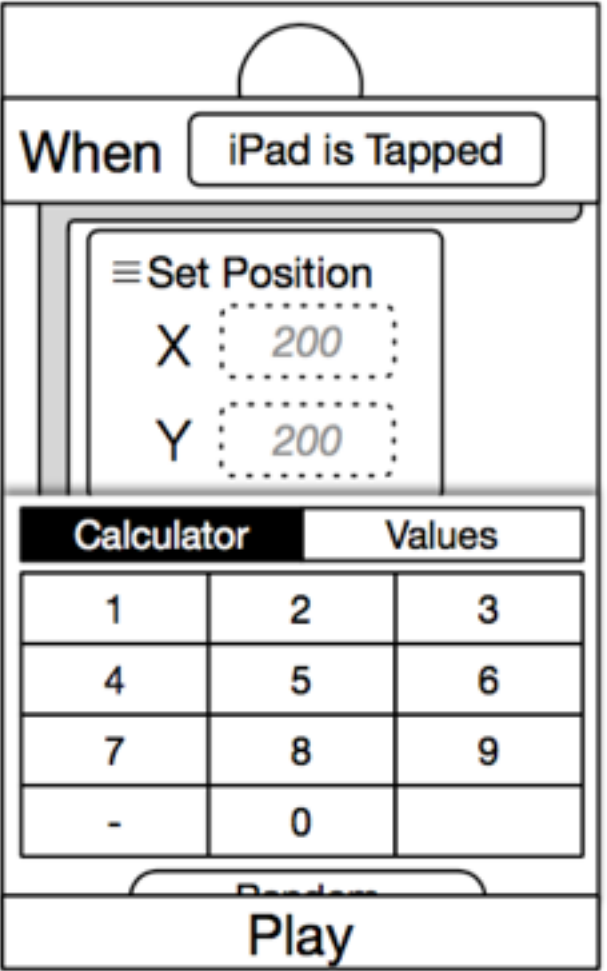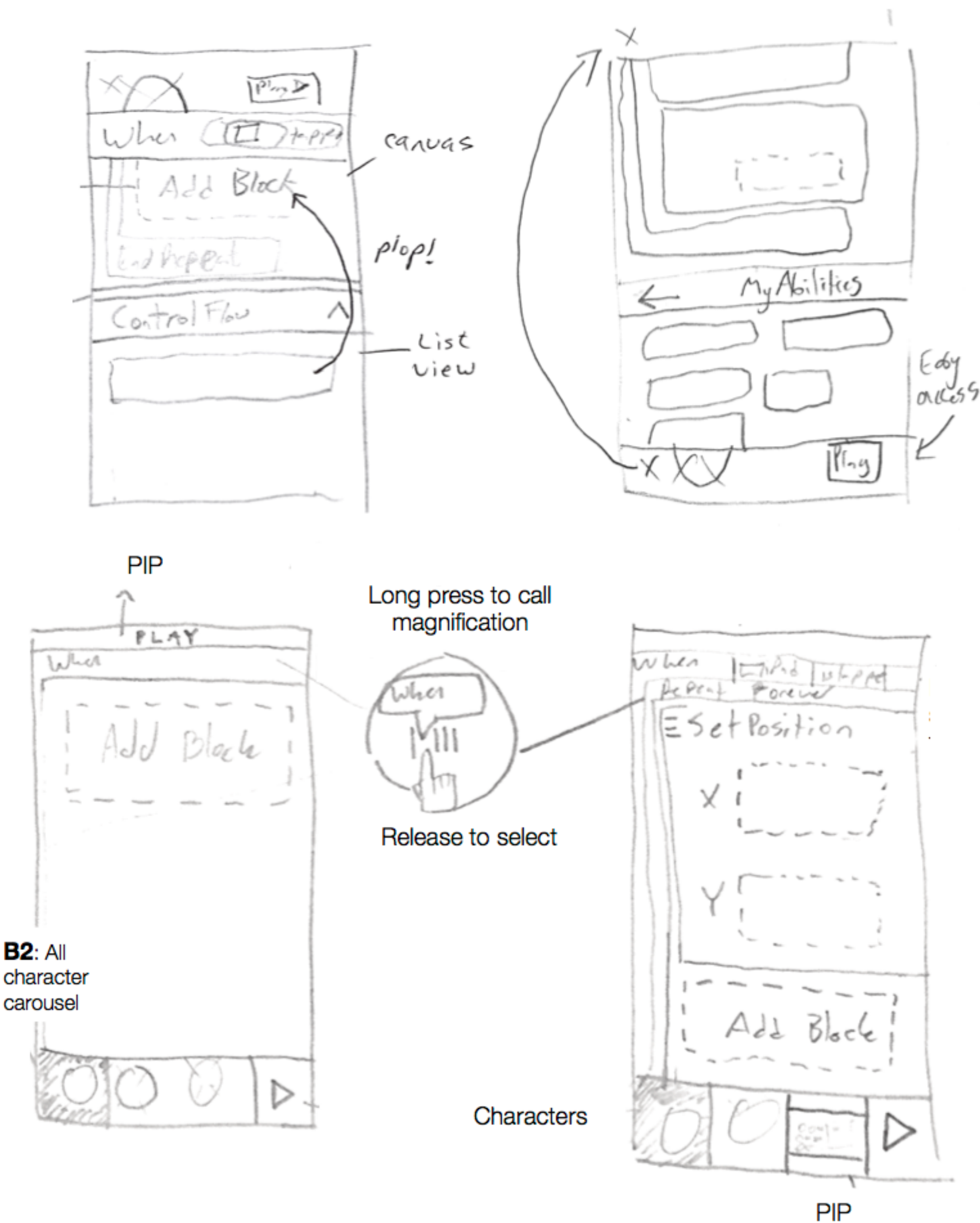# Lo/Med Fi team sketching sessions

Visualizing ideas is a designer's job. Most of my work begins with sketching LOTS of ideas and following it up with a round of simple testing.

At Plated and Aftonbladet I ran sketch sessions with both technical and non-tech teams to get everyone involved at early stages. The result was a unified vision across teams.

... x (last touch x - 10)
y (last touch y - 10)
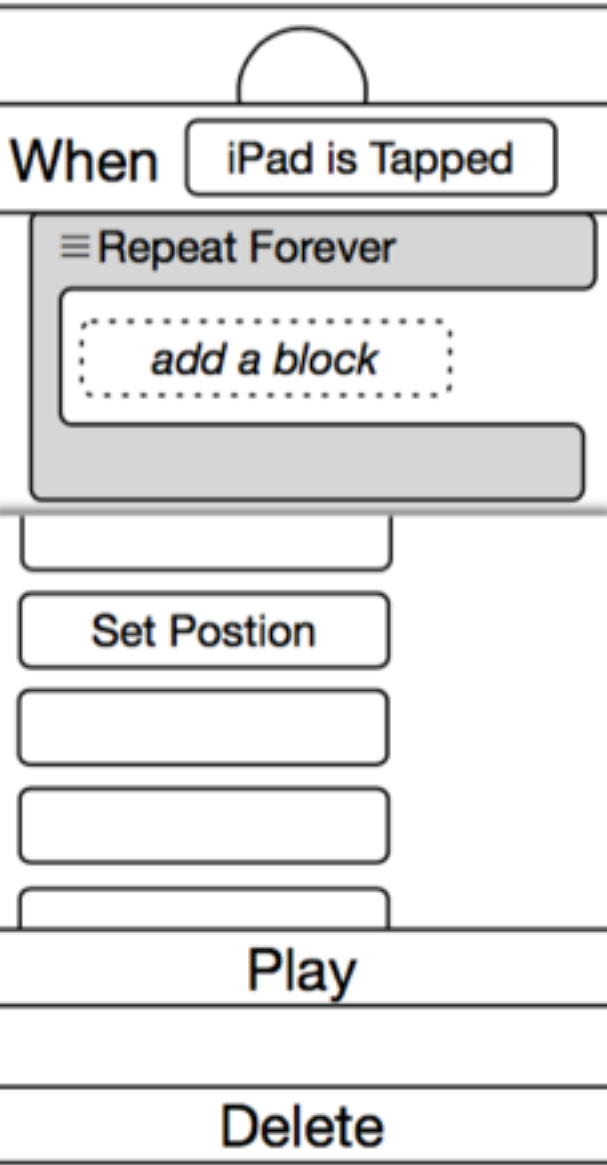
Raising fidelity with shared tooling

To begin at higher fidelities building out tools to make use of realized design systems speeds up ideation. These tools keep work consistent and help express abstract interactions quickly.