Sketching

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Act I: Critique

Hailaus

yes we read them all they kept us awake all night you all are disturbed

Design thinking A river of post-its But I can swim

Jessie Candido

Whoa the orgasm of well-designed experience want to create too

Aye Kim

Telling the stories Of our community Through brilliant design

Eric Huang

Beneath mechanized churn: insight, ambition, code, grows the earnest heart

Albert Liang

When someone saw that the world was too cold and dark they sparked a long fire

Mark Orozco

The 'net fans the flame Of joy, search, but also hate Use powers for good

Adam Franklin

Intuitive app I want to make fun to use like dancing in rain

Cristian Lara

Every morning technology speaks to me What do I say back?

Dakin Henderson

It's not their fault but government websites are shit We can do better

Connie Li

What keeps me from sleep It's the things I want to do but can't do with my clumsy hands

Act II: Needfinding

Project II is live

P2: Needfinding

- · Go out! Observe, interpret, How Might We?
- · Final deadline two weeks from today
 - · Part I, suggested deadline one week from today
 - · Part II, final deadline two weeks from today
- · Form a team, make a needfinding plan, go out and observe by next Friday!

Sketching

It's not art.

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You can draw.

Hint: you were five years old once.

Sketching is for communication

So the user or your design colleagues can understand your concepts

Begin sketching lecture

We're going full-on Verplank.

This part of lecture will not be in the published slides.