, as it is all about saving the snail from the falling tree, and thus the use of it is very appropriate and relative.

Run Home Scared – <u>Page 6</u> - I have chosen to use the image of Oscar the Owl, for this Link. Oscar the Owl is a character met and only seen in this animated ending, and the choice to use him as the image, is very appropriate and links in very well with animated endings contents/plot. Oscar is a key visual or image that will give the viewer a good idea about what they will be seeing.

After having decided these things, the images and the links, the next thing was to begin designing the actual Contents Page. Below is the Hand drawn design that was scanned in.

Dark Wood – Black and Brown, including pictures of trees. This helps to link it to the Dark Wood, and makes the background look scary.

The Light shining down onto the book gives the book more emphasis and expression.

The Text for the links to the Story will be placed on the book image, in order of the time that they appear. Page numbers.

An image of Henry the Hedgehog will be placed to fill up the blank space in the book, and to give the page a more welcoming and friendly appeal.

There will be speech coming from Henry saying, "Welcome! Where do you want to go?"

Navigation buttons – moving to the Next or Previous Page. Back will take the user to the Front Cover and forward to the beginning of the story.

Upon Role over, the link will reveal the image or appropriate graphic for that section, to the left.

Commentary Bar – This will link the page of the Contents to the story and will say, "Tell me a Story" – The title of this Unit.
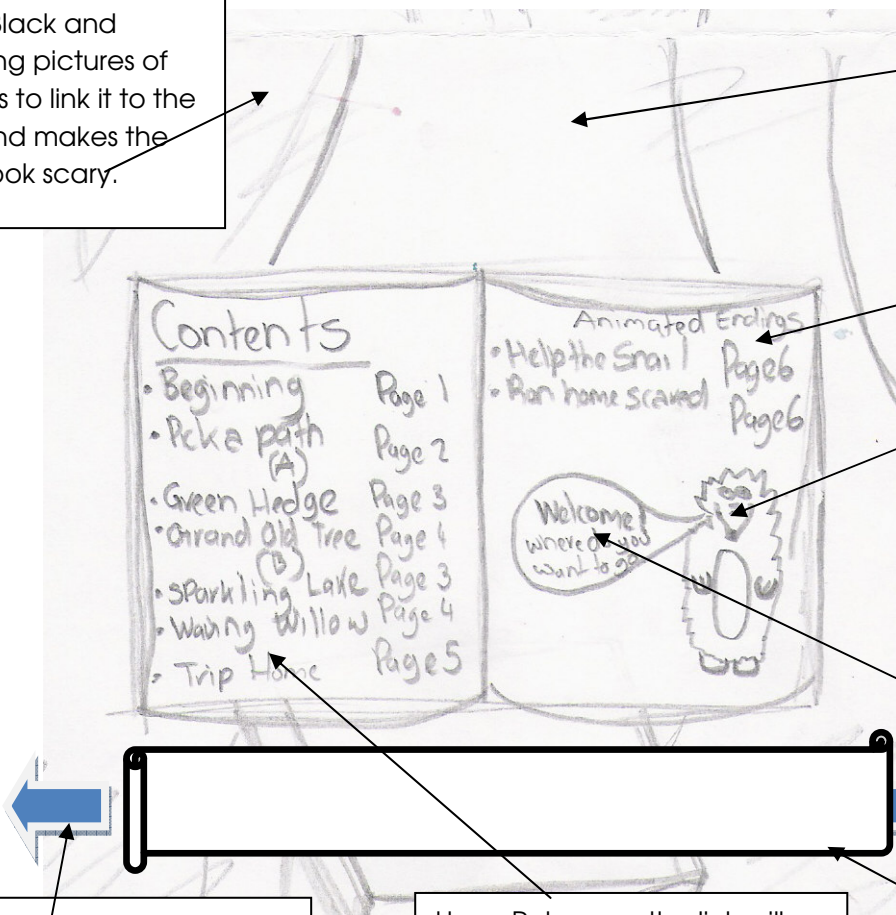
My design was based around and upon the original idea or image of the movie, "The Sword in the Stone". I wanted my design to look as though the book was standing out, to make it look even more attractive and effective, and I thought if I had a design of an Open Book Placed on top of a stone boulder or stand, it would make the book look very important and would also have intertextuality with the movie, "The Sword in the Stone". I decided that in order to make the book look even more important and attractive, I would have a light shining down on it, to make it look as though it was blessed. This design would almost force the viewer or audience to look at the book in an important way and think to themselves that it looks important. I also decided that, in order to link it more to my story I would have the background be a dark, black or brown image, depicting the Dark wood, where Lenny the Snail lives. This would help to link the Contents Page to the actual Story Content, and would make it look more appropriate.

The Commentary bar will be placed at the bottom of the screen to introduce the Unit of Cida, "Tell me a Story" and give the audience a common sense of comfort, as this bar will always be visible in the story. There will be navigation buttons next to the Bar, to take the user back to the Front Page of the Story, or forward into the story beginning (if the user does not want to click a specific location, and simply wants to view the entire story from the beginning). Henry the hedgehog will be placed on the book to welcome the user.

After showing this design to James, My Test Buddy, he suggested before I finish it, that I should make Henry the Hedgehog more interactive and welcoming, and thus I made his speech (text) a role over image, so when the viewer roled over his welcoming message, it would display, "Click on the Part of the Story that you would like to visit". After showing this to James, he said that the design was now complete (For more Feedback visit the Project Log – Prototyping and Testing section).