

Sketching



Agenda

- Announcements & Questions
- Lecture – Sketching
- Next class
- Sketching critiques



Announcements, Questions

- P1 overall looking good
 - Should be graded in the next week
- If you are missing A1 and A2, come talk to me
- Questions?



Sketching - Overview

- What is sketching?
- Why do sketching?
- Sketching properties
- What is and is not a sketch?
- Sketching vs. prototyping



Sketching Definition

A **process** that enables you to *think through ideas* and *convey design ideas to others* very early in the design phase

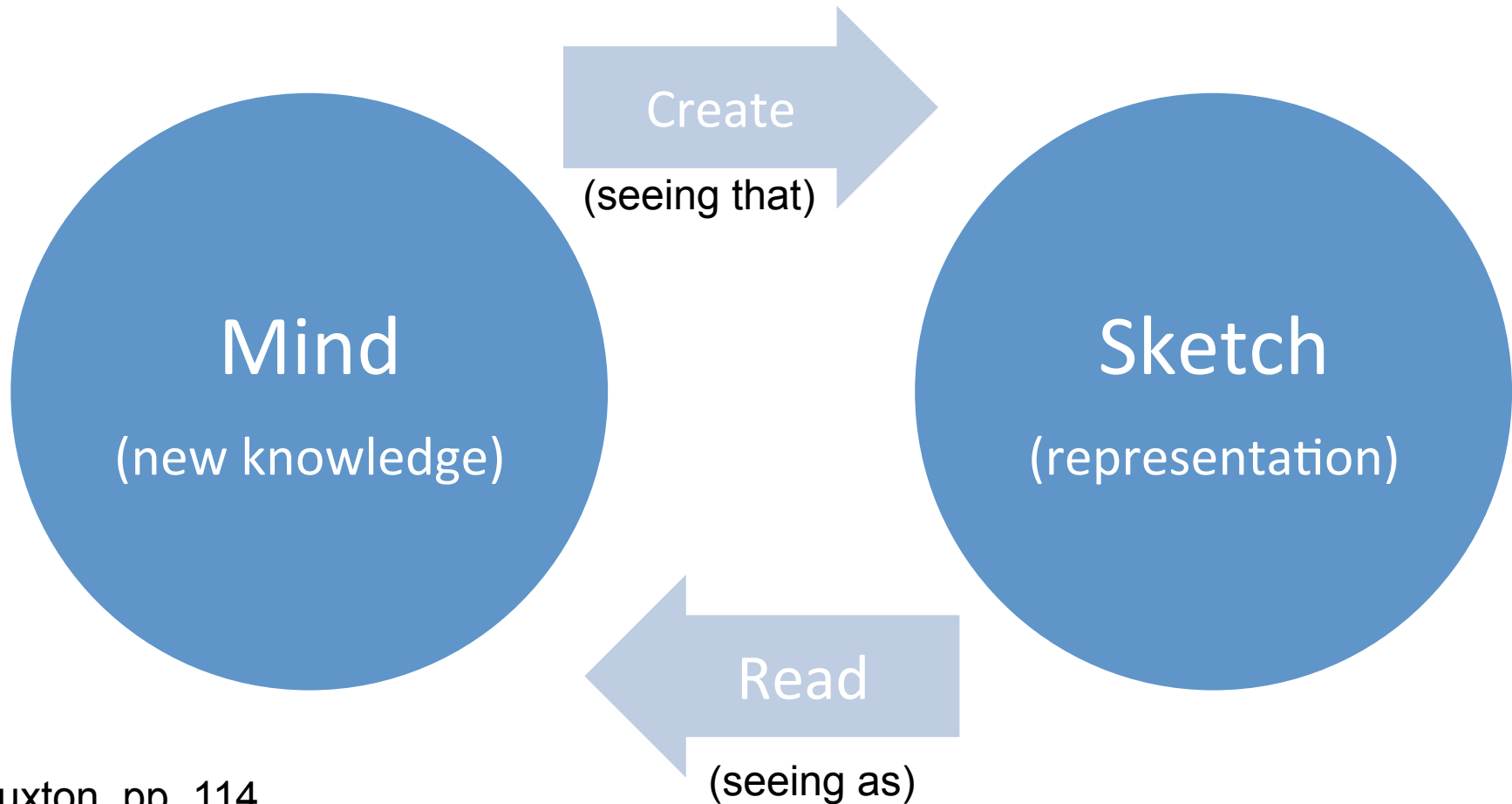


Why is sketching useful?

- Early ideation
- Think through ideas
- Force you to visualize how things come together
- Communicate ideas to others to inspire new designs
- Active brainstorming



Sketch as a dialog with the mind



Buxton, pp. 114



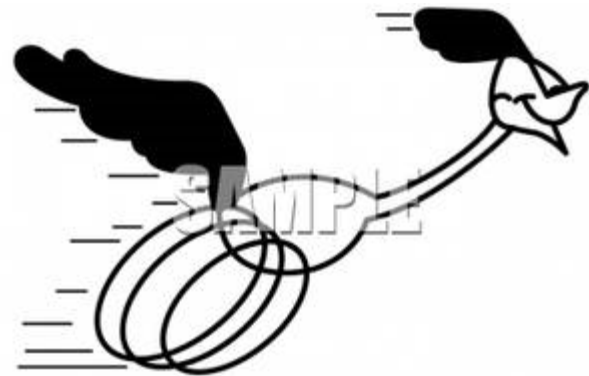
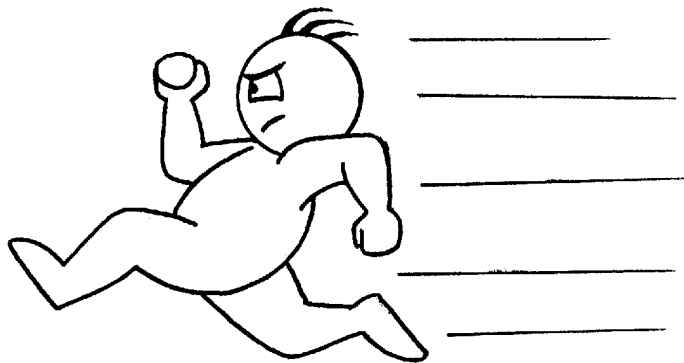
Buxton's Sketch Properties

- Quick
- Timely
- Inexpensive
- Disposable
- Plentiful
- Clear vocabulary
- Distinct gesture
- Minimal detail
- Appropriate degree of refinement
- Suggest and explore rather than confirm
- Ambiguity



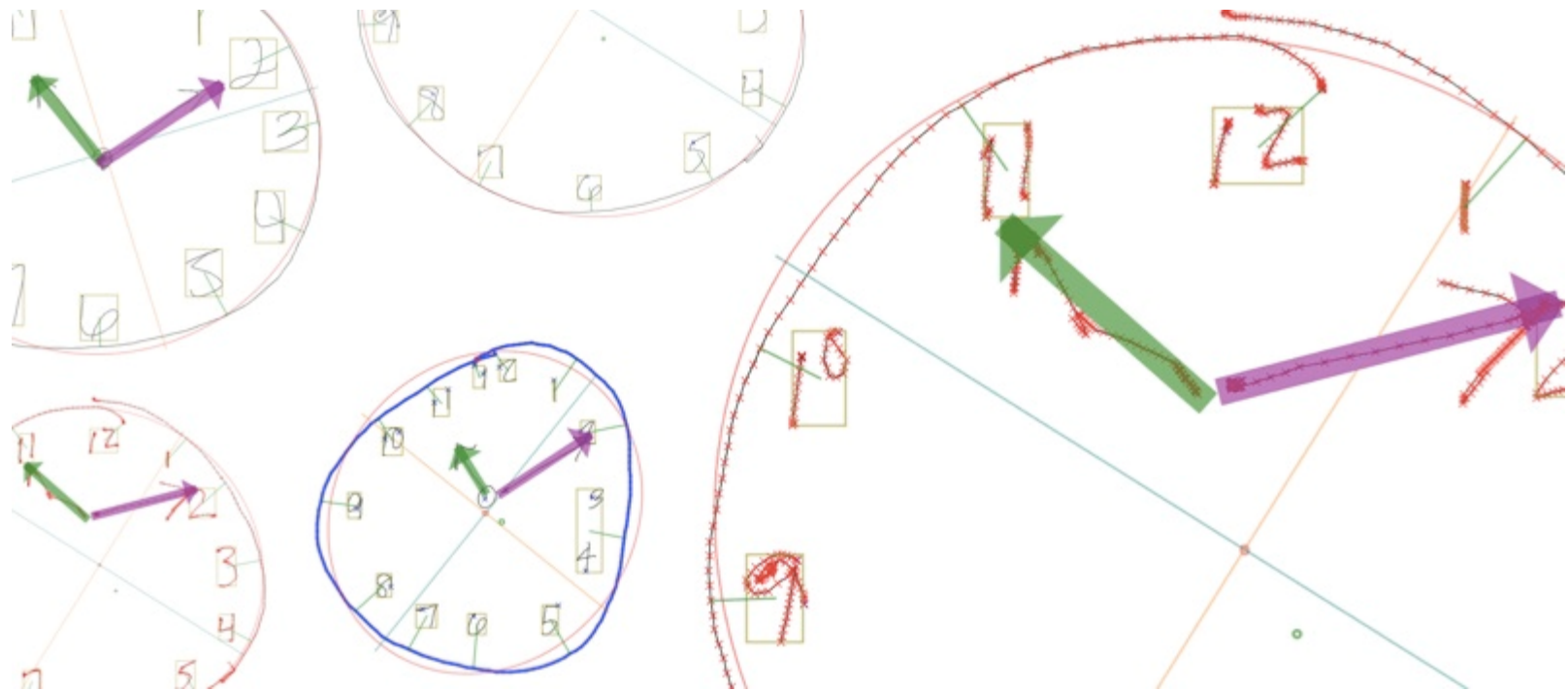
Quick

A sketch is quick to make, or at least gives that impression



Timely

A sketch can be provided when needed



Inexpensive

Cost must not inhibit the ability to explore a concept, especially early in design



Disposable

- If you can't afford to throw it away, it's not a sketch
- Investment is in the process, not the physical sketch
- However, not “worthless”



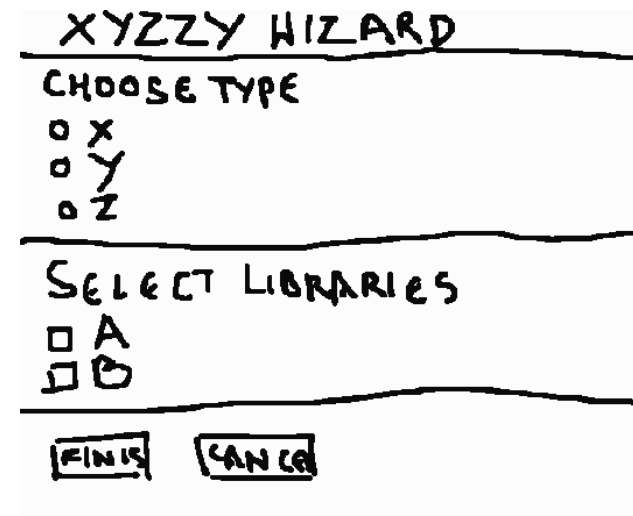
Plentiful

- They don't exist in isolation
- Meaning & relevance is in the context of a collection or series



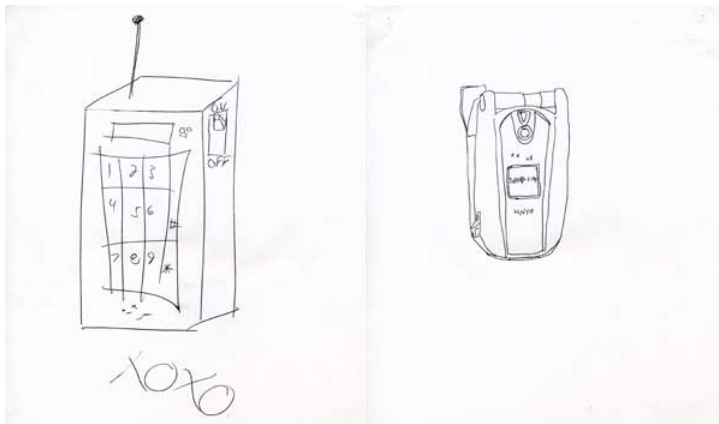
Clear Vocabulary

- The way it's rendered (e.g., style, form, signals) makes it distinctive that it is a sketch
 - Could be the way that a line extends through endpoints

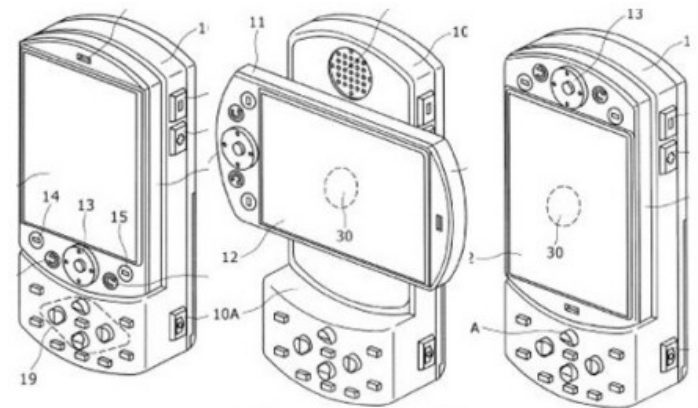


Distinct Gesture

- Fluidity of sketches gives them a sense of openness and freedom
- Opposite of engineering drawing, which is tight and precise



Vs.



Minimal Detail

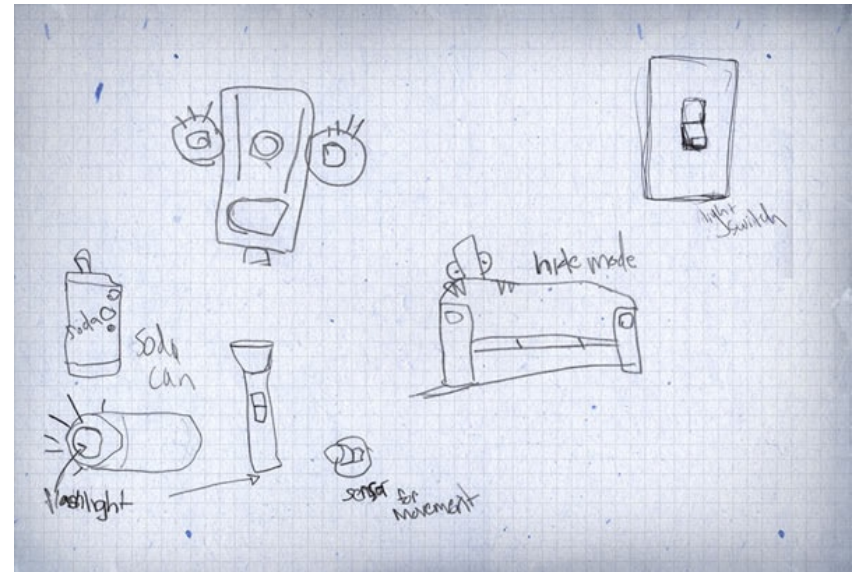
Include only what is required to render the intended purpose or concept



Appropriate Degree of Refinement

Make the sketch be as refined as the idea

- If you have a solid idea, make the sketch look more defined
- If you have a hazy idea, the sketch will look much rougher and less defined



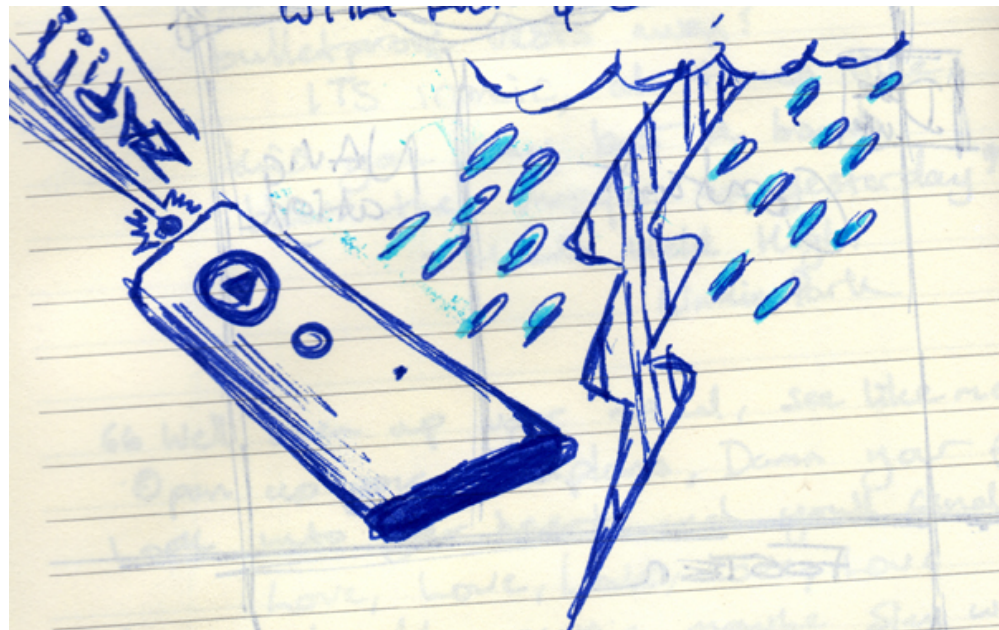
Suggest and Explore Rather than Confirm

Sketch should act as a catalyst to the desired and appropriate behaviors, conversations, and interactions



Ambiguity

- Intentionally ambiguous
- Value comes from being able to be interpreted in different ways, even by the person who created them



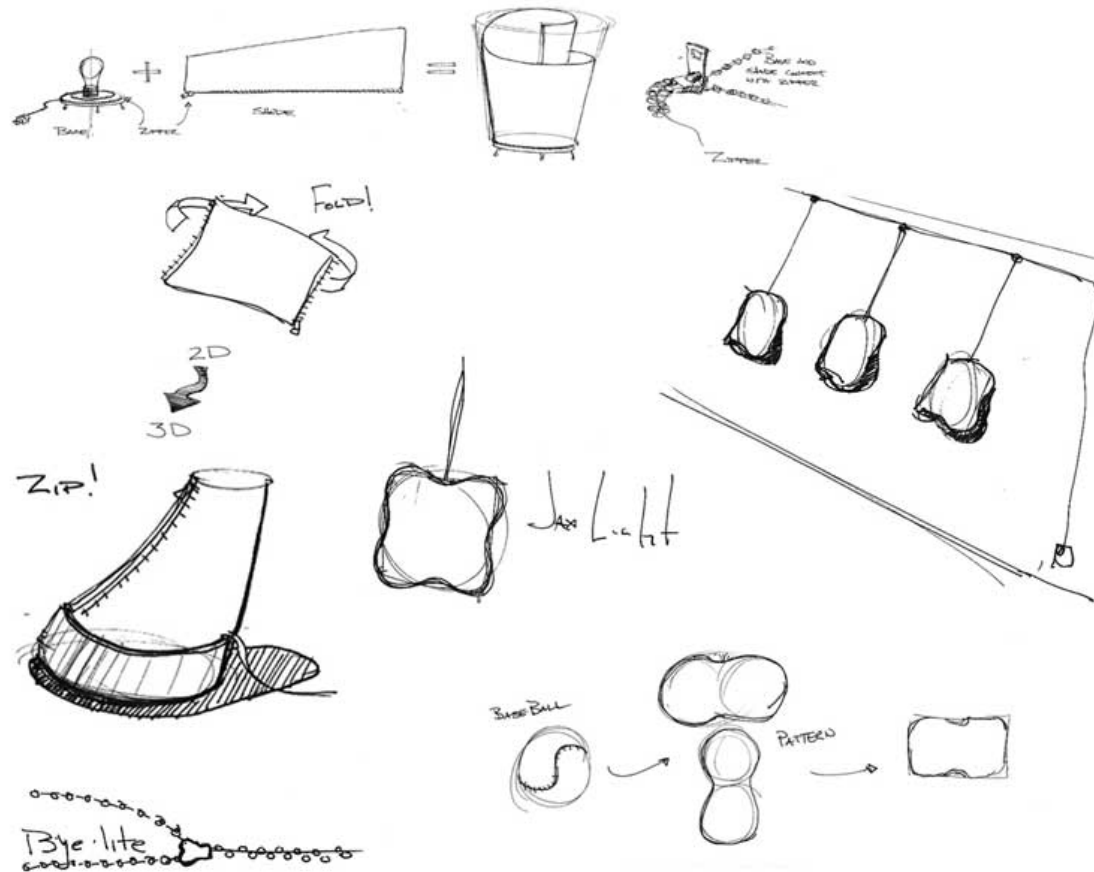
Sketch vs. Prototype

Sketch	Prototype
Invite	Attend
Suggest	Describe
Explore	Refine
Question	Answer
Propose	Test
Provoke	Resolve
Tentative, non committal	Specific Depiction

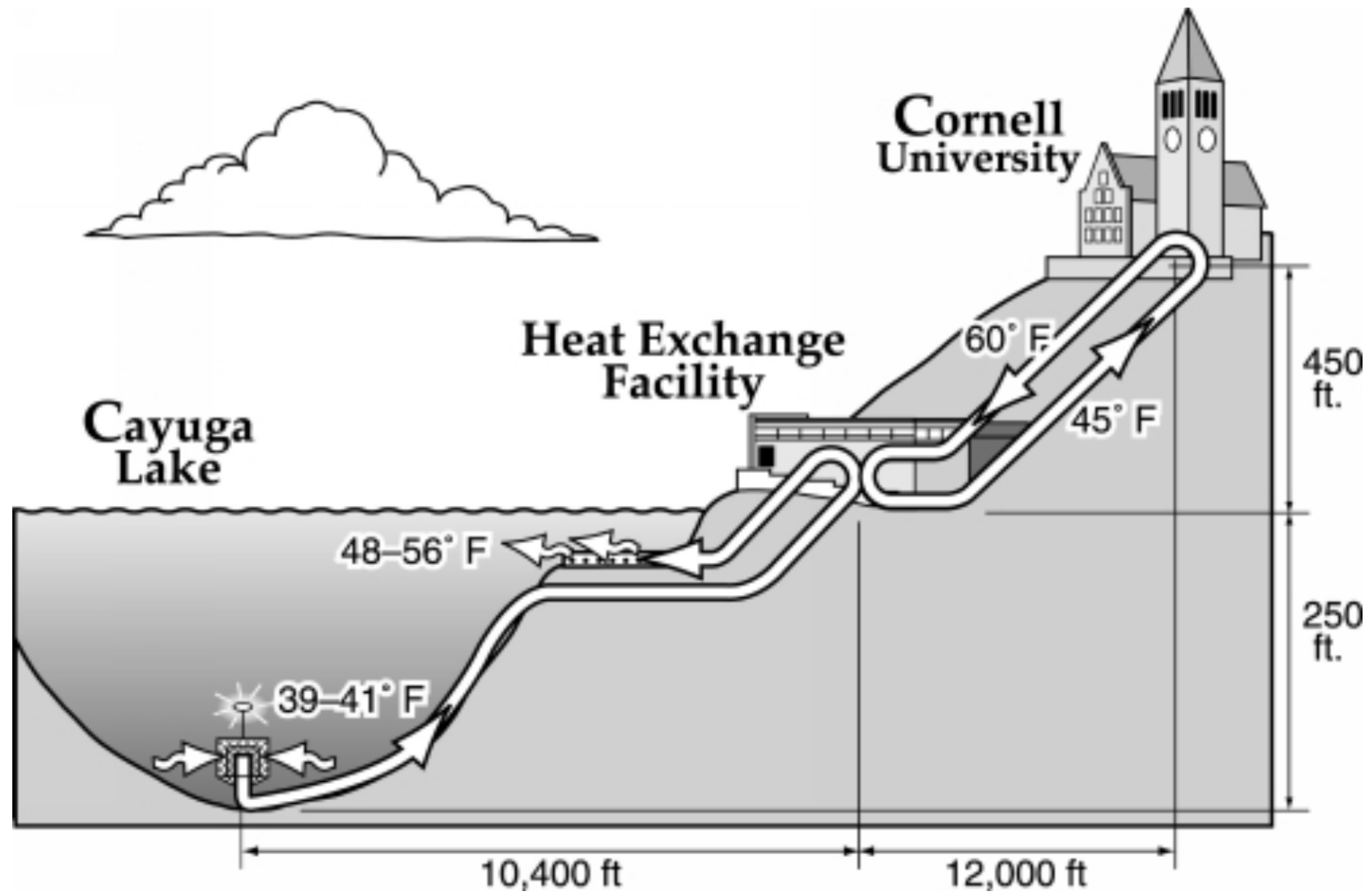
The primary differences are in the intent



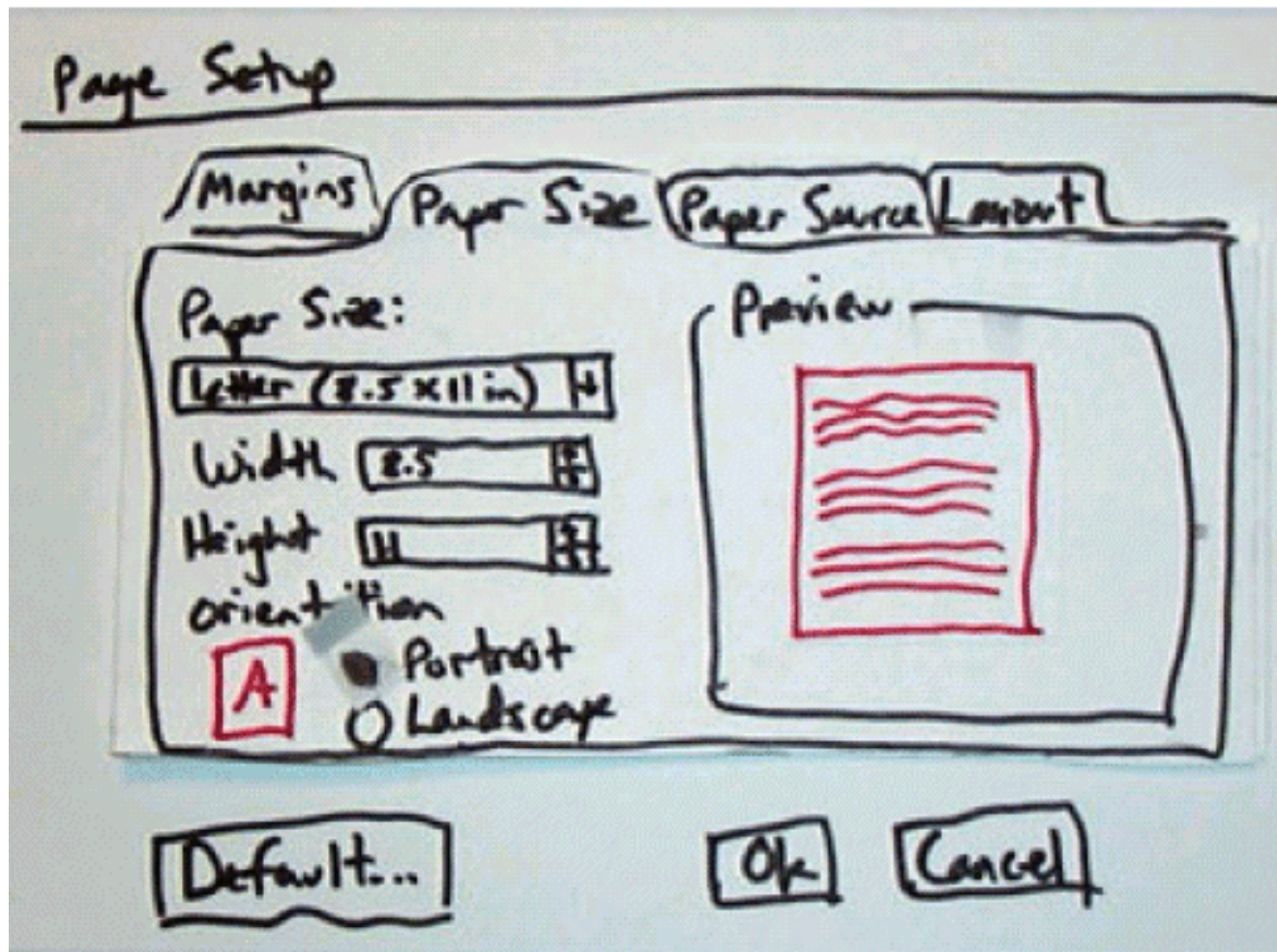
Is this a sketch? Why or why not?



Is this a sketch? Why or why not?



Is this a sketch? Why or why not?



Is this a sketch? Why or why not?



Learn

Look

Ask

Try

Quick-and-Dirty Prototyping

HOW: Using any materials available, quickly assemble possible forms or interactions for evaluation.

WHY: This is a good way to communicate a concept to the team and evaluate how to refine the design.

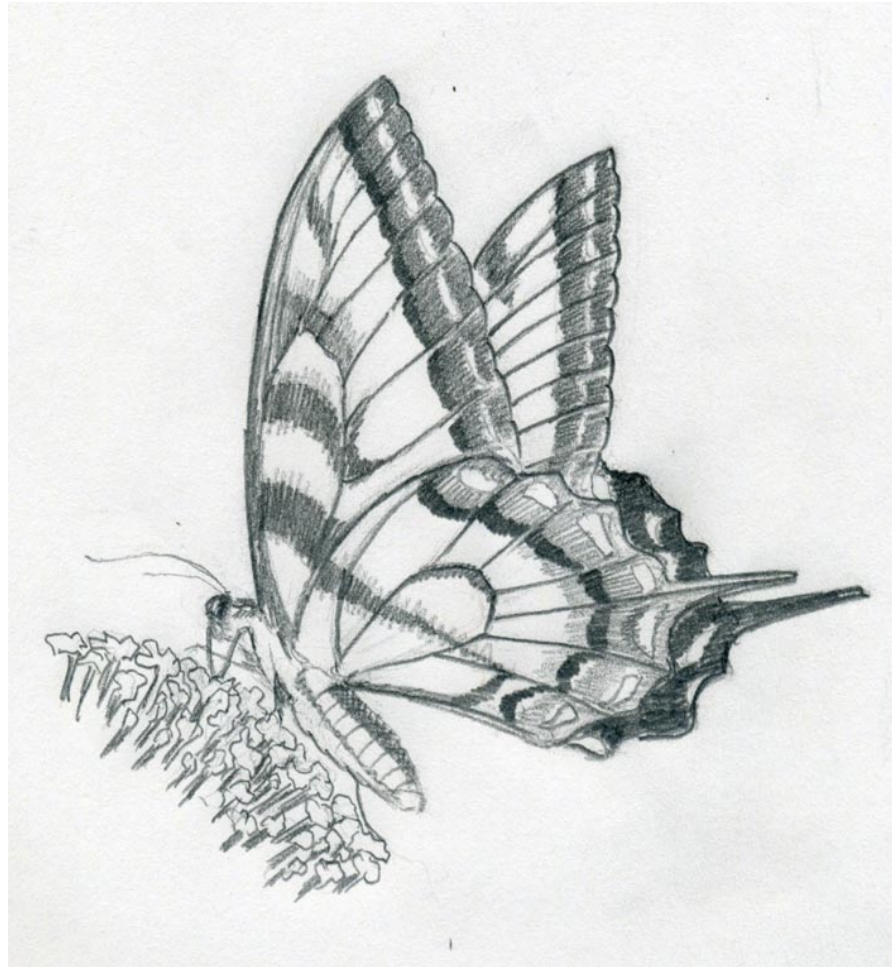
IDEO team members designing a shopping device quickly prototyped various concepts to evaluate qualities like weight, size, and orientation.



Is this a sketch? Why or why not?



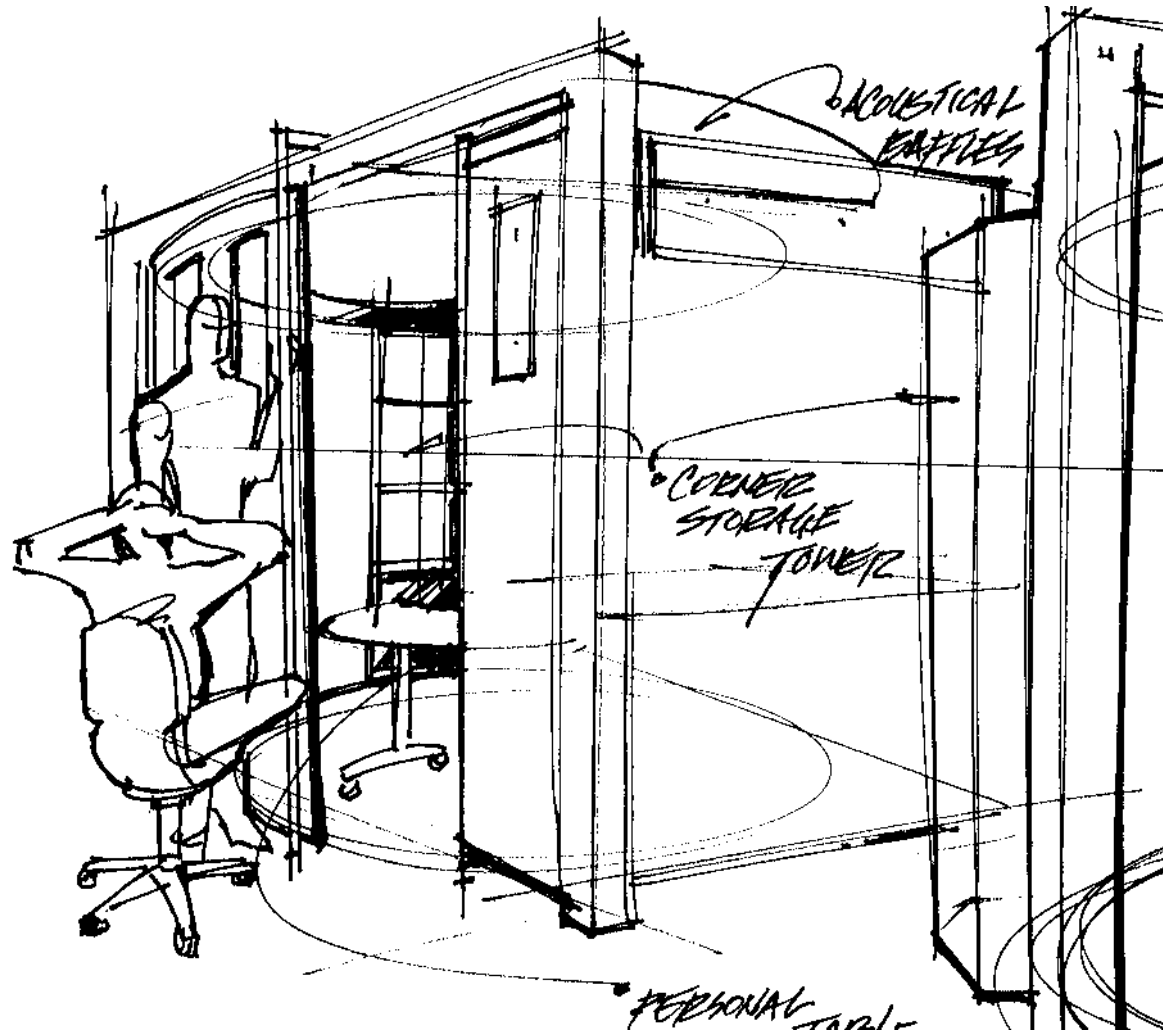
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Is this a sketch? Why or why not?



Forms of Sketching?

Note that the properties Buxton describes doesn't mention anything about form factor

- Can be pencil/pen drawing on paper
- Something scraped together in Photoshop
- Traced photos
- Quick-and-dirty prototyping
- Magazine cut-outs
- Modifications to existing objects
- UI Tools
- Programming as sketching (e.g., Processing)



Sketching Critiques

Reflection on the process so far?



Why it's important

- Ideas are both good and bad
 - Both are useful in design
 - By making clear what's a bad design, we can avoid actually implementing it
 - Bad ideas help you justify your good ideas
- Collectively, feedback can turn a good idea into a great idea



P2 – Ideation & Sketching

- Due 11/20 → WE WILL GO OVER IDEATION ON TUESDAY
- As a team, conduct a brainstorming session where you generate at least 6 ideas per person (e.g., 24 total ideas for a 4 person team)
 - FEEL FREE TO GO FOR MORE
 - More is better!
- As a team, filter down the ideas by discussing their strengths and weaknesses and pick the best **three**
 - Resketch these 3 ideas more neatly and provide written justification for why they're the best



Next Class

- Ideation
- Upcoming Work
 - Reflection 6 due Tuesday
 - Sketching due Thursday

Theme: Education: Sketch three ideas related to class lectures, assignment turn-ins, elementary school education, classroom designs, special education, etc.



Sketching Critiques & Work Time

- Break into your project teams
- Take turns showing and explaining your 3 sketches with each other
 - You can continue this outside of class if needed

