

Assignment 3

Design Thinking:

Sketches and Wireframes

Flow Overstack Team

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1 Introduction

Write a brief introduction referring back to your project and its basic concepts.

2 Persona

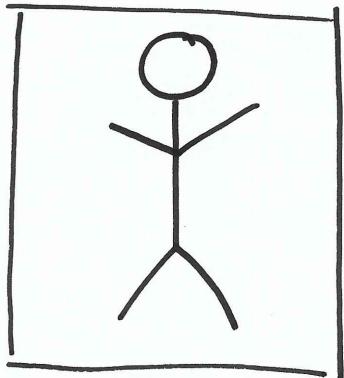
The first task we went through was to summarize the interviews we conducted and extract meaningful data from all the kids' answers to construct a user model for our application. The result is Kiddo, our design persona. Let us introduce him:

Kiddo is the average 12-years-old, goes to middle school and loves spending time on his smartphone. He uses it mainly for entertainment purposes, following his favorite youtubers and idols on social media, listening to music and chatting with his on- and offline friends. Although its high affinity to his electronic device, our boy knows that he shouldn't exceed the usage limits imposed by his parents and is well-aware that mobile phone addiction is just around the corner. For that reason, he doesn't stay on his phone for more than a couple of hours a day.

He follows people like Footballo Socceri, the millionaire football player who likes to party and buy fast cars; Trappino Trappisti, a rapper who rose to fame after punching a man on the street and whose songs are mainly violence-themed; Thotella DeThot, a TV showgirl widely known for her osé selfies posted on Instagram; and many others. Despite being interested in their luxurious and cool lifestyle, Kiddo knows that they are not a good role model to follow; he is rather inspired by people who did something good for science, played a role in the history of humanity or left an important message for the future generations.

Our persona doesn't dislike school, but he finds the "classic" way of studying quite boring, bent over a textbook trying to memorize dates and facts that he will forget in a couple of days anyway. In class, he often dreams of being somewhere else, learning about something that *really* amazes him. Kiddo thinks that there should be other ways of learning and that it should be more interactive.

[PERSONA]:



- children
- ~12 years old
- middle school

Their role models:

- scientists
- artists
- singers
- actors
- youtubers ...

Their attitude to smartphones:

- used for entertainment, creativity
- time limit
- addiction awareness

Their attitude to learning:

- learning by doing
- innovative ways of learning
- self-teaching

Figure 1: Our persona draft

3 Ideation and sketching

Describe your ideation and sketching process and how these two activities fit together.

4 Workspace and materials

Our workspace is basically a desk in the Informatics building, either in a class room or in the open space. The desk is mostly rectangular but we sit around it as if it was King Arthur's round table. In that way, everybody can contribute his creative ideas. For drawing sketches, designing storyboards and creating drafts, we go easy and plain: Paper and black pens are our fundamental material. Colours are only used for highlighting and structuring.

Apart from that, we use the walls in our class room to draft larger sketches. Drawing on the wall enables us from time to time to explain complex ideas in a very easy way to our group members.

For the prototype we used the program “Balsamiq” that lets us create sketchy wireframes in a convenient and easy way.

5 Photos

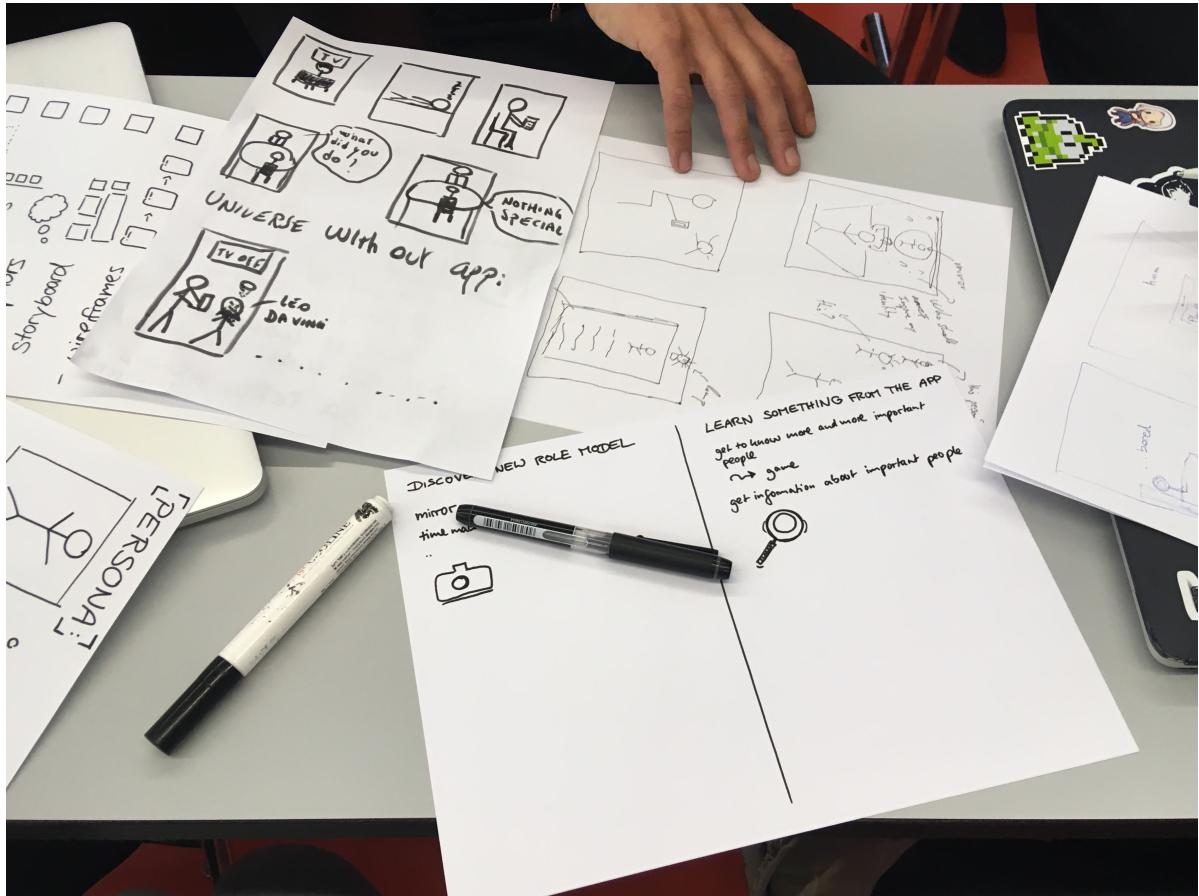


Figure 2: Our creative sketching workspace

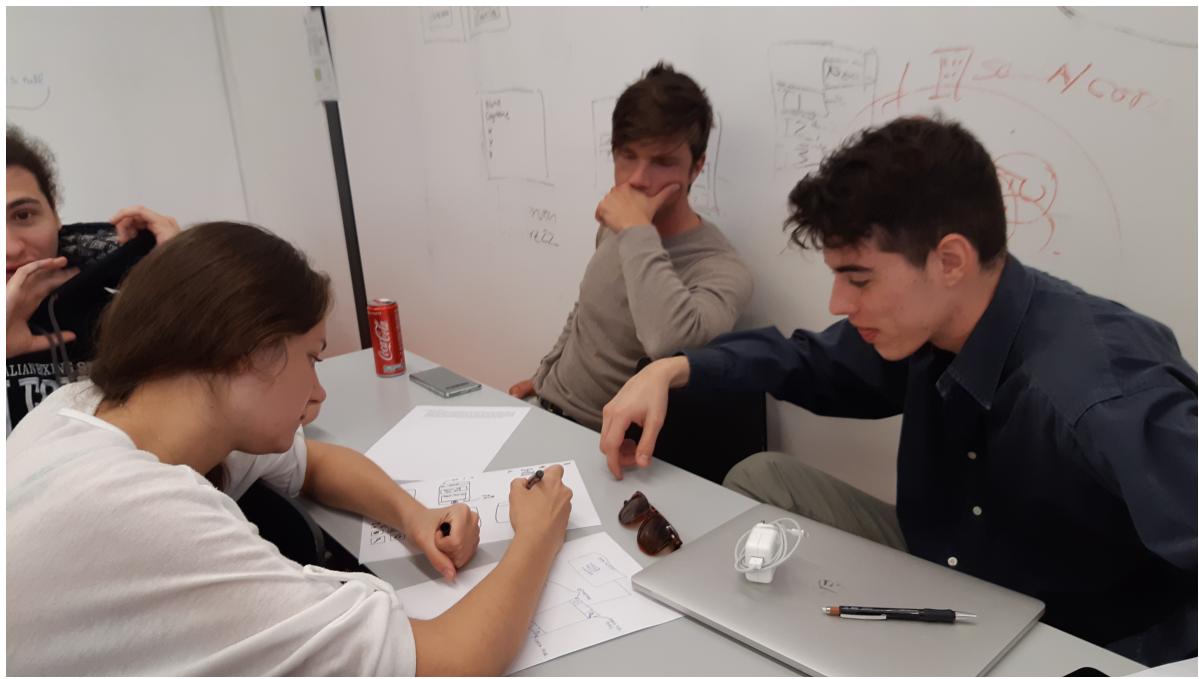


Figure 3: Our team at work

6 Sketches

Show scans of selected sketches.

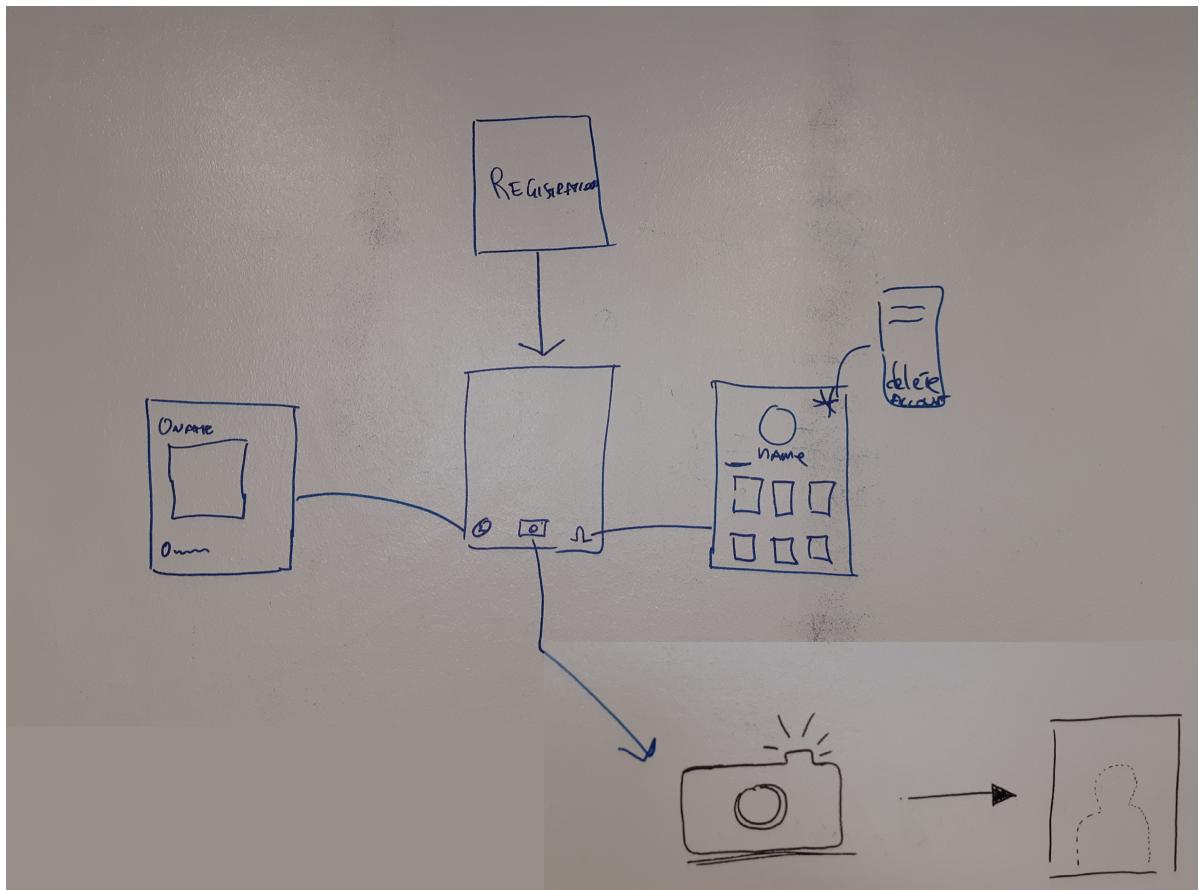


Figure 4: The very first sketch

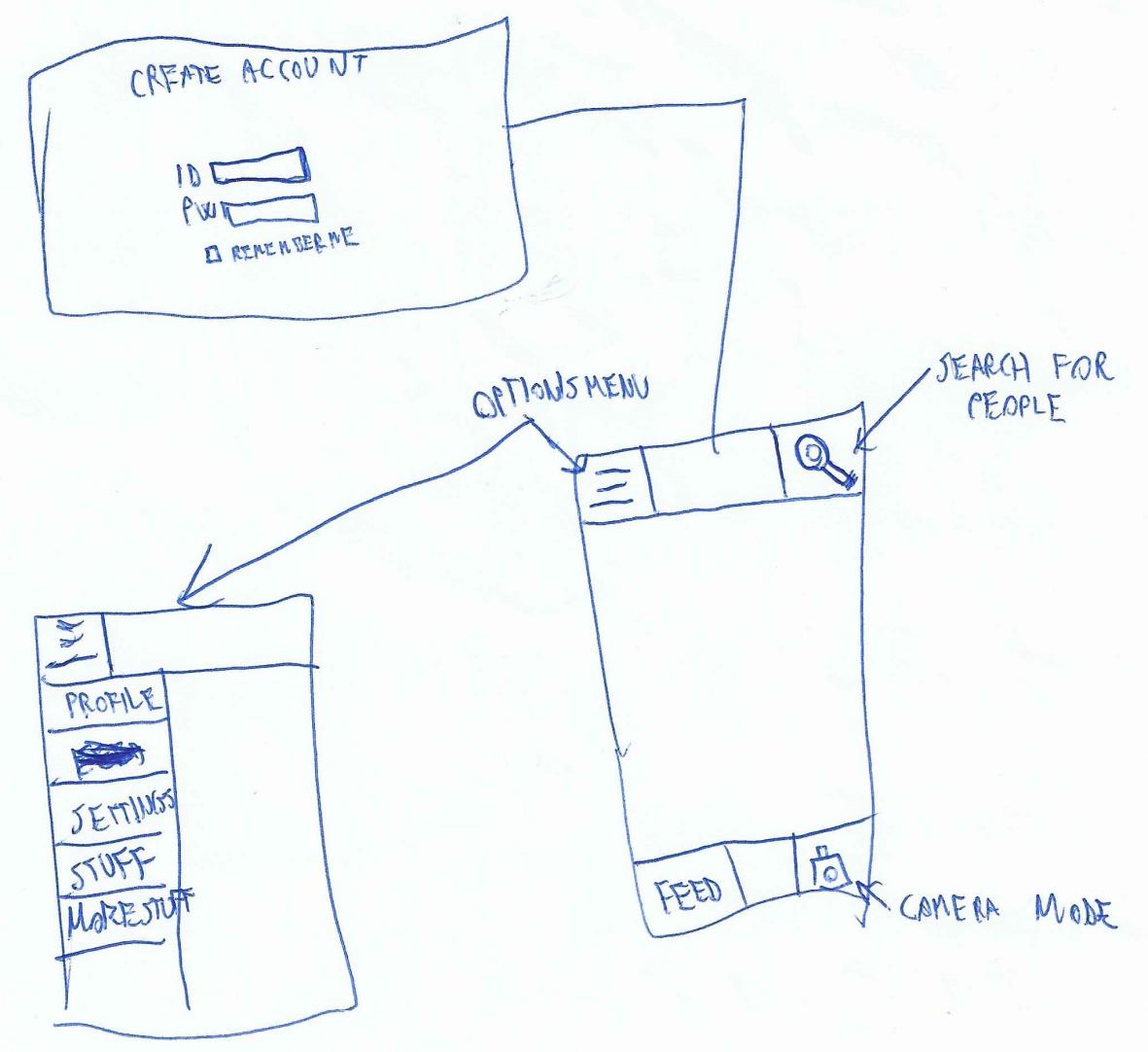


Figure 5: The basic idea

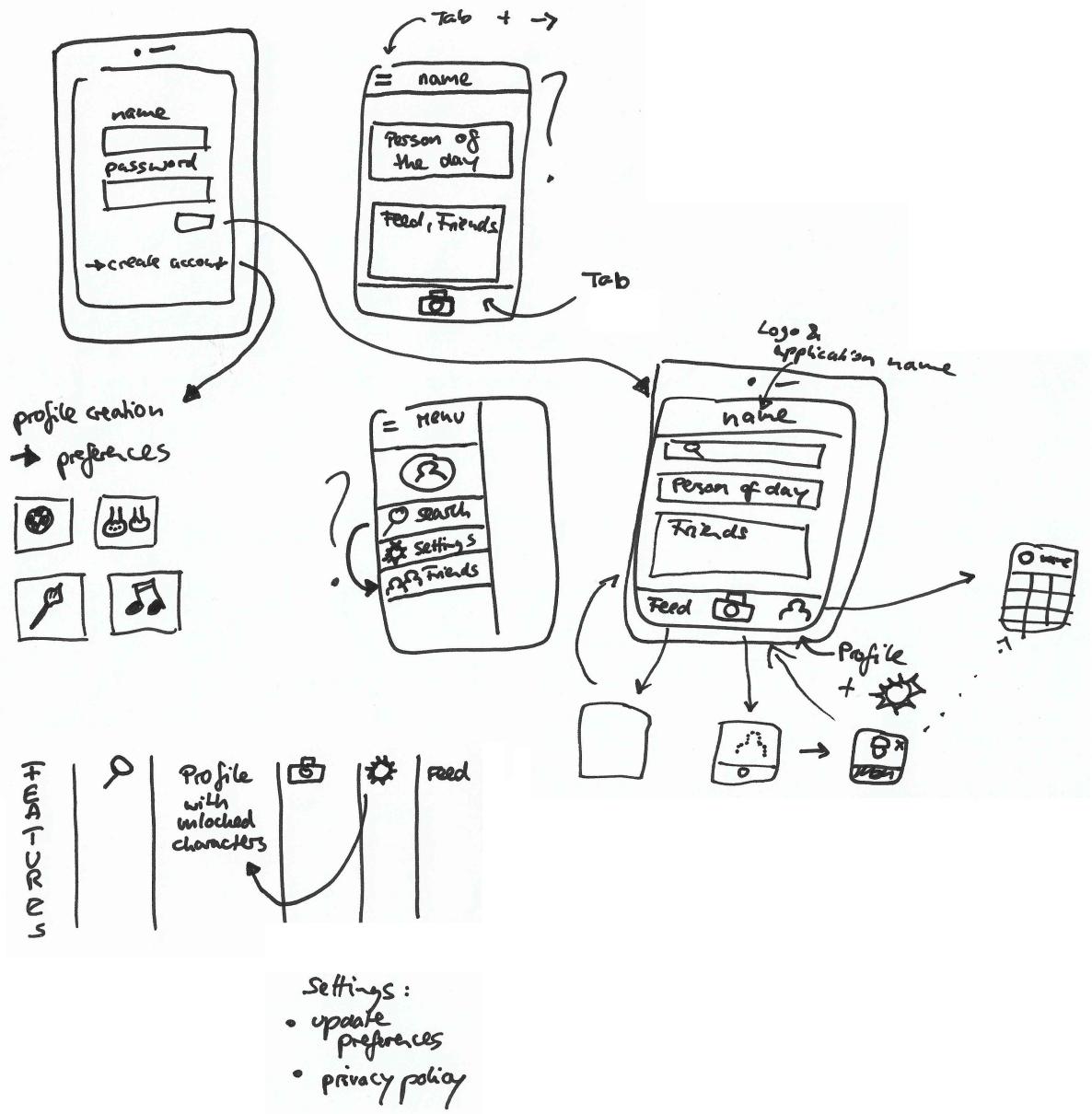


Figure 6: Adding complexity

7 Storyboard

Show your storyboard (probably as scans or photos), and explain the process very briefly. Explain the frame that shows the transition from one adjacent frame to another.

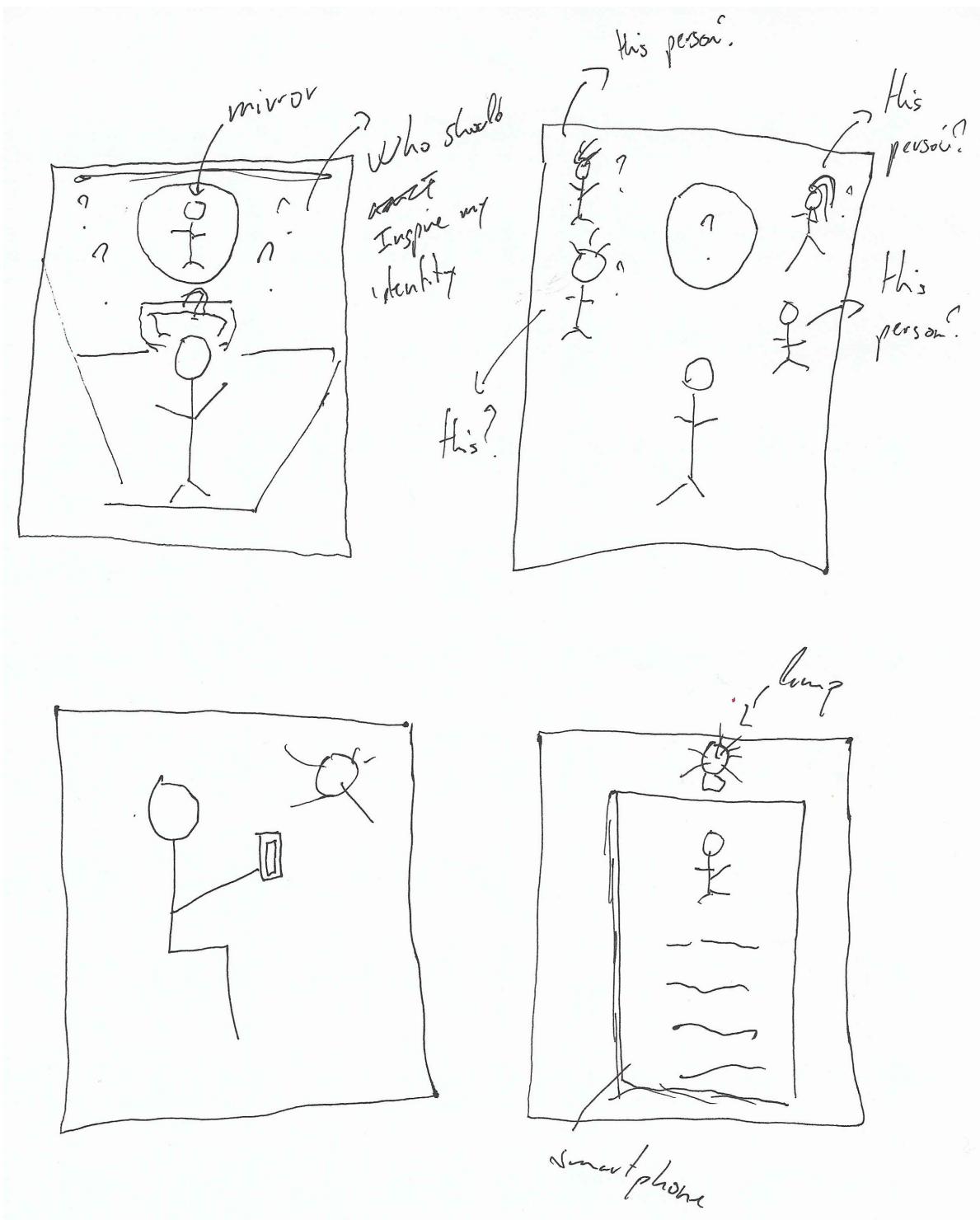


Figure 7: The First Story (by Filippo)

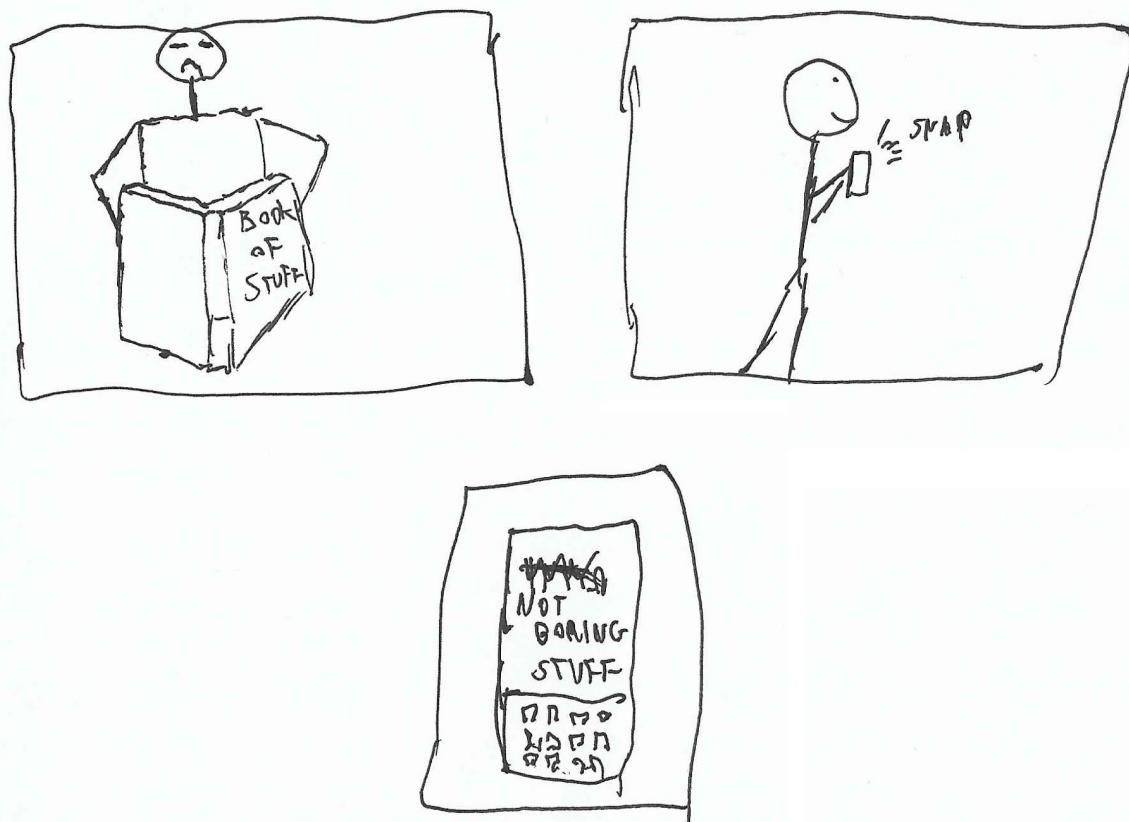
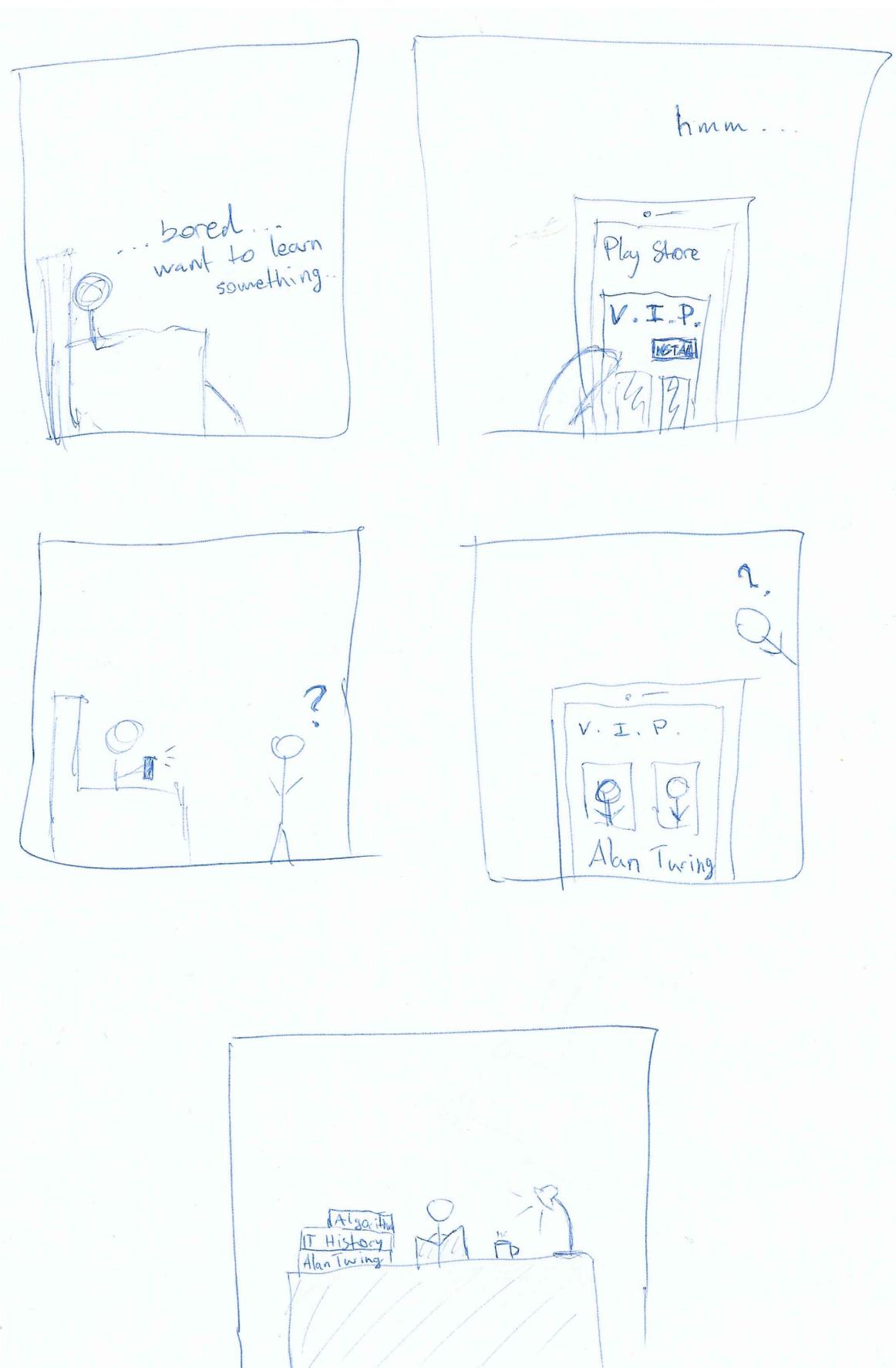


Figure 8: The Second Story (by Tommaso)



8 Wireframe

Make a wireframe representation of a set of related intermediate screen designs, corresponding to the usage/design scenario you used for the storyboard above. Show screen layout and navigation.

9 Conclusions

Write conclusions about what you have learned and progress in your project.