

# Sketching

*UX Design I*

*Predrag Klasnja*

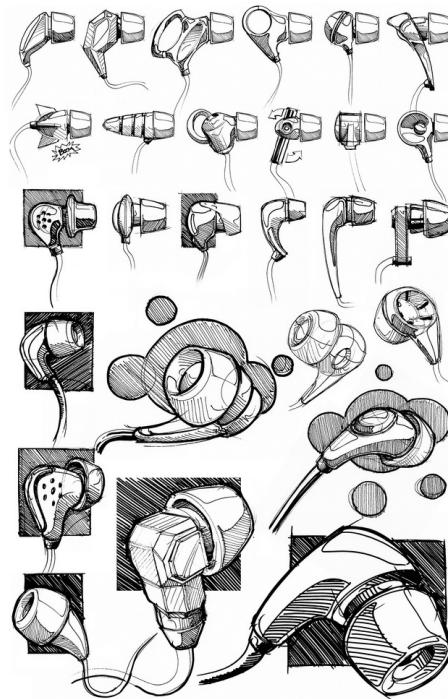
“Sketching is not only the archetypal activity of design. It has been thus for centuries.”



- Bill Buxton



**Sketching is about generating and communicating ideas.**



<https://www.flickr.com/photos/pmurphy/4544711379>

# Sketch Attributes

- Quick
- Timely
- Inexpensive
- Disposable
- Plentiful
- Clear Vocabulary
- Distinct Gesture
- Minimal Detail
- Appropriate Level of Refinement
- Suggest and Explore
- Ambiguity



Sketches don't have to be beautiful to be useful!

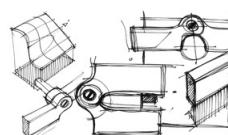
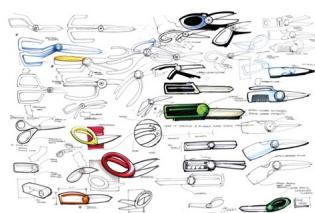
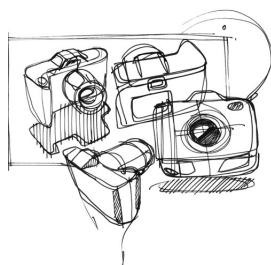


<https://www.flickr.com/photos/designandtechnologydepartment/3968870316>

<u>SKETCH</u>	<u>PROTOTYPE</u>
EVOCATIVE	→ DIDACTIC
SUGGEST	→ DESCRIBE
EXPLORE	→ REFINE
QUESTION	→ ANSWER
PROPOSE	→ TEST
PROVOKE	→ RESOLVE
TENTATIVE	→ SPECIFIC
NONCOMMittal	→ DEPICTION

Buxton, B. (2010). *Sketching user experiences*. Morgan Kaufmann.

# Levels of Sketching



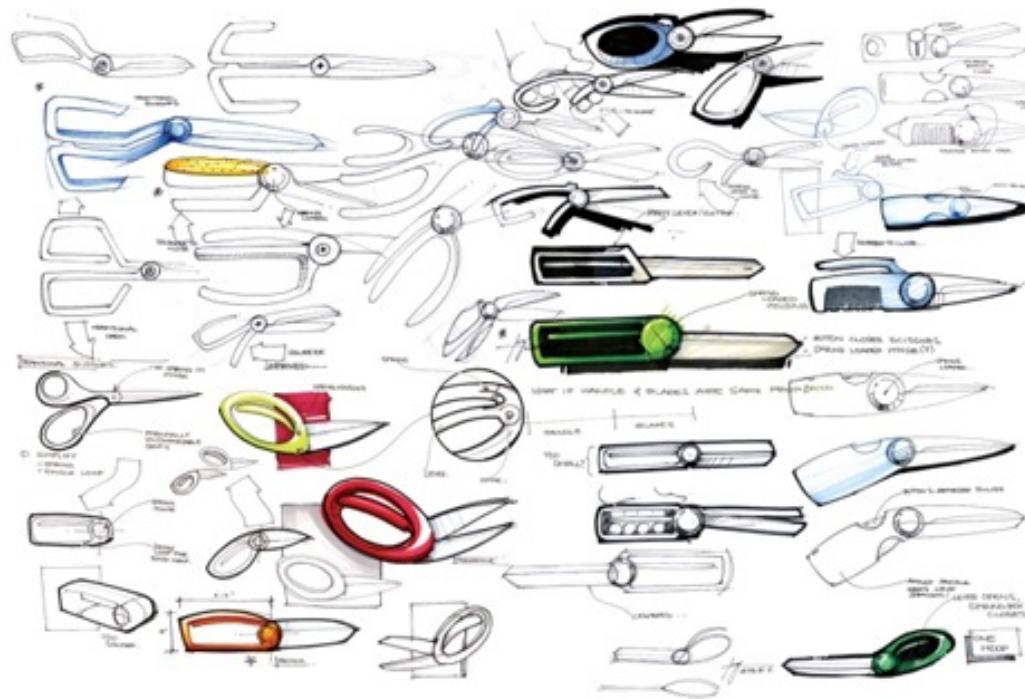
Communicating Thinking Sketch

Technical Sketch

Presentation Sketch

Emotive Sketch

Spencer Nugent: <http://www.idsketching.com/toolbox/toolbox-levels-of-sketching/>



# Thinking Sketch



Start a design notebook. Sketch a lot!