Get to Know Isis Vyond Video Storyboard

Торіс	Slide #	Timing	Text	Image	Transition/Camera Angle
Intro to the	1	00:00/00:02.5		LinkedIn Banner Image	Wide view
Video	2	00:2.5-00:05		LinkedIn Banner Image with Avatar jumping down from perch.	Wide view
	3	00:05- 00:09.188		Avatar driving a pink car to "work"	Wide view
	4	00:09.188- 00:11.063		Avatar driving a pink car in front of the "work" building	Wide view
Brief Introduction	5	00:11.063- 12.875		Avatar walks through the office and past the front desk	Larger image and closer to Avatar
to Isis and who she is	6	00:12.875- 00:13.167		Avatar stops on the pink Rug and turns to the camera	Larger image and closer to Avatar
	7	00:13.167- 00:.16.047	Hello! I'm Isis, my pronouns are she/her and I am an instructional designer and organizational developer.	Avatar waving	The camera zooms into the face
	8	00:16.042- 00:27.167	It's so nice to meet you. I am going to take you on a little tour about who I am	Avatar talking to the camera	Zoomed in on the face.
	9	00:27.167- 00:29.042	and what I do. Let's go.	Avatar waves the viewer to follow.	Still zoomed in on the face.
What I love about ID and	10	00:29.042- 00:30.000		Avatar walking through the office-wide frame	Wide frame
OD!	11	00:30.000- 00:30.583		Avatar pausing in the office to wave at a coworker- wide- frame	Wide frame
	12	00:30.583- 00:32.750		Avatar continues to walk through the office-wide frame	Widd frame
	13	00:32.750- 00:33.875	What I love about instructional design and	Avatar walks towards the	Done by making the
	14	00:33.875- 00:35.208	organizational development is, well, everything!	camera and stops (close up not done with camera	avatar walk forward and increasing the
	15	00:35.208- 00:36.708		movement)	size of the Avatar as
	16	00:36.708- 37.958			the scenes progress,

	17	00:37.958- 00:39.208			until the camera is zoomed in on the face.
	18	00:39.208- 00:41.708	I love figuring out what people need and	Avatar Standing in the same	Same as above
	19	00:41.708- 00:44.250	 conceptualizing and designing the right training and development products, whether it's eLearning, ILT or 	spot (still close-up). As the Avatar talks, images pop up	Same as above
	20	00:44.250- 00:48.083	VILT, or a simple job aid or infographic. I love it all.	around her. Images of VILT on	Same as above
	21	00:48.083- 00:53.708		a laptop, planning on a computer screen, a brochure, and an infographic.	Same as above
Teacher to Instructional	22	00:53.708- 00:54.583		Avatar walking through outdoor space at "work"	Wide frame
Designer	23	00:54.583- 00:55.583		Avatar walking to a chair in the outdoor space and sitting.	Wide frame
	24	00:55.583- 1:00.750	I spent 20 years in the K-12 classroom teaching teenagers English and French and helping them see a	Avatar seated at the patio chair	Close up view of face
	25	1:00.750- 1:03.625	future for themselves.	Avatar in a classroom with students.	Wide frame
	26	1:03.625- 1:10.042	You might be thinking that teaching teenagers does not mean I can teach adults. But, in this case, you would be wrong.	Office location with 3 "bosses" looking skeptical.	Wide frame
	27	1:10.042- 1:15.167	All training and development, at any level, involves some universal ideas	Avatar in an "office" setting doing training.	Wide Frame
	28	1:15.167- 1:16.917	such as flexibility and	Avatar doing Yoga with the text "flexibility" written on the screen	Wide Frame
	29	1:16.917- 1:18.417	adaptability	Avatar teaching a student online with the text "Adaptability" written on the screen	Wide Frame
	30	1:18.417- 1:29.333	because things never go exactly as you plan, and no two learners are ever the same. So, being able to handle the ambiguity of that human element is key	Avatar with clipboard looking at a game board that covers the screen.	Wide Frame
	31	1:19.333- 1:22.792	to any training and development endeavor no matter the level.	The same image above, but with the Avatar having a shocked look on her face as	Wide Frame

			three students jump, run, and cartwheel over the game board.	
32	1:22.792- 1:24.833		The same image above with red X's over three spots on the board and Avatar looking disappointed.	Wide Frame
33	1:24.833- 1:27.458		White background as with the game board, but the board is missing, and the avatar is at the center looking confused and thinking.	Wide frame with the avatar large in the center.
34	1:27.458- 1:31.333		Avatar with a thought bubble and a board game and the Avatar looking happy.	Wide frame
35	1:31.333- 1:34.708	Another universal is the need for empathy and compassion towards all learners.	Avatar sitting with a crying student with the words "empathy" and "compassion" written on the slide.	Wide frame that starts to zoom in.
36	1:34.708- 1:36.125	_	Zoom in to the crying student's face	Zoom in
37	1:36.125- 1:38.250		Switch to zoom in of Avatar's face asking how they can help.	Zoom in
38	1:38.250- 1:41.083	This includes recognizing that not all learners have positive learning experiences in their past, and to	Avatar teaching a group of adults in a training room	Wide frame
39	1:41.083- 1:44.375	assume that all learners are the same and with the same experience is to deny the immense gift that diversity brings to the learning environment.	Three of the adult participants from slide 38 are in circles on the screen with thought bubbles above them about a negative experience from childhood/school.	Wide frame
40	1:44.375- 1:50.458		Return to scene from scene 38	Wide frame
41	1:50.458- 1:53.375	So, no matter who the learners are, children, teens, adults, or elders, all learners need and deserve an	Avatar next to a group of kids	Wide frame to zoom on the kids

	42	2 1:53.375- 1:54.458 instructional designer and trainer or facilitator who understands these key universal ideas and uses them	The same group of kids as teens	Zoom on the teens	
	43	1:54.458- 1:55.542	to create experiences and products in which the learners feel seen and understood.	The same group of teens as adults	Zoom on the adults
	44	1:55.542- 1:57.750		The same group of adults as elders	Zoom on the elders.
	45	1:57.750- 2:02.333		Same image from scene 41 but a zoom-in on the Avatar's face and upper body.	Zoom in on Avatar
	46	2:02.333- 2:10.625		Avatar sitting on the patio and talking, looking at the camera	Zoomed in
Adult Learners and	47	2:10.625- 2:16.875		Avatar walking around the park-like grounds of "work"	Wide view
Design Methods	48	2:16.875- 2:24.667	I have a strong background in understanding adult learners through advanced coursework and experience.	Avatar stops at a wider part of the path and stops to talk.	Zoom in on Avatar
	49	2:24.667- 2:25.375	Adult learners have experience, knowledge, and a desire to learn things they can apply immediately.	Solid Background with an adult in a military outfit walking out and across the screen	Wide view
	50	2:25.375- 2:25.667		An adult in a military outfit stops and stands and looks at the camera	Wide view
	51	2:25.667- 2:26.208		The green box moves from left to right and an adult in a cap and gown walks across the screen	Wide view
	52	2:26.208- 2:26.875		An adult in a cap and gown stands and looks at the camera	Wide view
	53	2:26.875- 2:27.875		Purple block moves across the screen from left to right and an adult in a doctor's white cost walks across the screen	Wide view

	54	2:27.875- 2:31.500		An adult in a white coat stands and looks at the screen	Wide view
	55	2:31.500- 2:37.833	In other words, the WIFM. What is in it for learning is always at the center of my design process.	The complete image that was created in the scenes above with all three adults on the screen and the words "WIFM. What's in it for me?" popping up on the screen	Wide view
	56	2:37.833- 2:41.458	Adult Learning theory and learning design methodologies such as ADDIE, SAM, Gagne's 9 Events, and my favorite Backward design are foundational knowledge I incorporate into everything I do as an Instructional Designer.	Avatar on a computer screen like a YouTube video is talking. To the right are smaller boxes with play buttons on them	Wide view
	57	2:41.458- 2:42.500		Avatar on the right of the small screen with an image of the ADDIE model on the same screen and the small box to the right now has ADDIE and the image on it.	Wide view
	58	2:42.500- 2:43.542		Same image above but Avatar on the left and Sam model on the screen.	Wide view
	59	2:43.542- 2:45.708		Same image as above but Avatar is on the right and Gagne's 9 events are on screen.	Wide view
	60	2:45.708- 2:48.125		Same image as above but backward design on the screen and Avatar on the left.	Wide view
	61	2:48.125- 2:52.958		Back to the Avatar standing on the path on the grounds of "work"	Zoomed in on Avatar's face
Working Independently	62	2:52.958- 2:56.500	I often work independently on projects and programs from inception and needs analysis through design	Avatar working in the home office on a chair with a laptop	Wide view.
macpendentry	63	2:56.500- 2:58.583	and build, and even into facilitation.	Avatar on a Zoom call with a	Wide view

				coworker talking about some slides.	
	64	2:58.583- 3:02.333		Avatar is "leading" a virtual workshop, but the Avatar looks like they are on a "stage on TV"	Wide view
Collaboration and Teamwork	65	3:02.333- 3:09.292	But, working with a partner or a team is great as well.I love sharing ideas and increasing everyone's level of creativity	Avatar is in the office at a meeting with colleagues	Wide view
	66	3:09.292- 3:11.792	And sharing a bit of the mental load.	Avatar and 2 others holding up a boulder with the words "Sharing the mental load" on the screen.	Wide view
	67	3:11.792- 3:21.125	I often work with colleagues on separate projects, but we come together to share ideas and get feedback. That feedback is so important to creating a quality product.	Zoom call with the whole team at a desk.	Wide view
Problem Solving and	68	3:21.125- 3:27.500	I am a maker, a doer. I enjoy the entire design process from start to finish.	Avatar on the path on the grounds at "Work"	Zoomed in on Avatar
Creativity	69	3:27.500- 3:33.292	That means I am constantly finding creative ways to solve problems.	Avatar in the center of the screen looking back and forth between Option A or B	Wide view
Education and Training Background	70	3:33.292- 3:34.750	In addition to being a maker and a doer, I am a lifelong learner.	Avatar in a cap and gown getting a diploma at graduation.	Wide view
AKA "Life- Long Learner"	71	3:34.750- 3:37.750	I have three degrees (BA, MA, and EDS)	Same graduation background with Avatar in a cap and gown talking and banners of the colleges where I got my BA, MA, and EDS degree on the screen.	Wide view
	72	3:37.750- 3:44.458	and am currently finishing my MBA in HR management and digital marketing concurrently with a PhD in Adult Learning where I am conducting the research for my dissertation.	Same scene as scene 71 except the banners are different for my MBA and PhD	Wide view

			A good day for me is one where I am able to make something, help someone, and learn something.		
Call to Action	73	3:44.458- 3:49.750		Parking lot with Avatar walking to the pink car	Wide view
	74	3:49.750- 3:54.542		Avatar standing by the pink car and the camera zooms in on the face.	Zoom in on Avatar's face
	75	3:54.542- 4:01.000	Well, that's most of it.	Avatar standing by Pink Car	Zoomed in
	76	4:01.000- 4:06.917	I am sure there is more you want to know or questions you have, and I would love to answer	Avatar driving the pink car through town	Wide view
	77	4:06.917- 4:09.417	them. Drop me an email, give me a call, or message me on LinkedIn. I would love to connect!	Avatar driving the pink car around a corner on a road in the woods.	Wide view
	78	4:09.417- 4:11.708		Back of the pink car driving away while a plane with a banner flying behind it flies into view	Wide view
Closing	79	4:11.708- 4:12.917	Thanks! It was great meeting you!	The plane pauses a moment so the viewer can read the banner and the voice says what is on the banner.	Wide view
	80	4:12.917- 4:13.875		The car disappears into the frame	Wide view
	81	4:13.875- 4:14.958		The car disappears further into the frame	Wide view
	82	4:14.958- 4:16.833		The car is gone, and the banner starts to leave the frame.	Wide view
	83	4:16.833- 4:18.708		Banner has left the frame.	Wide view