

Sketching Continued

COSC 480: User-Centered Design

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T4: Requirements & Models

Due this Saturday by 11:59pm (PR4 by Monday)

1. Optional: Revise your System Concept Statement
2. Define requirements (user story format)
3. Define user profiles
4. Create journey maps
5. Create concept map
6. Write reflection & list contributions

Syllabus Update

- T1: Team Work Agreement (1%)
 - T2: Project Proposal (3%)
 - T3: Contextual Inquiry (5%)
 - T4: Requirements (4%)
 - T5: Models (4%)
 - T6: Wireframes (4%)
 - T7: Low-Fi Prototype (5%)
 - T8: User Testing (6%)
 - T9: Hi-Fi Prototype (10%)
 - T10: Final Presentation (8%)
- T1: Team Work Agreement (1%)
 - T2: Project Proposal (3%)
 - T3: Contextual Inquiry (5%)
 - T4: Requirements **& Models (5%)**
 - T5: Wireframes (**5%**)
 - T6: Low-Fi Prototype (5%)
 - T7: User Testing (6%)
 - T8: Hi-Fi Prototype (10%)
 - T9: Final Presentation (**10%**)

Group Work Guidelines

- Have respect for each other
- Everyone does an equal amount of work
- Shared understanding of goals to be achieved
- Be open to compromise
- Communicate effectively
- Manage time well

T1: Team Work Agreement

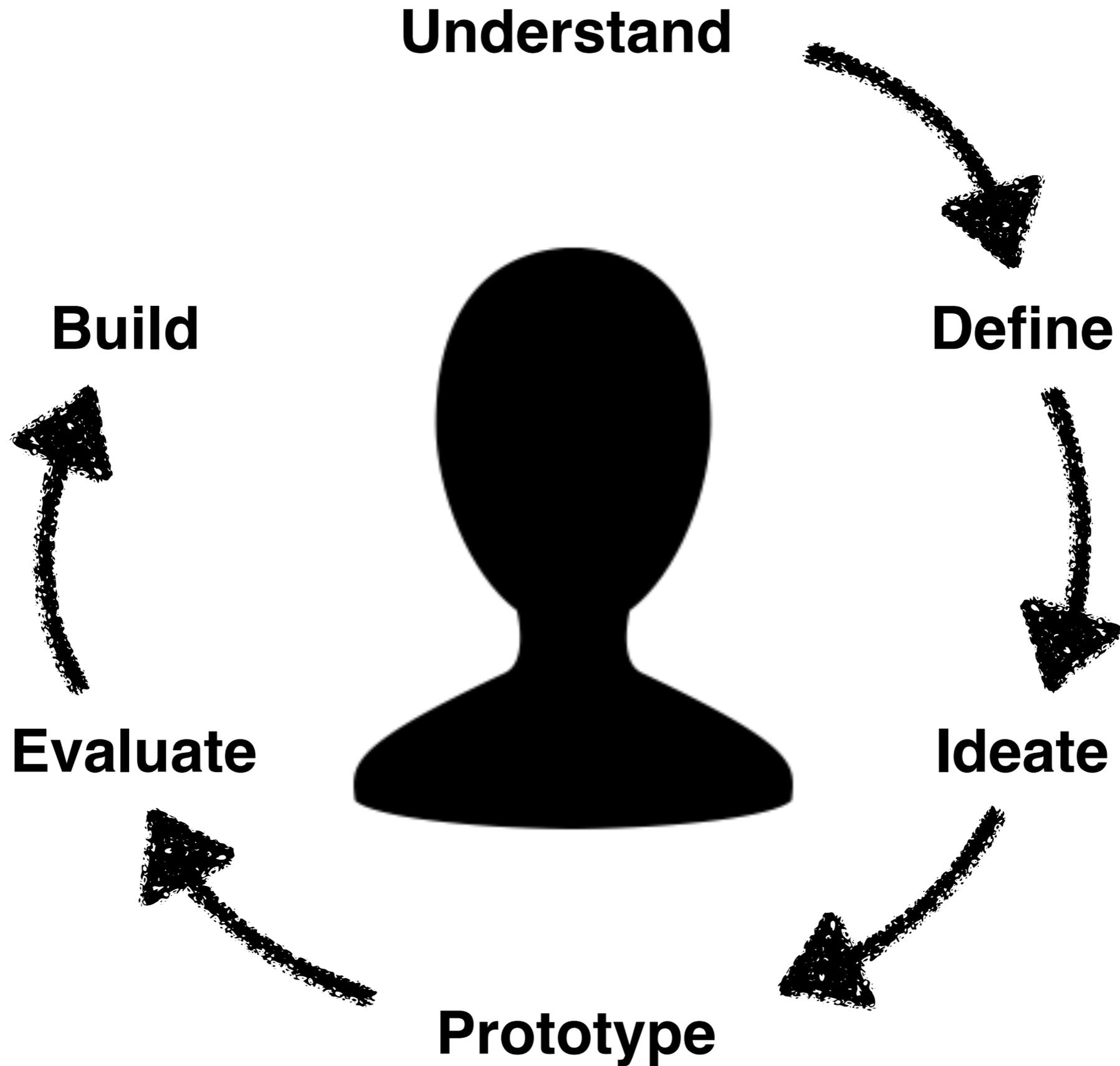
Review as a team and revise if necessary

1. Team Name
2. Availability
3. Communication & Coordination
4. Contact Information
5. Expectations

Team Meetings

- Each group will meet with me over the next week to discuss team progress and work so far.
- Schedule your meeting at: <http://doodle.com/poll/innexrbdkrg6cg9y>
 - One doodle response per group
 - I will email you to confirm your appointment

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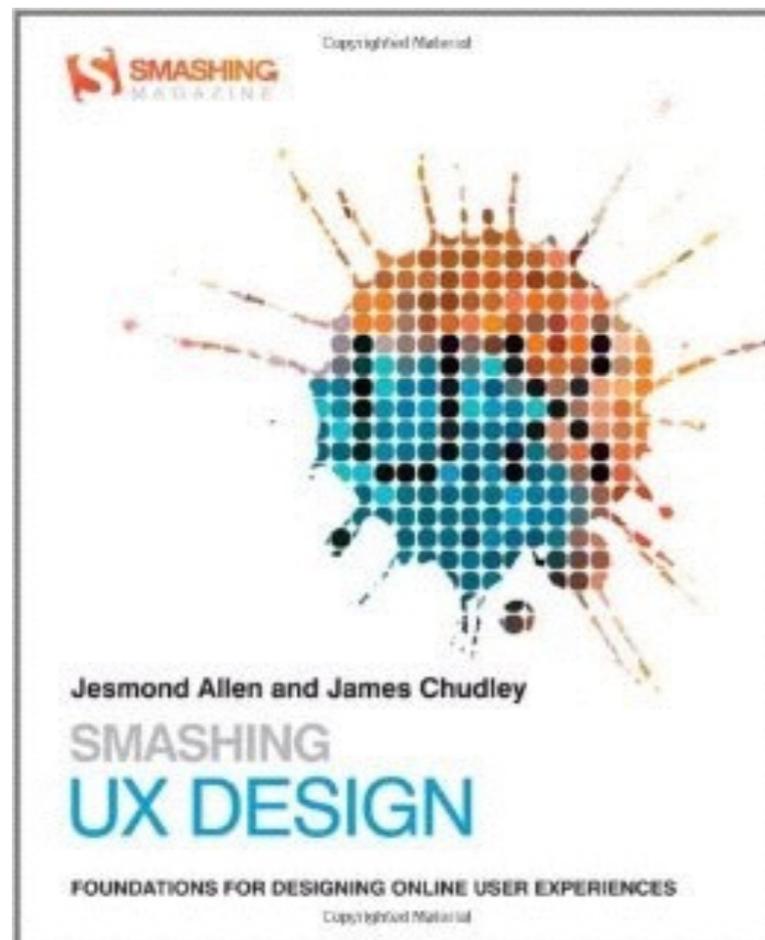




Jesmond Allen
Freelance UX Consultant



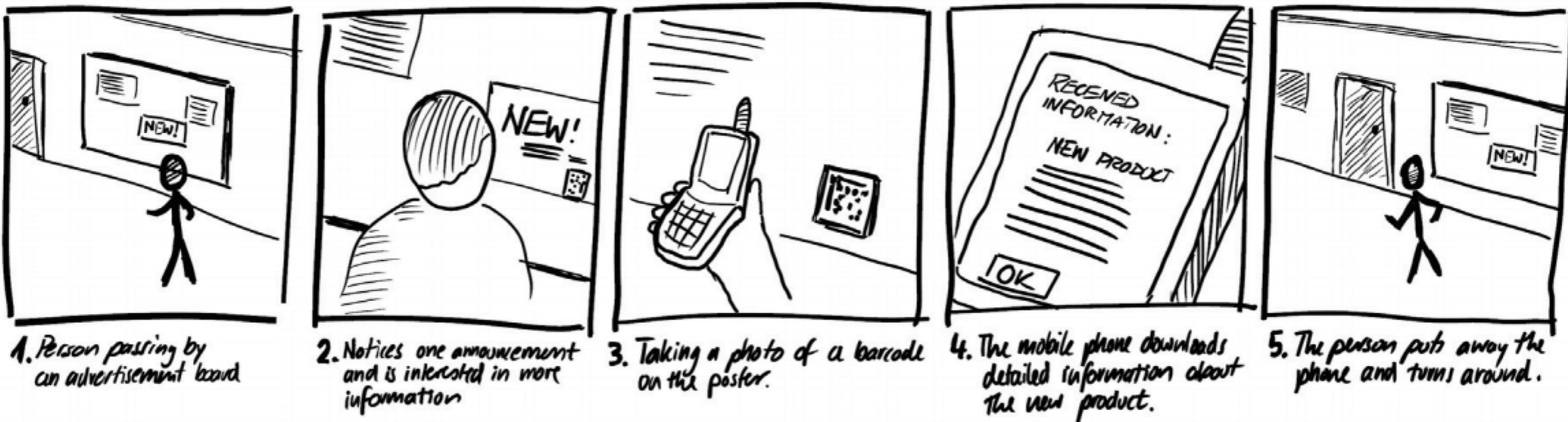
James Chudley
UX Director @cxpartners



Chapter 16: Using Sketching to Generate and Communicate Ideas

Storyboard Sketches

- The narrative storyboard tells a story about an interaction context, including:
 - The physical environment
 - The actions of people
 - Events that unfold over time





**Extreme long shot
(wide shot)**

A view showing details of the setting, location, etc.



Long shot

Showing the full height of a person.



Medium shot

Shows a person's head and shoulders.



Over-the-shoulder shot

Looking over the shoulder of a person.



**Point of view shot
(POV)**

Seeing everything a person sees.



Close-up

such as showing details of a user interface on a device the person is holding.