

The Storyboard Stress Test

20 Questions to Ask Before Development Begins.



Catch vague interactions, missing feedback, weak scenarios, accessibility gaps, and stakeholder assumptions **before they become expensive development problems.**

- CLARITY
- INTERACTION
- FEEDBACK
- ACCESSIBILITY
- SCENARIOS

Learner goal is unclear

**CLEAR GOAL
RELEVANT
ACHIEVABLE**

Where is the feedback loop?

01 INTRO / CONTEXT

02 DECISION POINT

03 FEEDBACK

04 RESULT

**CHECK
STAKEHOLDER
ASSUMPTIONS**

*Too much text
Can this be
simplified?*

05 SCENARIO

06 INTERACTION

What happens if they choose this?

07 FEEDBACK

**STORYBOARD
STRESS TEST**

- Purpose & Alignment
- Learner & Context
- Interactions
- Feedback & Outcomes
- Scenarios & Branching
- Accessibility & Inclusion
- Assumptions & Risks
- Readiness for Build

**BUILD IT RIGHT.
BUILD IT ONCE.** ★



CATCH ISSUES EARLY
Save time, budgets, and rework.



IMPROVE QUALITY
Stronger learning experiences.



ALIGN STAKEHOLDERS
Shared understanding, fewer surprises.



DELIVER RESULTS
Better outcomes for learners and the business.

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A practical review tool for catching issues before they become rework.

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A strong storyboard does not slow development down
It keeps development from becoming damage control.



Welcome

The Storyboard Stress Test is designed to help you review your storyboard before development begins. Use it to catch vague interactions, missing feedback, weak scenarios, accessibility gaps, and stakeholder assumptions while they are still easy to fix.

This workbook is not about perfection. It is about clarity. A strong storyboard should do more than look complete—it should prove the learning experience is ready to build.

 *If the developer has to guess, the storyboard is not ready*



How to Use This Workbook

- 1 Review each section of your storyboard.
- 2 Mark each question as Yes, Needs Work, or N/A.
- 3 Capture notes and top fixes before handoff.



Yes =
Ready for development



Needs Work =
Clarify before build



N/A =
Not applicable





Purpose & Performance

 If a screen has no job, it may not need to be a screen

These questions check whether the storyboard is connected to real learner action not just content coverage.

1 Does every screen have a clear job?

Each screen should help the learner understand, decide, practice, reflect, or apply something.

Yes | Needs Work | N/A N/A

Notes

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2 Is the learner being asked to do something meaningful?

Interaction should support thinking, decision-making, practice, or application.

Yes | Needs Work | N/A N/A

Notes

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3 Does the storyboard clearly connect to the desired behavior?

It should be obvious what learners are expected to do differently after the training.

Yes | Needs Work | N/A N/A

Notes

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4 Is the content focused on what learners need to use, not just what stakeholders want included?

Separate need-to-know content from nice-to-know or stakeholder-comfort content.

Yes | Needs Work | N/A N/A

Notes

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Flow & Structure

These questions check whether the course experience feels intentional and easy to follow.


Policy order is not always learning order

5 Are transitions between sectors clear?

Learners should understand why they are moving from one topic, scenario, or activity to the next.

Yes | Needs Work | N/A N/A

Notes

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6 Does the course flow build logically from context to practice?

Learners should not be thrown into decisions before they understand the situation.

Yes | Needs Work | N/A N/A

Notes

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7 Are screens sequenced in a way that supports learning, not just source-document order?

Organize for understanding and action, not just the order of a policy document.

Yes | Needs Work | N/A N/A

Notes

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8 Is there any content that would work better as a job aid, checklist, or downloadable resource?

Not everything belongs inside the course.

Yes | Needs Work | N/A N/A

Notes

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Interaction & Scenario Design

'Make this engaging' is not a development instruction

These questions check whether the learner is actually practicing something useful.

9 Are all interactions fully explained?

Avoid vague notes like 'add interaction here' or 'make this engaging.'

Yes | Needs Work | N/A N/A

Notes

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10 Do scenarios include context, choices, consequences and a reason the decision matters?

A scenario is more than a paragraph with buttons.

Yes | Needs Work | N/A N/A

Notes

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11 Are correct, incorrect, and partially correct choices clearly defined?

The developer should not have to invent logic during the build.

Yes | Needs Work | N/A N/A

Notes

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12 Does each interaction connect to the learning experience?

Interaction should help learners practice, apply, compare, choose, identify, or reflect.

Yes | Needs Work | N/A N/A

Notes

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Feedback & Assessment

If the goal is judgement, the assessment should test judgement

These questions check whether the course coaches performance, not just completion.

13

Is feedback already written?

Strong feedback should explain why an answer works, why it does not, and what the learner should consider next time.



Yes



Needs Work



N/A

N/A

Notes

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14

Does the assessment match the behavior the course is supposed to improve?

If the goal is judgement, the assessment should test judgement.



Yes



Needs Work



N/A

N/A

Notes

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15

Does feedback coach the learner instead of simply announcing right or wrong?

Correct and incorret labels do not always help the learners improve.



Yes



Needs Work



N/A

N/A

Notes

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16

Are scoring rules, branching rules, and completion requirements clear?

The developer should know how success is measured.



Yes



Needs Work



N/A

N/A

Notes

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Accessibility & Development Readiness

These questions check whether the storyboard is ready to become a functional course.

17

Are visual directions clear enough to build from?

They storyboard should explain what visuals need to communicate.



Yes



Needs Work



N/A

Notes

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18

Are accessibility needs planned before visual design and development begin?

Consider keyboard navigation, screen reader order, captions, alt text, contrast, instructions and focus order.



Yes



Needs Work



N/A

Notes

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19

Are media, audio, captions, documents, and downloadable resources identified?

List what assets are needed and who is responsible.



Yes



Needs Work



N/A

Notes

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20

Could a developer build this without guessing?

If the developer has to interpret intent or chase down decisions, the storyboard is not ready.



Yes



Needs Work



N/A

Notes

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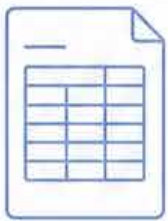


Final Readiness Check

Has the stakeholder approved the experience, not just the topic?

A stakeholder approving content in a table is not always the same as approving the actual learning experience. Use this page to confirm expectations before the course is built.

Approved the Topic



- ✓ Content reviewed
- ✓ Policy included
- ✓ Table complete

VS.

Approved the Experience



- ✓ Scenario reviewed
- ✓ Interaction clear
- ✓ Feedback written
- ✓ Outcomes aligned



Stakeholder reviewed scenario flow _____



Stakeholder reviewed interaction logic _____



Stakeholder reviewed feedback approach _____



Stakeholder reviewed assessment alignment _____



Open questions before build _____

Approved for development:



Yes



Needs Work





Storyboard Stress Test Score

Count how many items you marked Needs Work.



Total Yes:



Total Needs Work:



Total N/A:



Readiness Level:



0-3
Needs Work

Your storyboard is likely close to development-ready. Review the remaining items before handoff.



4-7
Needs Work

Your storyboard has some decision debt. Clarify these areas before development begins.



8+
Needs Work

Pause before build. The storyboard may look complete, but too many design decisions are still unresolved.



Decision Debt Notes:

List the key items that need clarification.





Build-Ready Notes



Use this space to capture the top issues to resolve before development.



Top 3 Fixes Before Build

<p>1</p> <p>Fix:</p> <p>What needs to change?</p> <p>.....</p> <p>.....</p> <p>.....</p> <p>.....</p> <p>Owner:</p> <p>Due date:</p> <p>Resolved?</p> <p><input type="radio"/> Yes <input type="radio"/> Not Yet</p>	<p>2</p> <p>Fix:</p> <p>What needs to change?</p> <p>.....</p> <p>.....</p> <p>.....</p> <p>.....</p> <p>Owner:</p> <p>Due date:</p> <p>Resolved?</p> <p><input type="radio"/> Yes <input type="radio"/> Not Yet</p>	<p>3</p> <p>Fix:</p> <p>What needs to change?</p> <p>.....</p> <p>.....</p> <p>.....</p> <p>.....</p> <p>Owner:</p> <p>Due date:</p> <p>Resolved?</p> <p><input type="radio"/> Yes <input type="radio"/> Not Yet</p>
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