Sketching Exercise

Embedded Interface Design

with **Bruce Montgomery**

Learning Objectives

- Students will be able to…
  - Recognize sketching as a UI design approach
  - See in practice the benefit of multiple sketches

Sketching Exercise – Part 1

- Find a partner (or two if necessary)
- On a clean piece of paper, sketch a UI for Project 1
- Include
    - Current and average temperature display
    - Current and average humidity display
    - Button to request/refresh current temperature
    - UI to set and display alarms for low and high temperature or humidity levels
    - UI to show graph of last n values of temperature and humidity from timer-based requests
    - Label sketch with names of designers
- Raise hands when done (<10 minutes)

Sketching Exercise – Part 2

- Put the first sketch aside
- On a clean piece of paper, sketch a second UI for Project 1, making it different than the first, but still meeting the requirements below
- Include
    - Current and average temperature display
    - Current and average humidity display
    - Button to request/refresh current temperature
    - UI to set and display alarms for low and high temperature or humidity levels
    - UI to to show graph of last n values of temperature and humidity from timer-based requests
    - Label sketch with names of designers
- Raise hands when done (<10 minutes)

Sketching Exercise – Part 3

- Join in groups of two or three teams
- Vote on the two best designs of the groups
- Hand them forward

Sketching Exercise – Part 4

- Everyone votes for their two favorite designs from the final selections
- Put a checkmark on the paper of the two designs you like
- One checkmark per design, you can vote for your own

Sketching Exercise – Part 5

- The top two design teams get 2 Bonus Quiz Points each
- All submitting a sketch get 1 Bonus Quiz Point each

- All distance students may submit a pair of sketches for the bonus quiz point over the next week – an extra point may be awarded by the instructor for particularly solid work

Parallel Design

- This approach we just used is similar to one called Parallel Design [1], an example of a UX Design method.
- Allows a range of ideas can be generated quickly
- Cycling iteratively on this method allows best ideas from designs to move into final solutions
- Ideally, teams should have equivalent skills
- Clarity needed for fidelity of designs and evaluation approach
- Similar to a process known as a SixUp or a Six To One [2]

- We're not done sketching… ☺

References

[1] https://www.usability.gov/how-to-and-tools/methods/parallel-design.html
[2] http://blog.thiga.com.au/ux-design/how-to-run-a-6up