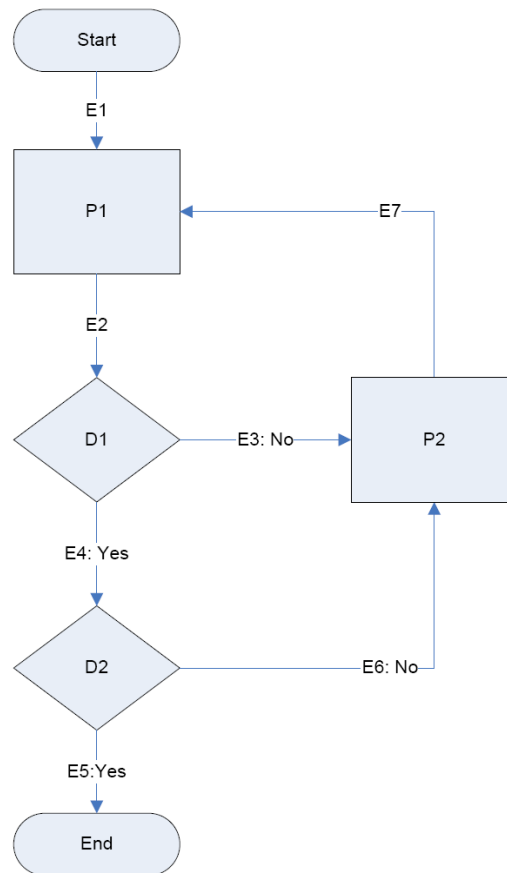


Abstract Flowchart--include your real flowchart as part of your object (a texture):



Include the following sections as part of your notecard

Mapping of each flowchart element:

I chose a traffic metaphor for my mapping.

Start symbol-a small area where cars gather initially

Directed Edges (E symbol) - A one-way road containing wedge symbols for arrows

Directed Edges with a Yes (E:Yes symbol) - road has a green traffic light at the start

Directed Edges with a No (E:No symbol) - road has a red traffic light at the start

Processes (P Symbol) – Represented by a road-block and detour

Decisions (D Symbol) – Represented by a street intersection

End- small area where cars gather at the end

Following this metaphor, I mapped each individual symbol in the actual flowchart to a relevant streetmap, with names according to the interaction context. I'll use a Gainesville map to show that this can work.

One-to-one Mapping:

Start Symbol- Some area on University Avenue before Waldo Road

Edge E1: University Avenue, headed West

Edge E2: Still on University, but before Downtown

Edge E3: North on Main Street (red light)

Edge E4: Still on University, but after Downtown (green light)

Edge E5: Still on University, after 34th st. (green light)

Edge E6: North on 34th Street (red light)

Edge E7: South on Waldo Road

D1: Intersection of University and Main

D2: Intersection of University and 34th

P1: Detour located prior to Main Street on University which takes you on a route that represents taking the object, and ends up back on University slightly after the detour

P2: Detour which takes you on a route that ends up before the detour for P1

End Symbol: Some area on University Avenue after 34th St.

The interaction context would then be everything else that is added to make it obvious what the story is, and to make it aesthetically pleasing.