

**SLIIT – Faculty of Computing**  
**Human-Computer Interaction (HCI) Lab**  
**Module Code: SE2082**

**Semester: 2**

**Lab Sheet 4: Sketching for UX Design**

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**Lab Objectives:**

By the end of this lab, students will be able to:

- Understand the importance of sketching in the **early stages of UX design**.
  - Develop basic sketching skills to **visualize** ideas quickly.
  - Create **hand-drawn sketches** of user interfaces for a mobile banking app.
  - Use **sketching** to explore multiple design concepts and iterate on ideas.
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**Lab Activities**

**Activity 1: Introduction to Sketching**

**Discussion: Why Sketching is Important in UX Design**

Sketching is a fundamental step in the UX design process. It allows designers to visualize ideas quickly, explore multiple design concepts, and communicate their thoughts effectively. Here's why sketching is important:

**1. Quick Ideation:**

- Sketching is fast and low-cost, enabling designers to generate many ideas in a short amount of time.
- It helps in brainstorming and exploring different solutions to a problem.

**2. Early Feedback:**

- Sketches can be shared with stakeholders, team members, or users early in the design process to gather feedback.
- This helps identify potential issues before investing time in high-fidelity designs.

**3. Focus on Functionality:**

- Sketches focus on layout, structure, and user flow without getting distracted by colors, typography, or other visual details.
- This ensures that the design is functional, and user centered.

#### 4. Iterative Design:

- Sketches are easy to modify, allowing designers to iterate quickly and refine their ideas.
- This iterative process leads to better design solutions.

#### 5. Communication Tool:

- Sketches help designers communicate their ideas to developers, stakeholders, and team members clearly and visually.
- They serve as a common language for discussing design concepts.

### Activity 2: Sketching Basics

#### Task:

**Practice** sketching basic UI elements (e.g., buttons, text fields, navigation bars).

### Activity 3: Sketching Your Mobile App

The following is an example of screens and descriptions for an **accommodation mobile app**.

#### 1. Home Screen

- **Purpose:** The main screen users see after logging in. It provides an overview of available accommodations and quick access to key features.
- **UI Elements to Sketch:**
  - Search bar (e.g., “Search hotels, apartments, or homestays”)
  - Featured or recommended accommodations carousel
  - Quick filters (e.g., “Near Me,” “Top Rated,” “Budget-Friendly”)
  - Navigation menu or bottom navigation bar (Home, Bookings, Favorites, Profile)
- **Design Task:** Sketch **three different design concepts** for the home screen.

#### 2. Login Screen

- **Purpose:** The screen where users sign in to access their profile, bookings, and saved accommodations.
- **UI Elements to Sketch:**
  - Text fields for “**Email/Username**” and “**Password**”
  - **Login button**
  - **Forgot Password link**

- **Sign Up button** for new users
- Option for **social logins** (e.g., Google, Facebook)

### 3. Booking Screen

- **Purpose:** The screen where users book an accommodation.
- **UI Elements to Sketch:**
  - Date selector for check-in and check-out
  - Guest selector (number of adults/children)
  - Room or accommodation type dropdown
  - Price summary
  - **Confirm Booking button**

### 4. Booking History Screen

- **Purpose:** The screen where users view their past and upcoming bookings.
- **UI Elements to Sketch:**
  - List of bookings with **details** (name of accommodation, location, dates, and price)
  - Filters (e.g., **upcoming**, **past**)
  - Search bar to find specific bookings
  - Option to **cancel** or **modify** upcoming bookings

### 5. Payment Screen

- **Purpose:** The screen where users make payments for accommodations.
- **UI Elements to Sketch:**
  - Price breakdown and total
  - Payment method options (credit card, debit card, mobile wallet, etc.)
  - **Pay Now button**
  - Payment confirmation message or summary

### 6. Settings Screen

- **Purpose:** The screen where users manage their app settings.
- **UI Elements to Sketch:**

- Notification preferences (e.g., booking alerts, promotions)
- Payment preferences
- Toggle switches for location or privacy settings
- **Save/Apply Changes button**

## 7. Onboarding Screens (Optional)

- **Purpose:** Introductory screens that guide new users through the app's features.
- **UI Elements to Sketch:**
  - Welcome message (e.g., "Find your perfect stay easily")
  - Short descriptions of key features (e.g., "Book your stay instantly," "Track your bookings in one place")
  - **Next and Get Started buttons**

## 8. Profile Screen

- **Purpose:** The screen where users view and edit their personal details.
- **UI Elements to Sketch:**
  - User profile picture
  - Fields for name, email, phone number, address, etc.
  - **Edit or Save button**
  - Option to manage linked accounts or payment methods

### Task:

Write descriptions of your **selected app's screens**, focusing on the specific **functionalities** related to your topic.

## Activity 4: Sketching Screens

### Task:

- Sketch the **screens** for your chosen topic, and consider creating multiple **design variations** for the Home Screen or other key screens **if applicable**. Use **paper and pencils or pens** for your sketches.
- Iteratively **refine** your sketches by incorporating group feedback.

**Submission Requirements:**

Each group must submit:

1. Scanned images of **Hand-drawn sketches** of three design concepts.
2. **Final** refined sketch.
3. Short reflection on the sketching process.