

# Best Practices for Sketching

While sketches are often considered to not be technically prototypes, they can be extremely helpful for making decisions. They are incredibly easy to create and even easier to discard. Sketches help us make our abstract ideas easier to communicate. We don't need any artistic skill to sketch well, so this is a great tool for designers and non-designers alike.

## When to Use Sketches

- Use sketches in the early, divergent stages of your design process.
- Sketch out your rough ideas so you can discuss them with team-mates.
- You can sketch diagrams and mind maps in order to illustrate a system, process, or the structure of your ideas. Diagrams allow you to see the different moving parts in your ideas, how they complement (or sometimes even compete) with one another.
- Sketches can help you flesh out how your idea(s) can be implemented with all the parties involved, so you can evaluate its (or their) feasibility.
- Sketch the touchpoints that affect a user's journey, and then identify how they relate to one another.



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# Best Practices and Tips for Sketching

- Always sketch out your ideas, rather than store them in your head! Design thinking emphasizes a bias towards action. Whenever you have an idea, sketch it out, no matter how silly it seems—you will be able to evaluate it much better when it's on paper rather than in your head.
- Use the right amount of detail: Remember that a sketch should be rough and quick. Don't spend extra time adding details that are not required for your quick sketch.
- Draw diagrams to map out complex ideas or use cases, where many factors and players affect one another. Journey maps, behavior maps, system flow diagrams and a range of other mapping methods are at your service to help you scope out complex situations.
- Invite team-mates to join in your sketching sessions, when appropriate. Because sketches are so easy to create, they are great opportunities for you to involve other stakeholders in the design process.



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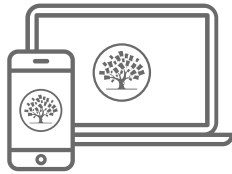
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