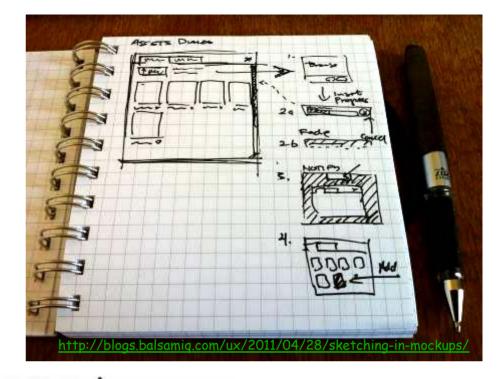
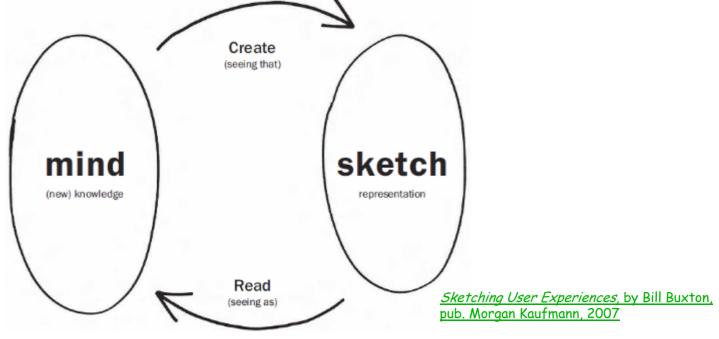
# Quick Primer on Sketching for Lo-Fi User Interface Prototypes

CZ2004 Human-Computer Interaction

# Why Sketch?

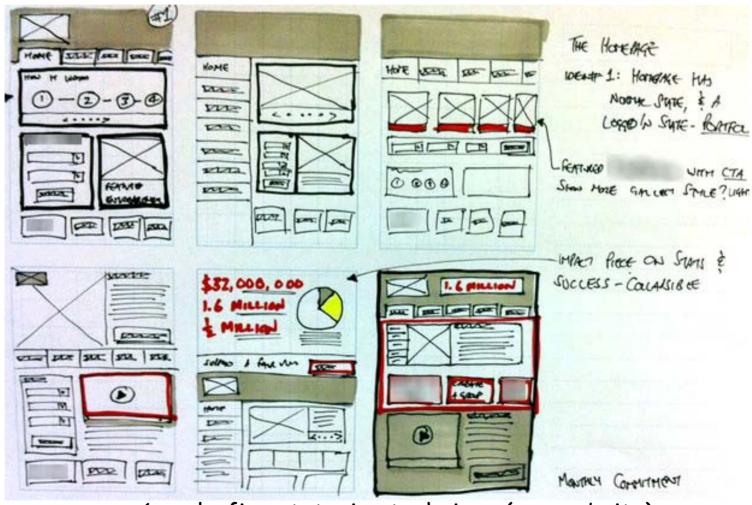
Visualize your thoughts *fast*, without worrying about details





## Why Sketch?

### Try out many different ideas quickly



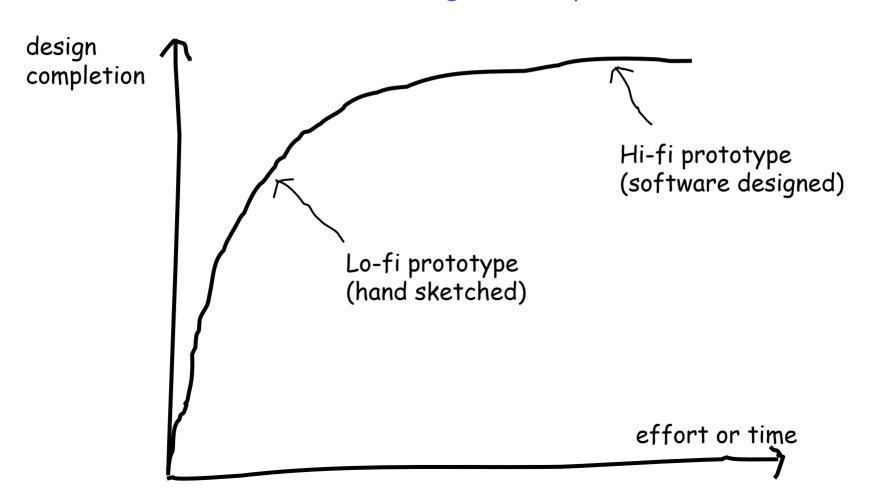
6-up lo-fi prototyping technique (see website)

http://www.boxuk.com/blog/using-sketchboards-to-design-great-user-interfaces

# Why Sketch?

### Avoid the 80-20 rule

= Last 20% of the final design takes up 80% of the effort!

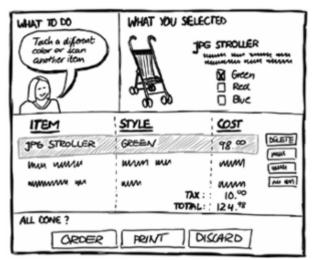


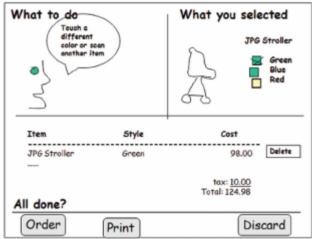
## Prototyping Lo-Fi vs Hi-Fi

<ul> <li>Used for exploring ideas</li> </ul>	<ul> <li>Used for refining ideas</li> </ul>
<ul> <li>Broadens thinking to different possibilities</li> </ul>	<ul> <li>Narrows thinking towards a final solution</li> </ul>
<ul> <li>Invites questions from reader</li> </ul>	<ul> <li>Provides answers</li> </ul>
<ul> <li>Tentative</li> </ul>	• Definitive

### Hand-drawn vs software-based prototyping

From Sketching User Experiences: The Workbook, by Saul Greenberg et al., pub. Morgan Kaufmann, 2011







#### Hand-drawn Lo-Fi

- informal, inexact, fast, low effort, looks good



#### Software-drawn Lo-Fi

- informal, inexact, somewhat fast, moderate effort, looks very messy and jarring



#### Software-drawn Hi-Fi

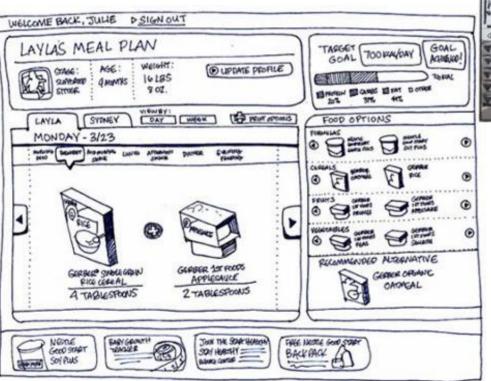
formal, precise, slow, heavyeffort, looks good

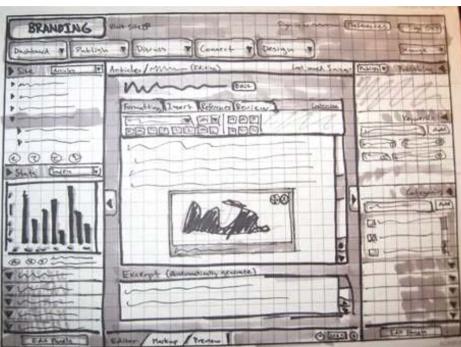


too much effort now; for later

### Possible things to sketch

1. The main interface itself

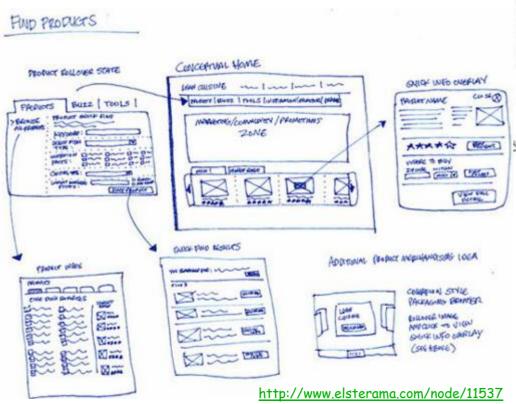


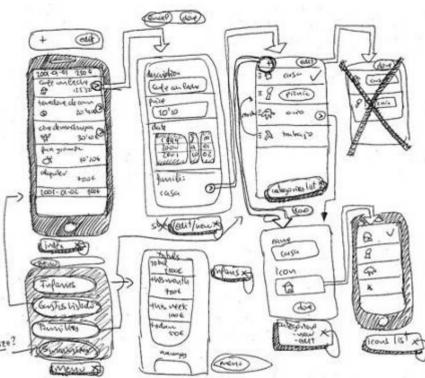


Examples from <a href="http://www.elsterama.com/node/11537">http://www.elsterama.com/node/11537</a>

### Possible things to sketch

2. Different modes and transitions of the interface

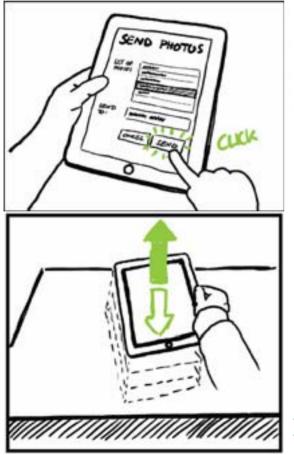


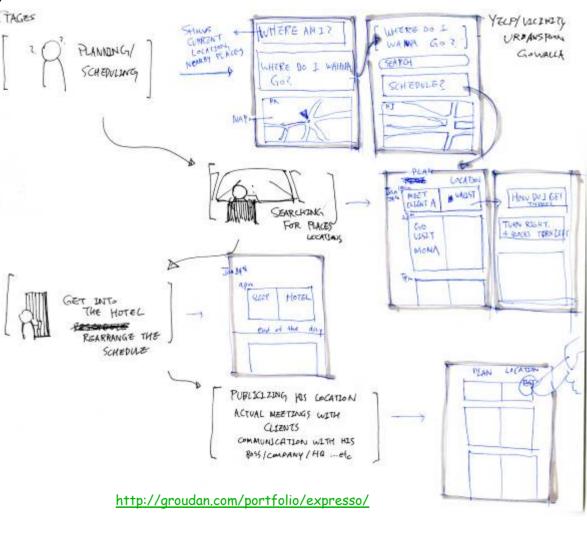


http://sixrevisions.com/user-interface/website-wireframing/

### Possible things to sketch

3. The user in action





<u>Sketching User Experiences: The Workbook, by</u> <u>Saul Greenberg et al., pub. Morgan Kaufmann, 2011</u>

## Don't Forget to Annotate

From Sketching User Experiences: The Workbook, by Saul Greenberg et al., pub. Morgan Kaufmann, 2011

