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

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 Activity (50 min)

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.

• **For each sketch identify the design principles including UI design principles, Gestalt principles, and organization/structure principles that exist in each proposed design; indicate which sketches you think are “best”, based on their use of these principles.

• Turn in these new sketches at the end of class. Make sure your team name and who’s here 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?

Micro-Survey

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.