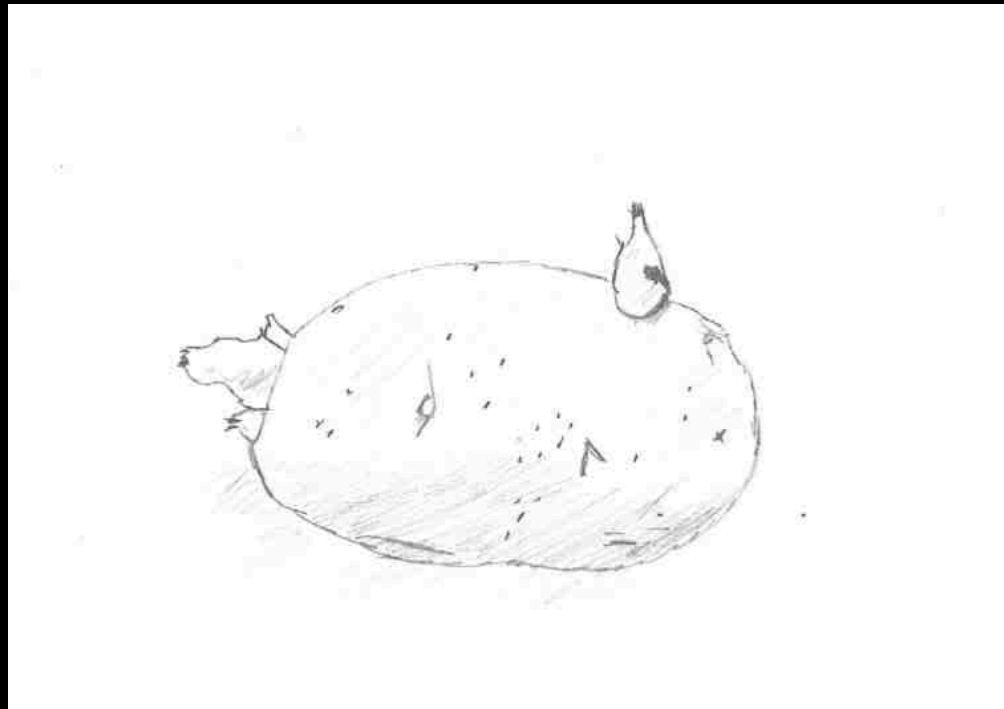# Sketching User Interfaces

Sli.do

- Event id: #L584

Sketching Basics

- Sketch in pencil or pen
  - Balance permanency with erasable lines
- Hold your pencil how you feel most comfortable
  - Grip enables different ranges of motion and different kinds of control

Grips and Angles

- Holding your pencil at a 45° angle gives good control but a limited range of motion
- Holding your pencil at 20° angle gives a wider range of motion

Pivoting and Anchoring

- Pivoting from the wrist may feel more familiar, but pivoting from the elbow gives a much greater range of movement

Dynamic Grip

- Depending on what you are drawing, you need to adjust your grip, the position of your pencil, and how you pivot your hand

- Drawing lines in motions that move **away** from your body will give the best results

Lines

- Straight lines are most easily created when pivoting from your elbow
- Curved lines can be created using the elbow OR a 20° grip, depending on the shape of the curve needed
- Jagged or short lines can be achieved with a 45° grip and anchoring at the wrist

Light and Dark

- Dark lines are more easily achieved with a grip at 45°

- Light lines are more easily achieved with a grip at 20°

Gaze

- Drawing quality lines also depends on gaze
  - Keeping gaze constant between two points, rather than following your hand, will produce neater lines

Handedness

- In general, right handed people should sketch from left to right and left handed people should sketch from right to left

Why is this important?

- A way to generate ideas and test many ideas quickly

- Another way to express and communicate your ideas

- Often drawing a quick example or diagram is the best way to express a complex concept
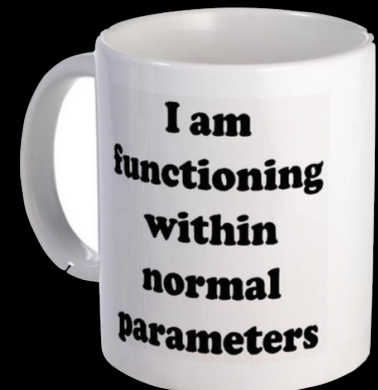
Questions?

SKETCHING RAIN

SCOTTISH RAIN

Today

- We'll be sketching personas, scenarios, and ideas for the following problem:
  - A mug does not provide much information to the user about its contents. We want to design a smart mug that can be useful for tea drinkers in an office environment.

Inspiring Ideas?

User Personas

- Describe archetypal users and their behaviours into a profile that can inspire design
  - You can't design for *everyone*
- Roughly a page or shorter
  - Name
  - Photo/sketch
  - Narrative
    - Key relevant features of life, goals, and behaviours

User Persona: Jane

Jane is an academic with a rather untidy office. She works a busy schedule full of research, teaching, administration, and volunteering for her research community. She drinks a lot of caffeinated beverages at her desk.

Knowledge Performance studies and theatre design

Activities Community activism, tennis, and local theatre

Influences Contemporary theatre and immersive experiences

Format from: Universal Methods of Design, Bella Martin and Bruce Hanington

Create a Persona

- Work in pairs or individually
- Choose a name for your persona
- Write out a short description of their life, goals, and behaviours relevant to office tea drinking
- Sketch them

Scenarios

- Identify potential users, their common tasks, and the context where interaction will occur

- Identify users' goals and the steps needed to achieve the goal

- Identify steps to be completed by the user and the system

Scenarios

- Develop a range of scenarios to cover common and uncommon usages

- Include easy and hard goals

- Write out a short story with visuals and sketches to add detail

Scenario 1: Jane

Jane is an academic and needs caffeine to be productive at work. She makes her tea with boiling water, but can't drink it until it cools down. She wants a way of knowing if her tea is the optimum temperature before burning her tongue or having an unpleasant sip of cold bitter tea.

Scenario 2: Jane

Jane is untidy and leaves numerous cups of tea on her desk, but she usually can't remember which one is her fresh cup of tea. She wants a way to know if her tea is fresh or not so she doesn't accidentally sip a rotten cup of milky tea.
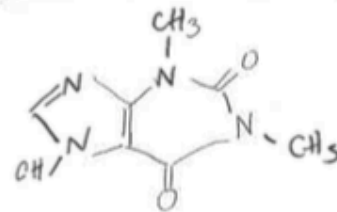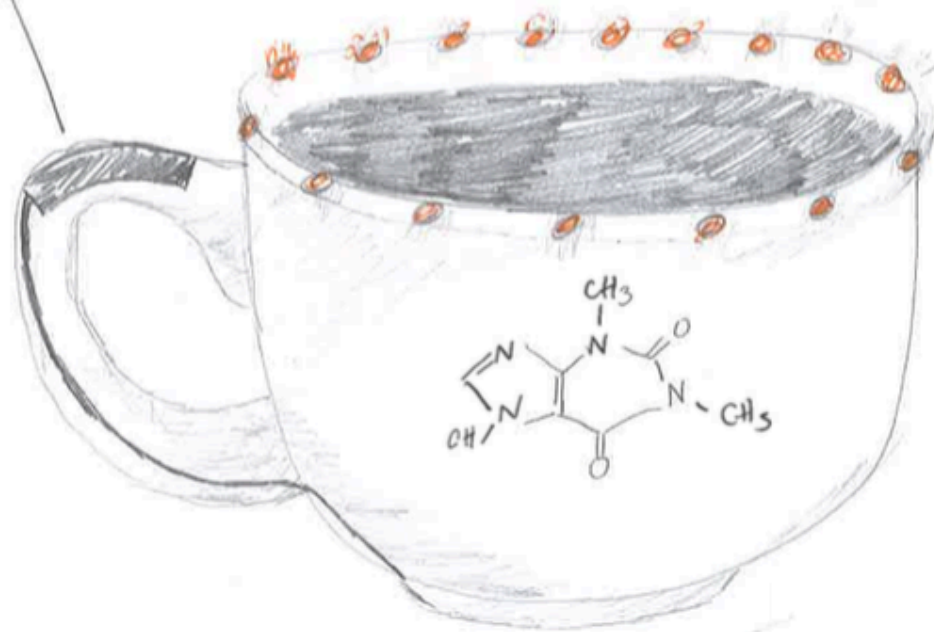
Write a scenario for your persona…

- A few sentences describing how they might use an interactive tea mug

- Draw a sketch of what this might look like

Inspiring Ideas?

For Thursday…

Quantifying user research

   Read Chapter 2

If the stats feel unfamiliar…

   Brush up on the basics with the crash course

Questions?