Micro-survey top topics we’ll review today:
Real design space
Affordances
Storyboards
Prototypes
UED

Micro-survey

• A “real” design space is how you will realize your UED. It could be mapping to something physical, or something purely digital. It may be something that the user will have to control manually, or it could be controlled automatically. Mappings will also include input modalities and output modalities.

• Affordance: The perceived and actual properties of a thing that determine how it can possibly be used

• Storyboards: show how specific tasks will be accomplished in the re-designed system. Each “frame” in the storyboard sketches out a single scene.

• Low fidelity/high fidelity/vertical/horizontal prototypes

• UED?
Sketching

Learning objectives:
1. Practice sketching techniques that can be used in your daily design practice.

TURN IN NEW SKETCHES AT THE END OF CLASS

Materials originally created by Prof. Jamie Ruiz

In-class Activity (30 min)
Work in your project team. You will be completing a modified version of the exercise in section 3.10 of the Sketching User Experiences book.

- Prior to class, your group should have picked a kitchen appliance that you will work on today.
- Prior to class each of you should have taken a photo of the control panel of this appliance – each person can have a different version of the appliance and hence different photo.
- Prior to class each person should have created a hybrid trace of a touch screen on top of the appliance.
- Prior to class each person should have created at least 3 different ways to allow the same functionality of the physical controls with the touch screen.

In-class: A modified 10 Plus 10
From the book: “Choose the most promising design concept(s) as a starting point. You will know which concept – or handful of concepts – are the most exciting and promising by how you think about them, how you present them to others, and how others react.”

- Using the above ideas, pick the 3 most promising sketches of all the sketches your team has created.
- Using plain paper (provided), create 3-5 more sketches that either explore new concepts for the design or go deeper into it. Make sure that everyone participates in each sketch.

Turn in these new sketches at the end of class. Make sure your team name is on them.
Self-evaluation

1. What exactly did you do to help your team in this exercise?
2. How did your contributions affect the final sketches you are turning in?
3. What will you do differently next time to contribute more?

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Add to self-eval or turn in anonymously, separately.
Today’s learning objectives was:
1. Practice sketching techniques that can be used in your daily design practice.