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.