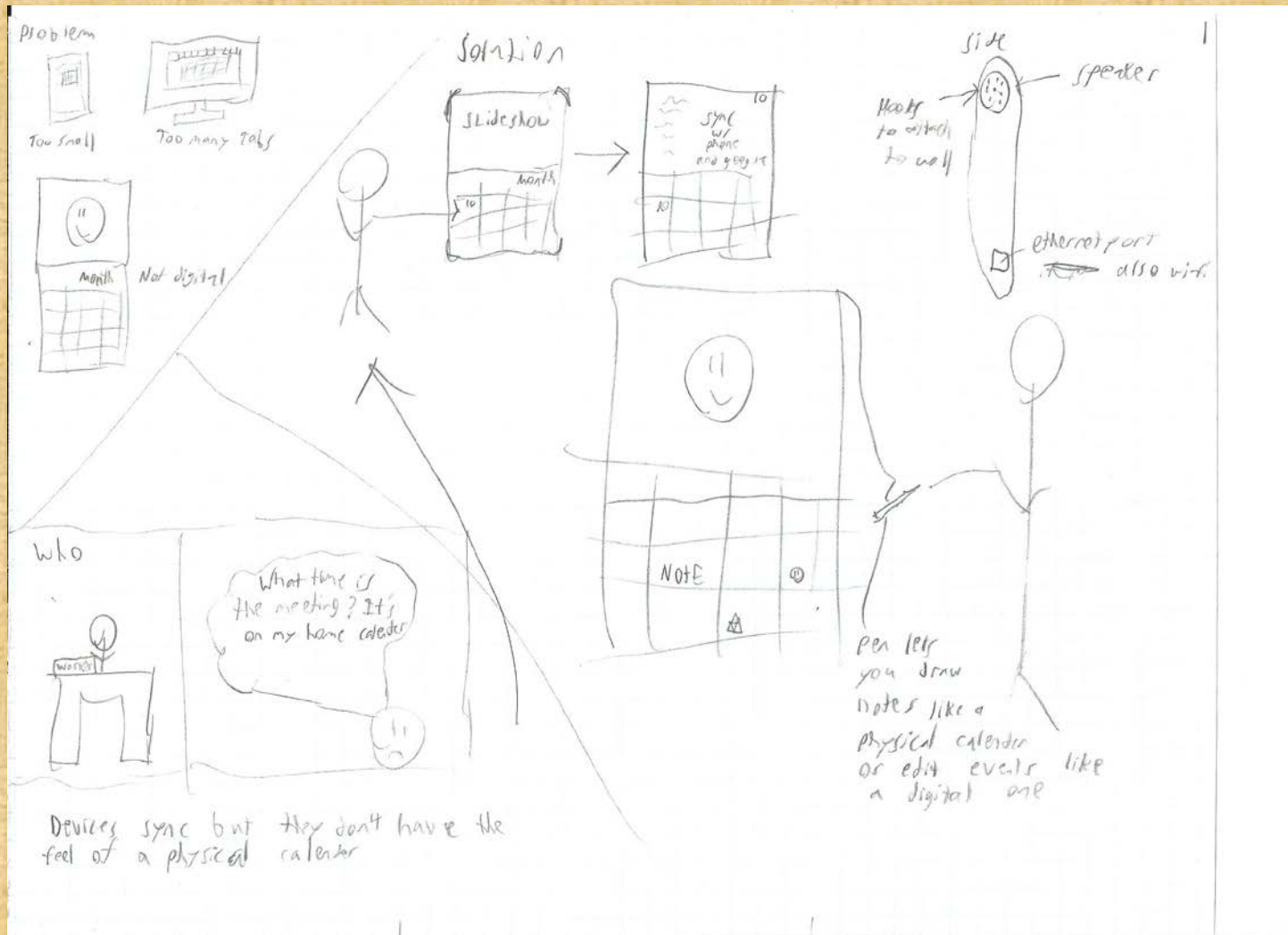


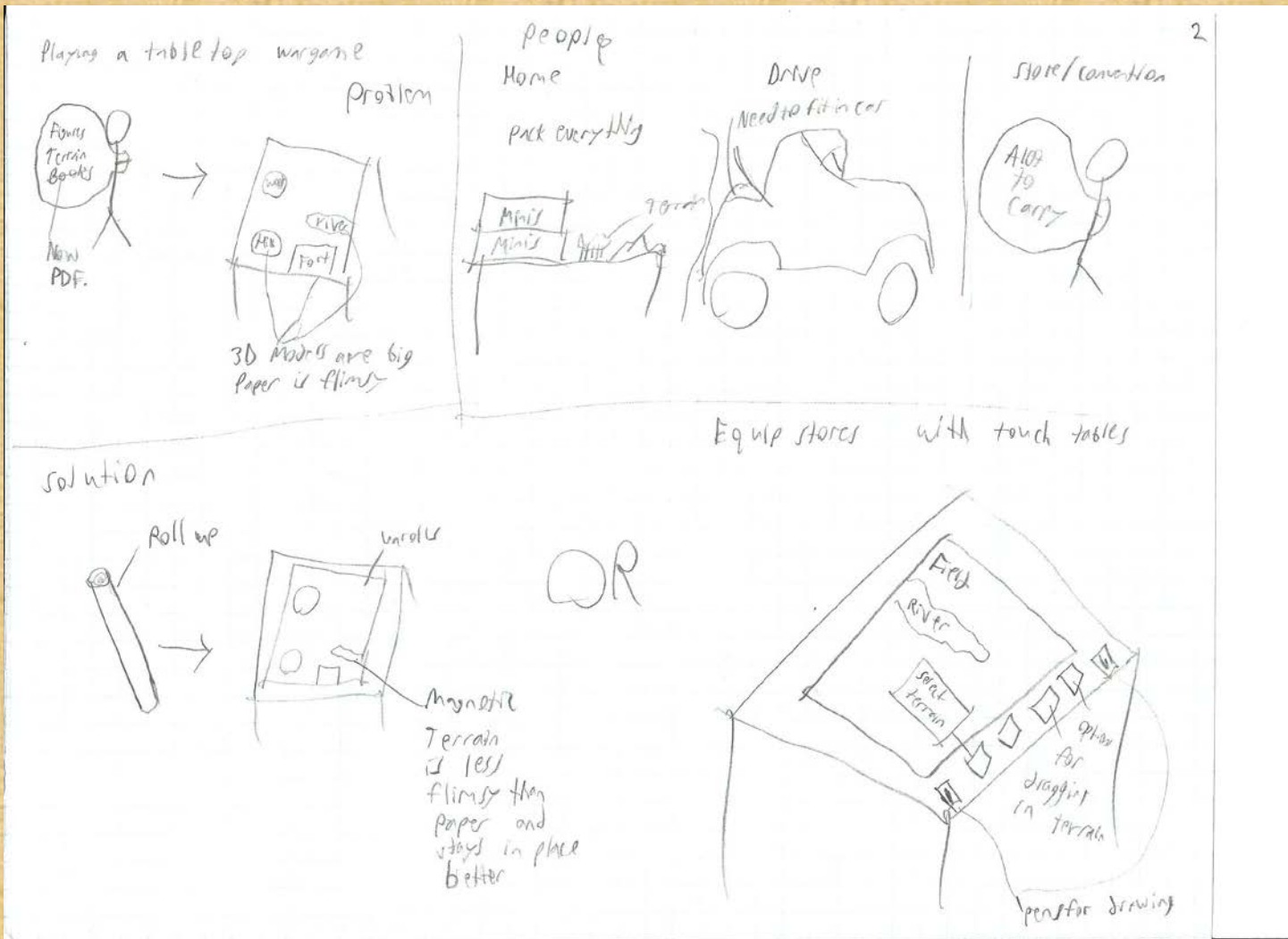
Assignment 1

Sketching User Experience

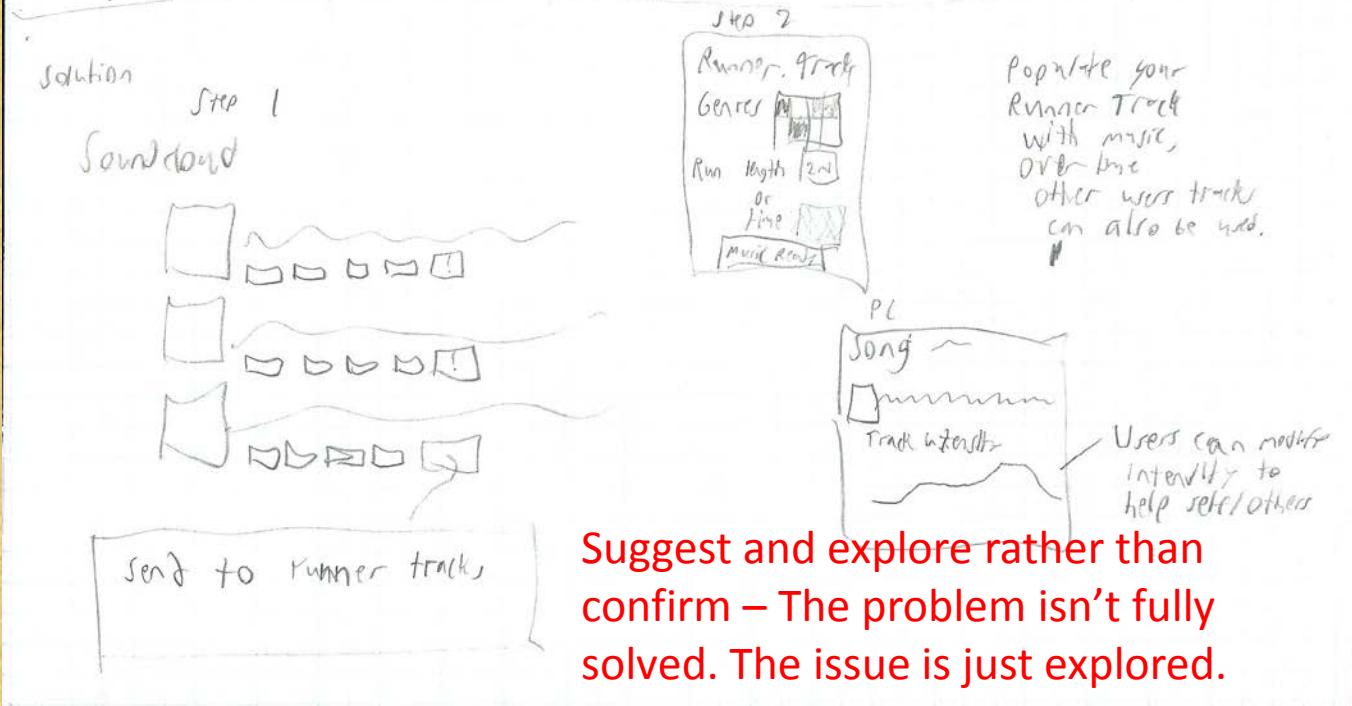
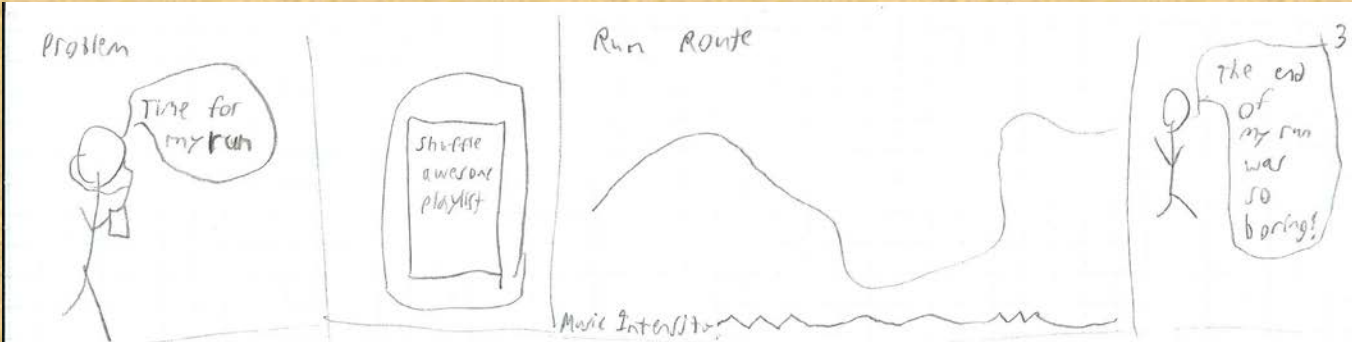
Alex Goldberger



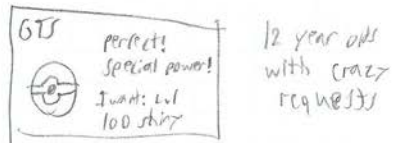
Plentiful – The front-view sketch is accompanied by a side-view sketch. Not very plentiful, but more so than others.



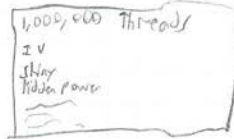
Appropriate degree of refinement – The rolled up mat and the touch table are simple ideas and drawings. The ideas and the sketch are not refined yet.



Pokemon Trading Current options



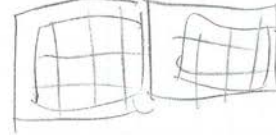
12 year olds with crazy requests



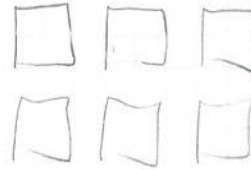
there are too many threads to sort

Ambiguity – The ideas at the end aren't clear. It will require more thought to turn the metaphor into a real design

What works in MTG binders!

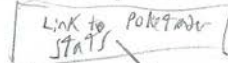


On forum or on a new site make a binder of your trades



Each person has a binder to show off what they have and a request section showing what they want

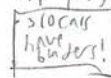
Forum Signature



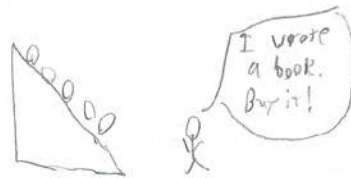
STATS show ratings of previous trades

- Honesty 1-5
- Variety 1-5
- Helpfulness 1-5

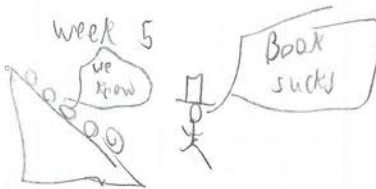
Mobile or DS app pings nearby people and brings up their binder



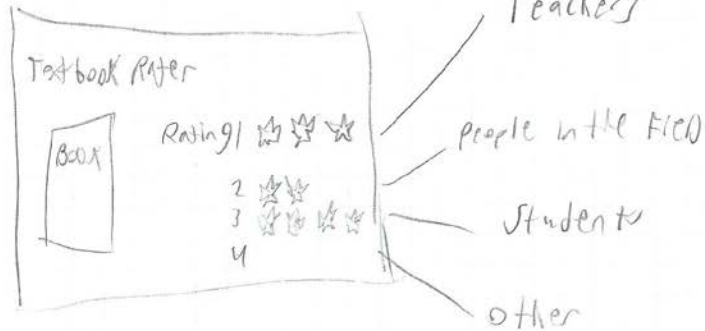
Teacher goes to talk → discovers textbook



5 months later
Day 1 week 1



Solution



Rating based on:

Read: NOT skimmed
 Read multiple times cover to cover

Enjoyed 1-5

Learned 1-5

Recommended for fun 1-5

Recommended for learning 1-5



Cosplay



Time to find source pictures!

Google Images



PROBLEM
30min scrolling



Source Fan-made

Google previous costumes



Bad Bad Good

PROBLEM - How did they do that?

web site

Search by: Fandom
Character
Gender
Age
costume difficulty

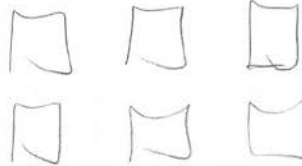
Search: MARIO

Filter:

Source Pictures

Fan Art

Costume



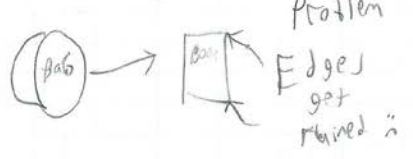
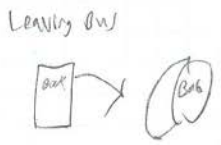
Rate Fan art for use

Rate costumes for difficulty

Leave instructions on how you made yours

~~possibly find~~

etsy links
or Joann's
links for materials

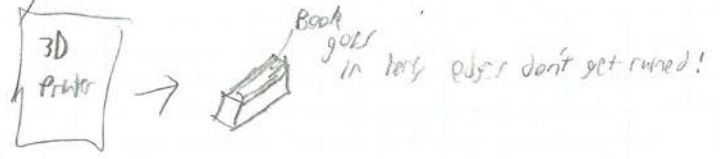
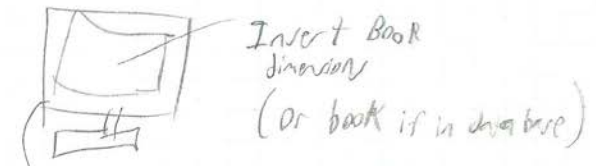


solution



Problem: All books are different sizes

Solution in solution: 3D printing!



Disposable – I am often reminded of this idea, so the physical sketch is disposable. I don't need it to remember and the idea isn't extremely valuable to me.



No room to park!

The lines are hidden in the winter!

Winter parking

PROBLEM

Solution:

Visible lines:

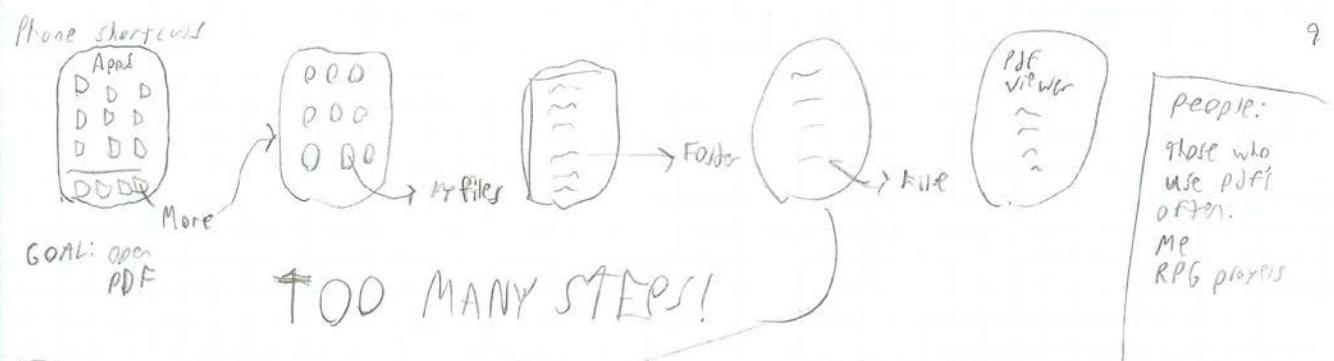


If everyone can see the lines, they will park better!



HEAT

Inexpensive – Like most of these sketches, these cost a page of graph paper and some lead.



Phones need windows "shortcuts"] Metaphor



Distinct Gesture – These are open and very far from an engineering drawing. The phone doesn't even have a border around the screen.

Crochet pattern

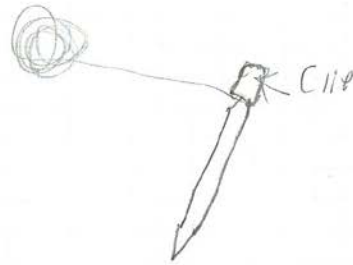
10



Clear Vocabulary –
Stick figures and
jagged lines make it
clear: this is a sketch

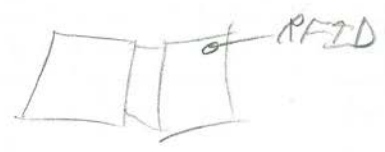
Solution

keep them secure
with no knots

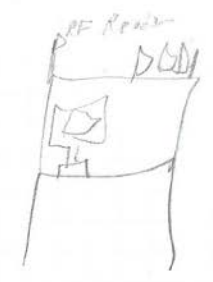


No knots
Easy to secure and remove

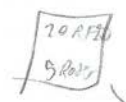
where are the books?



Quick – This only took about a minute to draw and annotate



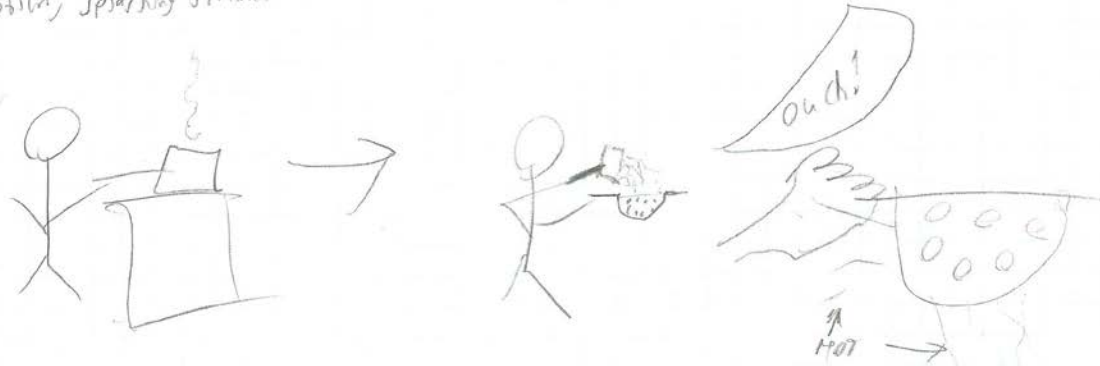
Never lose your books!



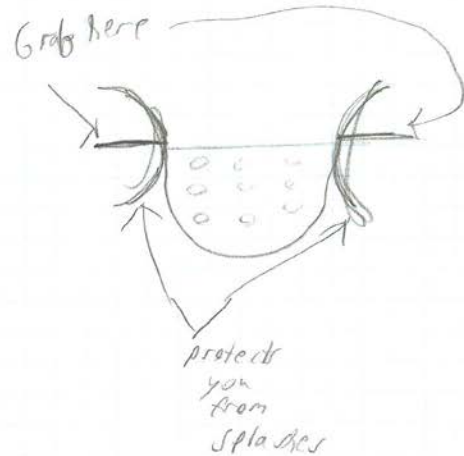
Links to site/APP for sharing book with friends

Problem, Splashing Strainer

12



Solution

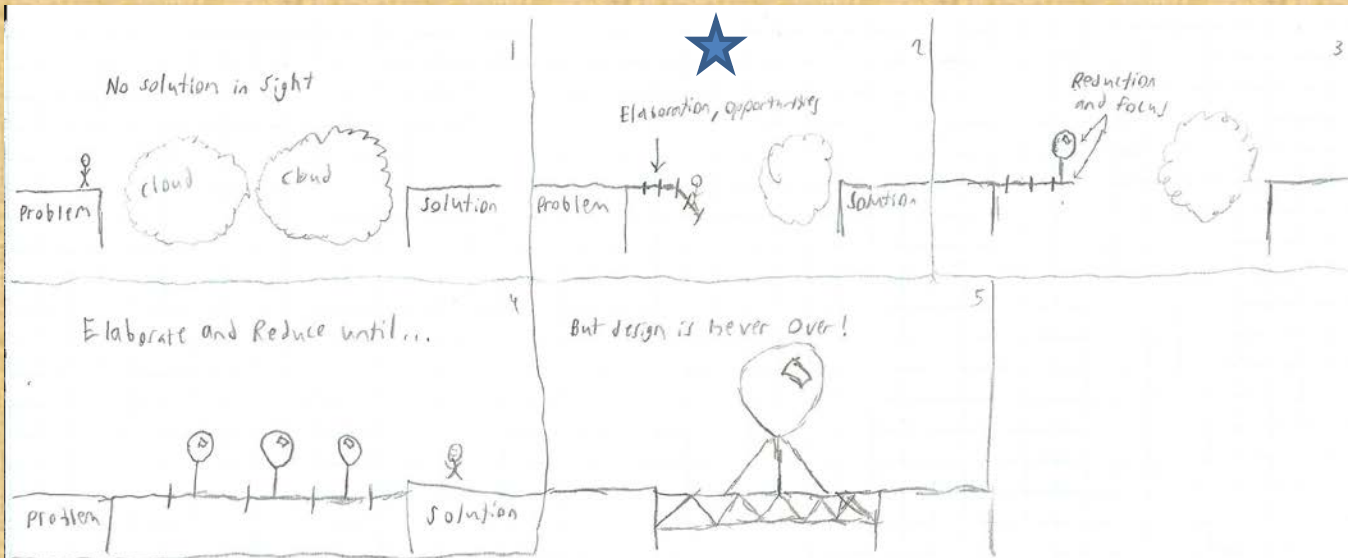


Timely – This sketch could be provided in a few seconds with paper and pen

Minute Detail – I put in only as much detail as was needed to get the problem/story and solution across

The Design Process

- Design is about keeping everything in check. You always want to be moving towards the solution, so often check to make sure you are doing so in the best way. Start with a problem and make a plan to solve it. Then work with those plans to find if they work or if they are the stepping stone to a more refined plan. As you elaborate and expand a plan, check yourself and your scope. Reduce your plans if you are getting too far from the problem's solution. First focus, then you can consider expanding opportunities. Keep plans simple, and be prepared to compromise.
- In the next slide is my sketch and a description. Remember sketches are ambiguous and need explanation or a social environment in which they will see interaction.



Box 1

You begin with a problem. There is a solution, but the way to get there is clouded.

Box 2

To bridge the solution and problem, you begin expanding, placing each piece you feel will get you closer to the solution. You elaborate and seek new opportunities but if you're not careful, you might stray from the solution

Box 3

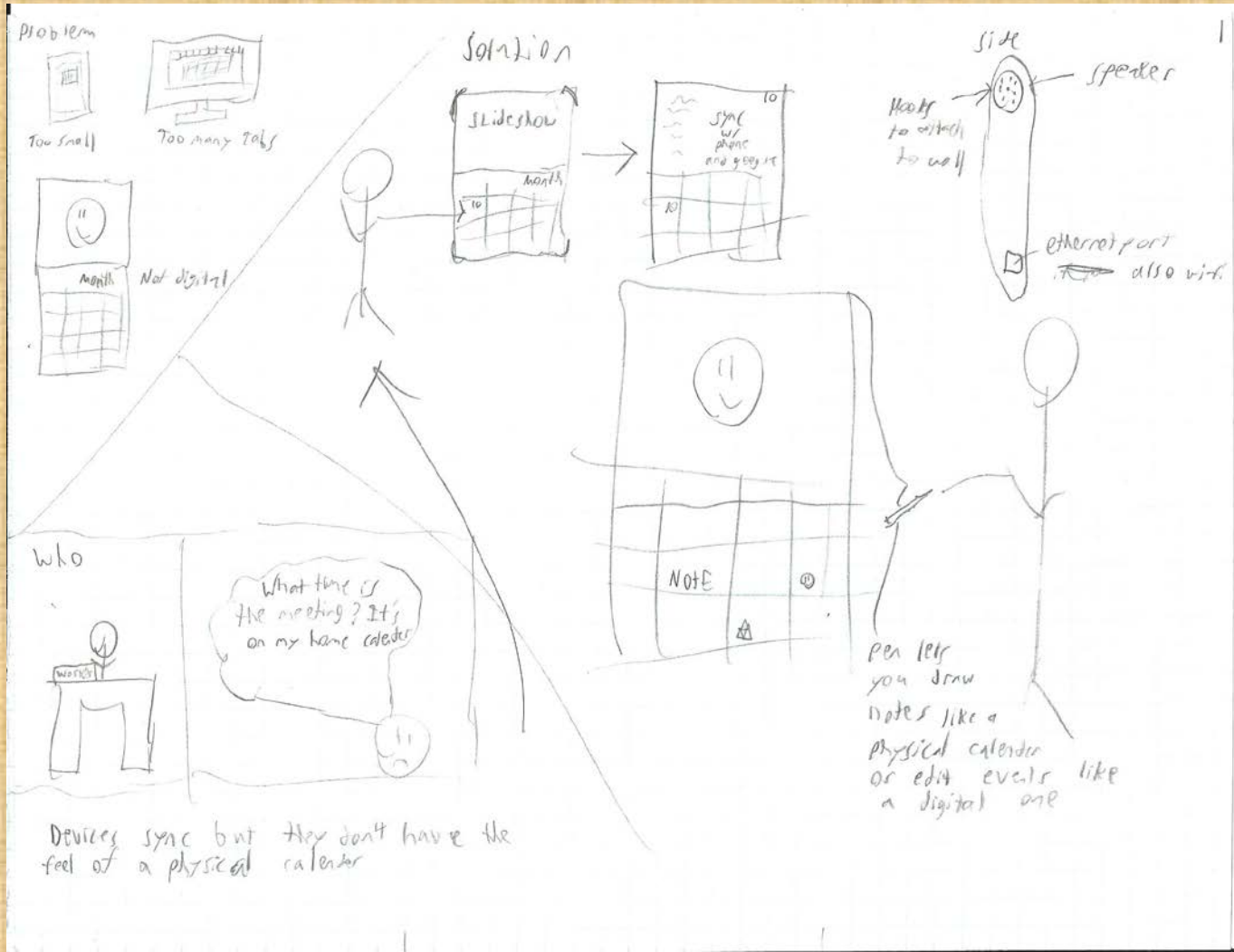
Take the time to reduce your project and focus on the goal. Let some opportunities go and make sure you are ready to begin expanding again.

Box 4

Continue to elaborate/expand, check yourself, and reduce until you find yourself at a solution.

Box 5

Design is never over! Remember you can often go back and improve your project more. Seek more opportunities and look for ways towards a simpler solution. There is no "perfect" design, so only stop designing when the world comes knocking and needs whatever you can give it.



I think this sketch shows an idea that is interesting and may be valid. Assuming people still use physical calendars to record events/agendas. The other people who might use it are those who miss having a wall calendar and have lost the wall-hanging calendar to technology.