SKETCHING

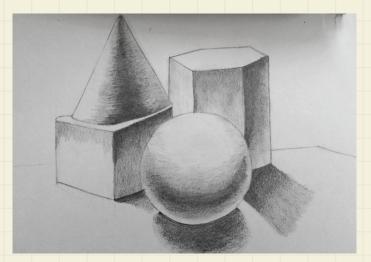
6.1040 Recitation 2 Fall 2022



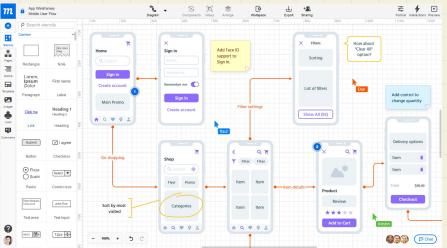
- 1. introduce sketching
- 2. two sketching warm ups
- 3. design challenge

WHAT WE DON'T MEAN

ARTISTIC DRAWINGS

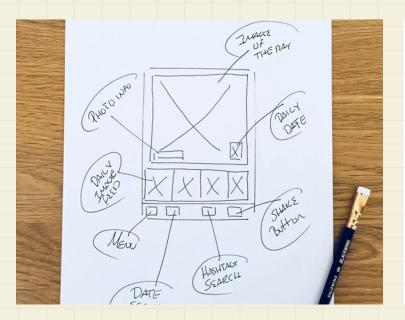


WIREFRAMES

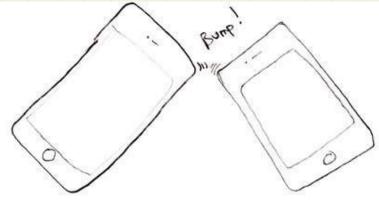


BETTER EXAMPLES

INTERFACE SKETCHES

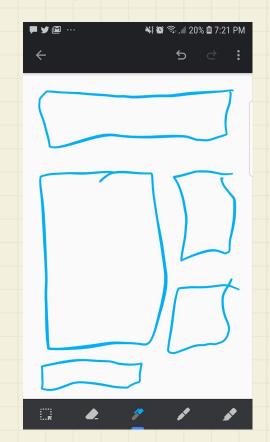


SKETCHES OF SCENES

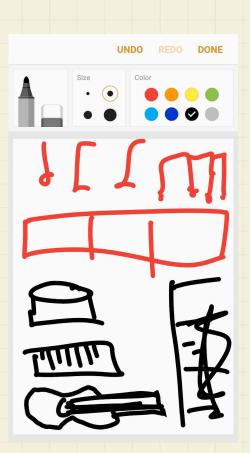


Bump. Accelerometer matches bump vibrations

ANYONE CAN SKETCH













WHY SKETCH?

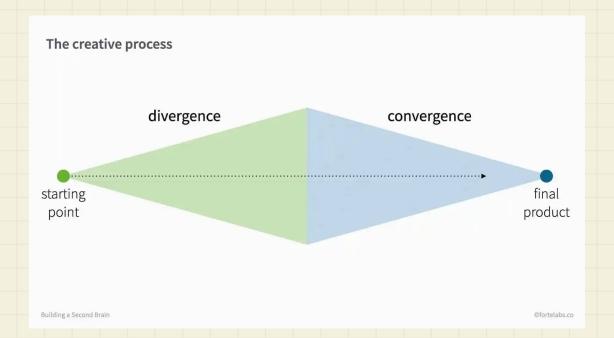
Sketching is a fundamental tool for designers.





SKETCHING IN 6.1040

Sketching is a tool for generating ideas and iterating.









WARM-UPS

practicing quantity > quality

Materials pencil + paper or iPad

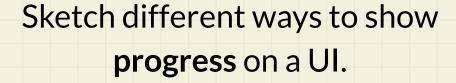




EXERCISE 1











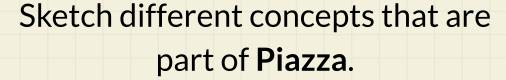
Time limit: 1 minute



EXERCISE 2











Time limit: 2 minutes









DESIGN CHALLENGE

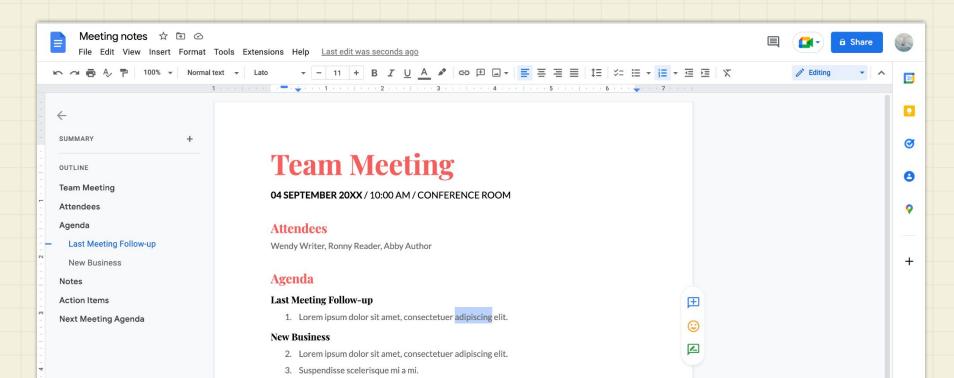
woohoo





THE CHALLENGE

Introduce a new concept to Google Docs.









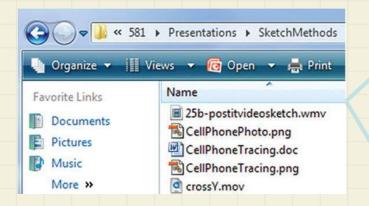
WHAT TO SKETCH?

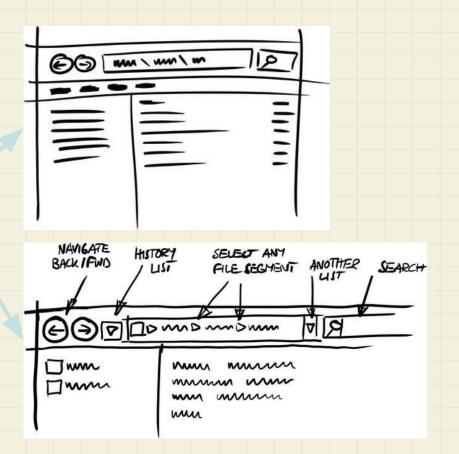
Four ideas...





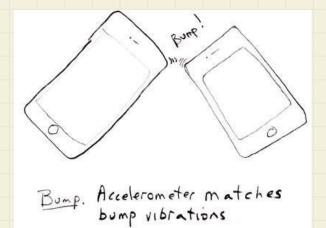
1. LOW FIDELITY UI



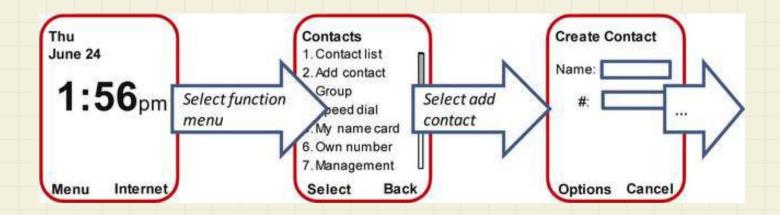


2 A SCENE





3. STATE TRANSITION DIAGRAM



4. STORYBOARD



1. Person passing by an asherfisement bond







2. Notices one amaginement 3. Taking a photo of a barrade 4. The mobile phone dounteds and a inknoted in more on the paster.

14. The mobile phone dounteds delaited information about the new product.

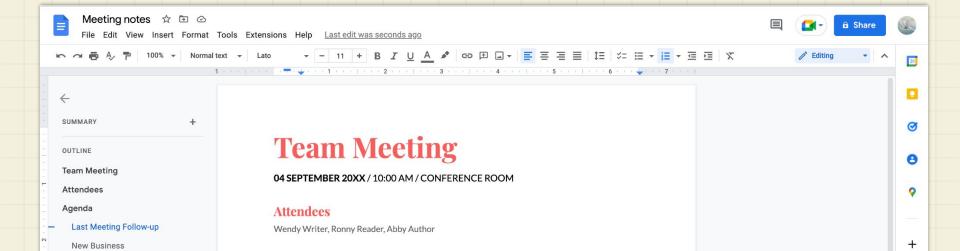


5. The person puts away the phane and towns around.



Generate **10** or more different design concepts of a system that addresses this challenge: Introduce a **new** concept to Google Docs.

Time limit: 7 minutes



STEP 2





In pairs - reduce the number of design concepts. Identify the best idea for each person.





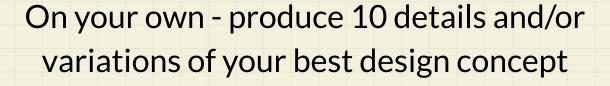
Time: 5 minutes



STEP 3

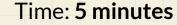














STEP 4





Present your best ideas to a group!



Time: 8 minutes









- Techniques for sketching user interface ideas
- The diverging and converging approach to design
- Learning to focus on quantity over quality

