## **Storyboard Script**

## A. Summary

Course Title	ADOPT (Adopting Dogs Online Prep Training)
Instructional Strategy	This course will be delivered through an eLearning Storyline module  Relevant content Gamified and chunked content, practice with feedback Visually stimulating Interactive content for engagement and to avoid cognitive overload Knowledge Checks
Target Audience	Anyone planning to adopt a dog from House of MK Dogs shelter
Objectives	<ol> <li>Learners will be able to outline the steps to adopt a dog</li> <li>Learners will be able to identify the necessary actions to prepare a home for a new dog</li> <li>Learners will be able to determine if they are ready or not to proceed with adopting a new dog into their home</li> </ol>
Media Used	Animated Graphics, Still frame images, Animations, and video
Assessment Type	Knowledge Checks and Learner Surveys
Course Duration	20 minutes
General Notes	<ul> <li>Colors:</li> <li>Green: 7BC04C</li> <li>Blue: 0063A6</li> <li>Yellow: F2CB05</li> <li>White: FFFFF</li> <li>Light Blue:</li> </ul>

## B. Text-based Storyboard

Slide & Title	Visual	Audio	,	Client, SME Notes
1.1 Title Slide	[Background] light Blue (see hex code in general notes)	Light background music	Paw prints will appear across the screen (as if a dog was leaving prints	

Slide & Title	Visual	Audio	Development Notes (Interactions)	Client, SME Notes
	"House of MK Dogs" Logo in top right corner  Paw prints across the screen  Various dog gifs (from vyond) placed on the screen  [Button] "Let's Begin"		walking across). They will disappear after a few seconds; this will loop as long as the learner stays on the title screen  "Lets Begin" Button will take learner to the next slide  Add Slide Transition	
1.2 Welcome Video	Video [from Vyond] will take up the full screen.  [use graphics from Vyond to create different scenes and interactions with an owner and their dog]  Subtitles from the video:  Person: Hi there! Are you thinking about adopting a dog? Well, you've come to the right place! My name is Michael, and I'm here to introduce you to our training course to prepare you for adopting a furry friend.  Person: Before you bring a new dog into your home, it's important to be prepared. Our training course is designed to help you understand the responsibilities of dog ownership and give you the tools you need to ensure a happy and healthy life for your new companion.	Video audio will play, voiceover of script laid out	Make sure video subtitles are activated as well as video controls  "Next Button" will take learner to the next slide  Add Slide Transition	

Slide & Title	Visual	Audio	Development Notes (Interactions)	Client, SME Notes
	Person: In this course, you'll learn the basic necessities to prepare your home and the next steps to take in adopting your new dog. We'll also cover important topics you'll need to do more research into like what size or breed of dog is the best fit for you, the importance of having a vet ready on day 1 and more.  Person: Our expert trainers will guide you through each lesson, providing practical advice and helpful tips to make your dog's transition into your home as smooth as possible.  Person: We understand that adopting a dog is a big decision, but with our training course, you'll be equipped with the knowledge and confidence you need to provide a loving home for your new furry friend.  Person: So, are you ready to take the first step towards adopting your new best friend? Sign up for our training course today and get ready to experience the joy of dog ownership!  [Button}: "Next" (to appear at end of			
1.3	video)  Base Layer		Slide automatically transitions to	
Objectives	[background]: exterior of a home,		[layer 1] after 2 seconds on the	

Slide & Title	Visual	Audio	Development Notes (Interactions)	Client, SME Notes
	with a dog outside		timeline	
	Layer 1 [background]: darkened version of base layer home (use dialog setting)  Dog from background shows up in new box window with a text speech box  - "Hey There! I hear you are interested in adopting a new pawtastic member of the family. As Michael said in the video, we have a lot to do to get ready! We do not want to be unprepared."  [Button]: arrow symbol  Layer 2 [background]: darkened version of base layer home (use dialog setting)  Same box, dog, and speech box with new text  - "In this training, we will go over the required steps as well as the basics to prepare your home for your new member of the family. WE need to ensure you are ready for this new addition and that they will thrive and live a happy life with you."  [Button]: arrow symbol		On Layer 1: "Arrow symbol" will take learner from layer 1 to layer 2.  On Layer 2: "Arrow symbol" will take learner from layer 2 to layer 3.  On Layer 3: "Arrow symbol" will take learner from layer 3 to the next slide.  Add Slide/layer transitions	

Slide & Title	Visual	Audio	Development Notes (Interactions)	Client, SME Notes
	Layer 3 [background]: darkened version of base layer home (use dialog setting)  Same box, dog, and speech box with new text  - "How about we play a game! I love to play, so will the newest member of your family. On the next screen you will see 2 pictures that look the same, but look closer"  [Button]: arrow symbol			
1.4 Instruction s	Base Layer [background]: white  [Title]: Can you spot the difference?  "House of MK Dogs" Logo in top right corner that will change to a similar logo but will say "Click on the difference" (see interaction notes)  2 identical pictures of the same house from slide 1.3 side by side.  - 1 has a difference (a dog in the front of the house)  [Button]: "Previous" in bottom left corner		On Base Layer: "Previous Button" will take the learner back to the previous slide.  "Next Button" will take the learner to the next slide"  The Logo in the top right corner will transition to an alternative logo that says "Click on the difference" (Acting as additional instructions for the learner) after 2 seconds on the timeline  The Dog in the picture will have a hover state that shows the learner is supposed to click on this.  When user clicks on the dog, it will	

Slide & Title	Visual	Audio	Development Notes (Interactions)	Client, SME Notes
	Layer 1 [background]: darkened version of base layer (a light grayed version)  Dog from background shows up in new box window with a text speech box  - "Great Job!" You found the difference, ME! Let's go another round, but this time we will be looking for items we need to get for your home to be ready for your new dog."  [Button]: arrow symbol  Layer 2 [background]: darkened version of base layer (a light grayed version)  Same box, dog, and speech box with new text  - If you ever need assistance, I will be here to help! Just click on my face to give me some pets and I will come running. Now close this window and click next to continue"  Show icon that learner will be clicking on for hints/help		take the user to layer 1  On Layer 1: "Arrow symbol" will take learner from layer 1 to layer 2.  On Layer 2: "x symbol" will take learner from layer 2 to the base slide.  Add Slide/layer transitions .	
	[Button]: x			

Slide & Title	Visual	Audio	Development Notes (Interactions)	Client, SME Notes
1.5 Interactive	Background:		On Base Layer: "Previous Button" will take the	
Scenario 1	Base Layer [background]: white		learner back to the previous slide.	
	[Title]: Can you spot the difference?		"Next Button" will take the learner to layer 5"	
	[Button]: face of "guide" dog in top right		Face of the Guide Dog will take lerner to the hint/help layer	
	2 identical pictures of the same room in the house side by side.  - 1 has 3 differences (items that are needed to prepare your home for a new dog)		All 3 Differences (images/icons) in the picture will have a hover state that shows the learner is supposed to click on this.	
	- Difference 1 - Difference 2 - Difference 3		When user clicks on difference 1, it will take the user to layer 1	
	[Button]: "Previous" in bottom left corner		When user clicks on difference 2, it will take the user to layer 2	
	[Button]: "Next" in bottom right corner		When user clicks on difference 3, it will take the user to layer 3	
	Layer 1 for difference 1 [background]: darkened version of base layer (a light grayed version)		On Layer 1: "x symbol" will take learner from layer 1 to the base slide.	
	Dog from background shows up in new box window with a text speech		On Layer 2: "x symbol" will take learner from layer 2 to the base slide.	
	box  - "Great Job! You found  difference 1. You will need		On Layer 3: "x symbol" will take learner from layer 3 to the base slide.	
	this because [insert reasoning/importance of this item] "		On Layer 4(hint layer): "x symbol" will take learner from layer 4 to the base slide.	

Slide & Title	Visual	Audio	Development Notes (Interactions)	Client, SME Notes
	Image of difference 1 that was selected  [Button]: x symbol  Layer 2 for difference 2 [background]: darkened version of base layer (a light grayed version)  Dog from background shows up in new box window with a text speech box  - ""Great Job! You found difference 2. You will need this because [insert reasoning/importance of this item] "  Image of difference 2 that was selected  [Button]: x symbol  Layer 3 for difference 3 [background]: darkened version of base layer (a light grayed version)  Dog from background shows up in new box window with a text speech box  - ""Great Job! You found difference 3. You will need this because [insert reasoning/importance of this item] "		On Layer 5: "arrow symbol" will take the learner from layer 5 to layer 6 On Layer 6: "arrow symbol" will take learner from layer 6 to next slide (1.5) Add Slide/layer transitions	

Slide & Title	Visual	Audio	Development Notes (Interactions)	Client, SME Notes
	Image of difference 3 that was selected			
	[Button]: x symbol			
	Layer 4 (hint layer) (accessed by clicked the guide icon) [background]: darkened version of base layer (a light grayed version)			
	Dog from background shows up in new box window with a text speech box  - "Need some help? Look for the following items: [show items] Click the next button after you have found all items."			
	Image of all 3 differences on base slide (that learner is looking for)			
	[Button]: x symbol			
	Layer 5 [background]: darkened version of base layer (a light grayed version)			
	Dog from background shows up in new box window with a text speech box			
	- "Great Job! You found all the differences (AKA things you need to get for your new dog before they come home for			

Slide & Title	Visual	Audio	Development Notes (Interactions)	Client, SME Notes
	the first time)"  [Button]: arrow symbol  Layer 6 [background]: darkened version of base layer (a light grayed version)  Dog from background shows up in new box window with a text speech box  - "What else do you think we need to get? Let's find out"			
	[Button]: arrow symbol			
1.6 Interactive Scenario 2	Base Layer [background]: white  [Title]: Can you spot the difference?  [Button]: face of "guide" dog in top right		On Base Layer: "Previous Button" will take the learner back to the previous slide.  "Next Button" will take the learner to layer 5"  Face of the Guide Dog will take lerner to the hint/help layer	
	2 identical pictures of the same room in the house side by side.  - 1 has 3 differences (items that are needed to prepare your home for a new dog)  - Difference 1 - Difference 2 - Difference 3  [Button]: "Previous" in bottom left		All 3 Differences (images/icons) in the picture will have a hover state that shows the learner is supposed to click on this.  When user clicks on difference 1, it will take the user to layer 1  When user clicks on difference 2, it will take the user to layer 2	

Slide & Title	Visual	Audio	Development Notes (Interactions)	Client, SME Notes
	Corner  [Button]: "Next" in bottom right corner  Layer 1 for difference 1 [background]: darkened version of base layer (a light grayed version)  Dog from background shows up in new box window with a text speech box  - ""Great Job! You found difference 1. You will need this because [insert reasoning/importance of this item] "  Image of difference 1 that was selected  [Button]: x symbol  Layer 2 for difference 2 [background]: darkened version of base layer (a light grayed version)  Dog from background shows up in new box window with a text speech box  - ""Great Job! You found difference 2. You will need this because [insert reasoning/importance of this item] "		When user clicks on difference 3, it will take the user to layer 3  On Layer 1: "x symbol" will take learner from layer 1 to the base slide.  On Layer 2: "x symbol" will take learner from layer 2 to the base slide.  On Layer 3: "x symbol" will take learner from layer 3 to the base slide.  On Layer 4(hint layer): "x symbol" will take learner from layer 4 to the base slide.  On Layer 5: "arrow symbol" will take the learner from layer 5 to layer 6  On Layer 6: "arrow symbol" will take learner from layer 6 to next slide (1.5)  Add Slide/layer transitions	Notes
	Image of difference 2 that was			

Slide & Title	Visual	Audio	Development Notes (Interactions)	Client, SME Notes
	selected			
	[Button]: x symbol			
	Layer 3 for difference 3 [background]: darkened version of base layer (a light grayed version)			
	Dog from background shows up in new box window with a text speech box			
	<ul> <li>""Great Job! You found difference 3. You will need this because [insert reasoning/importance of this item] "</li> </ul>			
	Image of difference 3 that was selected			
	[Button]: x symbol			
	Layer 4 (hint layer) (accessed by clicked the guide icon) [background]: darkened version of base layer (a light grayed version)			
	Dog from background shows up in new box window with a text speech box  - ""Need some help? Look for the following items: [show items] Click the next button after you have found all			
	items."			

Slide & Title	Visual	Audio	Development Notes (Interactions)	Client, SME Notes
	Image of all 3 differences on base slide (that learner is looking for)			
	[Button]: x symbol			
	Layer 5 [background]: darkened version of base layer (a light grayed version)  Dog from background shows up in new box window with a text speech box  - ""Great Job! You found all the differences (AKA things you need to get for your new dog before they come home for			
	the first time)"			
	[Button]: arrow symbol			
	Layer 6 [background]: darkened version of base layer (a light grayed version)			
	Dog from background shows up in new box window with a text speech box  - "Thanks for playing this game with me! It is good practice for when you will have to play			
	with your new dog. Let's look at a few other things you will need."			
	[Button]: arrow symbol			

Slide & Title	Visual	Audio	Development Notes (Interactions)	Client, SME Notes
1.7 Additional Preparatio ns	Base Layer [background]: exterior of a home, with a dog outside (same as slide 1.3)		Slide automatically transitions to [layer 1] after 2 seconds on the timeline	
	Layer 1 [background]: same home as base layer background, but slightly shifted to allow room for content		As base layer transitions to layer 1, image will shift out to allow for layer 1 title and buttons to animate in - [Title] Bar - slides in 1st - [Find a Vet] Button slides in 2nd	
	[Title]: Let's Take a Look at some other Preparations		- [Collar & Tags] Button slides in 3rd - [Cleaning Supplies] Button	
	"House of MK Dogs" Logo in top right corner		slides in 4th - Each slightly delayed for the next	
	[Button]: Find a Vet Box			
	[Button]: Collar & Supplies Box		On layer 1: "Next" Button takes the learner to the next slide	
	[Button]: Cleaning Supplies Box		"Draviaue" Dutton tokes the learner	
	[Button]: Previous		"Previous" Button takes the learner to the previous slide	
	[Button]: Next		"Find a Vet" Button takes learner to layer 2	
	Layer 2 (Find a Vet): [Background]: same as layer 1		"Collar & Tags" Button takes learner to Layer 3	
	Dog from background shows up in new box window with a text speech box  - It is important to have a vet in		"Cleaning Supplies" Button takes learner to Layer 4	
	mind already. While your new dog was taken care of at the shelter, they will need a full		On layer 2 "x" button takes learner back to layer 1	

Slide & Title	Visual	Audio	Development Notes (Interactions)	Client, SME Notes
	check up or more, depending on the age of your new furry friend"		On layer 3 "x" button takes learner back to layer 1	
	"Find a Vet" Button will be highlighted [Button]: x button		On layer 4 "x" button takes learner back to layer 1	
	Layer 3 (Collar & Tags): [Background]: same as layer 1		Add Slide/layer transitions	
	Dog from background shows up in new box window with a text speech box  - "Your dog will need a new collar that fits and tags with all owner contact information as well as their tags proving they are up to date on their rabies shots"			
	"Collar & Tags" Button will be highlighted			
	[Button]: x button			
	Layer 4 (Cleaning Supplies): [Background]: same as layer 1			
	Dog from background shows up in new box window with a text speech box  - "You will need to stock up on additional cleaning supplies to clean up after your pet. Your new friend needs to be			

Slide & Title	Visual	Audio	Development Notes (Interactions)	Client, SME Notes
	cleaned, picked up after, and will shed. Make			
	"Find a Vet" Button will be highlighted			
	[Button]: x button			
1.8 Knowledge Check	Base Layer [Background]: light blue  [Button]: face of "guide" dog in top right  Question Box:  - "What all do we need to prepare your home for your new dog? Select all correct answers"  - 6 selection boxes  - 6 of the various items went over to prepare your home/self for a new dog (from the find the difference slides and the additional preparations slides)  - "Submit" Button  [Button]: Previous  Layer 1 (hint slide) [Background]: light blue  Face of Guide Dog in top corner (glowing, showing that we have selected it)		On Base Layer: "Previous" button takes the learner to the previous slide  Face of the Guide Dog will take lerner to layer 1 (hint/help)  Answer check boxes can be selected to show they are checked  "Submit" button submits the learner answer and will either take the learner to layer 2 or 3 depending on how they answer  On layer 1 "x" button takes learner back to layer 1  On layer 2 "arrow" button takes learner back to next slide  On layer 3 "x" button takes learner back to base layer  Add Slide/layer transitions	

Slide & Title	Visual	Audio	Development Notes (Interactions)	Client, SME Notes
	Dog from background shows up in new box window with a text speech box  - "We will need the following items: - Show icons of all items we have gone over as necessary to prepare you home/self for a new dog  [Button]: "x" icon  Layer 2 (correct answer slide) [Background]: light blue			
	"House of MK Dogs" Logo in top right corner			
	Dog from background shows up in new box window with a text speech box  - "Correct! You will need all of the items you selected, and more, for your new dog."			
	[Button]: "arrow" button			
	Layer 2 (incorrect answer slide) [Background]: light blue			
	"House of MK Dogs" Logo in top right corner			
	Dog from background shows up in new box window with a text speech			

Slide & Title	Visual	Audio	Development Notes (Interactions)	Client, SME Notes
	box  - "Not quite Seems like you missed something, click the arrow to try again. Find the icon with my face for a hint"  [Button]: "arrow" button			
1.9 Learner Survey	Base Layer [Background]: light blue  "House of MK Dogs" Logo in top right corner  Question Box: - "Select everything you already have!" - Icons for all items we have gone over in this course to prep for your new dog - "Submit" Button  [Button]: Previous  Layer 1 (you are prepared) [Background]: light blue  "House of MK Dogs" Logo in top right corner  Dog from background shows up in new box window with a text speech box - "Looks like you are prepared! Let's check out the next steps		On Base Layer: "Previous" button takes the learner to the previous slide  Icons can be selected to show they are checked  "Submit" button submits the learner answer and will either take the learner to layer 2 or 3 depending on how they answer  On layer 1 "arrow" button takes learner back to next slide  On Layer 1: "Previous" button takes the learner to base layer  On layer 2 "arrow" button takes learner back to next slide  On Layer 2: "Previous" button takes learner back to next slide  Add Slide/layer transitions	mi

Slide & Title	Visual	Audio	Development Notes (Interactions)	Client, SME Notes
	to bring home your new best friend"			
	[Button]: "arrow" icon			
	Layer 2 (almost prepared) [Background]: light blue			
	"House of MK Dogs" Logo in top right corner			
	Dog from background shows up in new box window with a text speech box  - "Looks like you stil need a few more things make sure you are fully prepared for your new dog. Let's check out what the next steps will be to bring home your new furry friend"  [Button]: "arrow" icon			
1.10 Next Steps for Adoption	Base Layer [background]: exterior of a home, with a dog outside (same as slide 1.3 and 1.7)  Layer 1 [background]: same home as base layer background, but slightly shifted to allow room for content  [Title]: Let's Take a Look at the next		Slide automatically transitions to [layer 1] after 2 seconds on the timeline  As base layer transitions to layer 1, image will shift out to allow for layer 1 title and buttons to animate in  - [Title] Bar - slides in 1st  - [Find a Vet] Button slides in 2nd  - [Collar & Tags] Button slides	

Slide & Title	Visual	Audio	Development Notes (Interactions)	Client, SME Notes
	"House of MK Dogs" Logo in top right corner  [Button]: Find a Dog Box  [Button]: Meet Your Dog Box  [Button]: Apply and Pay Box  [Button]: Take Home Box  [Button]: Previous  [Button]: Next  Layer 2 (Find Dog):  [Background]: same as layer 1  Dog from background shows up in new box window with a text speech box  - Research the type of dog that would best fit in your home. Different breeds have different characteristics and traits, as well as will grow to be different sizes. Then reach out to the shelter to check availability.  "Find a Dog" Button will be highlighted		in 3rd - [Cleaning Supplies] Button slides in 4th - Each slightly delayed for the next  On layer 1: "Next" Button takes the learner to the next slide  "Previous" Button takes the learner to the previous slide  "Find a Vet" Button takes learner to layer 2  "Collar & Tags" Button takes learner to Layer 3  "Cleaning Supplies" Button takes learner to Layer 4  On layer 2 "x" button takes learner back to layer 1  On layer 3 "x" button takes learner back to layer 1  On layer 4 "x" button takes learner back to layer 1  On layer 5 "x" button takes learner back to layer 1	
	[Button]: x button			

Slide & Title	Visual	Audio	Development Notes (Interactions)	Client, SME Notes
	Layer 3 (Meet your Dog): [Background]: same as layer 1  Dog from background shows up in new box window with a text speech box  - If the dog you are interested in is available, our adoptions team will set up an appointment for you to visit the dog during our normal business hours.  "Meet your Dog" Button will be highlighted  [Button]: x button  Layer 4 (Apply and Pay): [Background]: same as layer 1  Dog from background shows up in new box window with a text speech box  - Next, complete the adoption application and pay the adoption fee* (covers spay/neuter surgery, vaccinations, dewormer, microchip and heartworm treatment if applicable)  "Apply and Pay" Button will be highlighted		Add Slide/layer transitions	

Slide & Title	Visual	Audio	Development Notes (Interactions)	Client, SME Notes
	[Button]: x button			
	Layer 5 (Take Home): [Background]: same as layer 1			
	Dog from background shows up in new box window with a text speech box  - Remember that it takes time for dogs to decompress and get used to their new environment! Be Patient! Send us proof of a visit to your veterinarian within 2 weeks"  "Take Home" Button will be			
	highlighted [Button]: x button			
1 11			"O"	
1.11 Congratula tions	Background: Light Blue  "House of MK Dogs" Logo in top right corner		"Certificate" button opens the learners certificate of completion in a new window, for them to download/print	
	[Title]: Congratulations on completing ADOPT		"Review" button opens up a take-away guide in a new window for the learner to download/print	
	Box Window with text:  - You have completed the Adopting Dogs Online Preparation Training (A.D.O.P.T.). You are ready to take the next steps to bring home your new furry friend.		"Exit" button will let the learner exit the course	

Slide & Title	Visual	Audio	Development Notes (Interactions)	Client, SME Notes
	CLick the certificate button to print out your certificate of completion to bring to the shelter to begin the application process. Click the Review button to download a recap of this training for your use."			
	[Button]: "Certificate"			
	[Button]: "Review"			
	[Button]: Exit			

Client Name	
Client Signature	
Date of Signature	