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Started on	Monday, 10 August 2020, 3:43 PM
State	Finished
Completed on	Wednesday, 19 August 2020, 5:06 PM
Time taken	9 days 1 hour
Marks	1.00/1.00
Grade	10.00 out of 10.00 (100%)

Question 1

Complete

Mark 1.00 out of 1.00

Aims

It may remind you of kindergarten, but sketching is a critical design tool. It allows rapid consideration of many alternative designs. Once several designs have been considered and their relative merits assessed and merged (where appropriate), sketches can be refined using tools such as Powerpoint or "wireframe" tools like Balsamiq (<https://balsamiq.com/wireframes/>).

At the end of this lab you will have gained experience in the following:

- Using sketching as a tool for design deliberation;
- Using PowerPoint for portraying interactions.

If you want to read more about sketching as a design tool, take a look at the resources here: <https://sketchbook.cpsc.ucalgary.ca/>

Exercise: Photo-sharing across two smartphones

Work in a pair or small group. *ALL* members of the group must produce sketches (don't just delegate it to the best drawer!)

A smartphone company has hired you to design a new interface for sharing photos between their devices. The rough idea is that any two people with this brand of phone will be able to quickly set up a connection between the phones and select images for sharing. Physically, the devices are very similar to iPhones: they have a touchscreen, one main button, an on-off button, blue-tooth, wireless, GPS, proximity sensor (by the earpiece), gyroscope, magnetometer, and an accelerometer. Feel free to 'invent' new hardware where required.

Your job is to sketch in five different interaction designs for two main activities each, totalling ten sketches:

- Establishing a connection between the devices;
- Selecting and sharing photos.

Each sketch may have multiple steps in it to show the entire process of each use case. Annotate each design so that anyone (e.g., the tutor) can determine how to interact with the devices.

Once you've generated the ten designs, add bullet-point notes quickly summarising the strengths and weaknesses of each design.

Exercise: Design refinement in PowerPoint

Take photos of all of your sketches and put them into your presentation. Next select the strongest of your designs (or the strongest combination of designs), and create a simple simulation of the interaction in PowerPoint. The PowerPoint simulation should attempt to refine and clarify aspects of the design.

Try to use animations, motion-paths, and slide transitions to give a clear indication of the intended interaction.

Each student should submit the group's powerpoint file here. The Powerpoint file should name all people in the group.

Deliverables

Each member of the group should submit a copy of the group's PowerPoint file with:

- Names of all group members
- 10 (multi-step, annotated) sketches showing:
 - 5 different designs for establishing a connection between devices.
 - 5 different designs for selecting and sharing photos.
- Bullet point strengths and weaknesses for *each* of the 10 designs above.
- An interactive simulation (using PowerPoint animations, motion-paths, etc.) of the best design for each of the two tasks.

 [368_lab5.pptx](#)

Comment:

◀ [fitts_src_lab5.zip](#)

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