

# 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

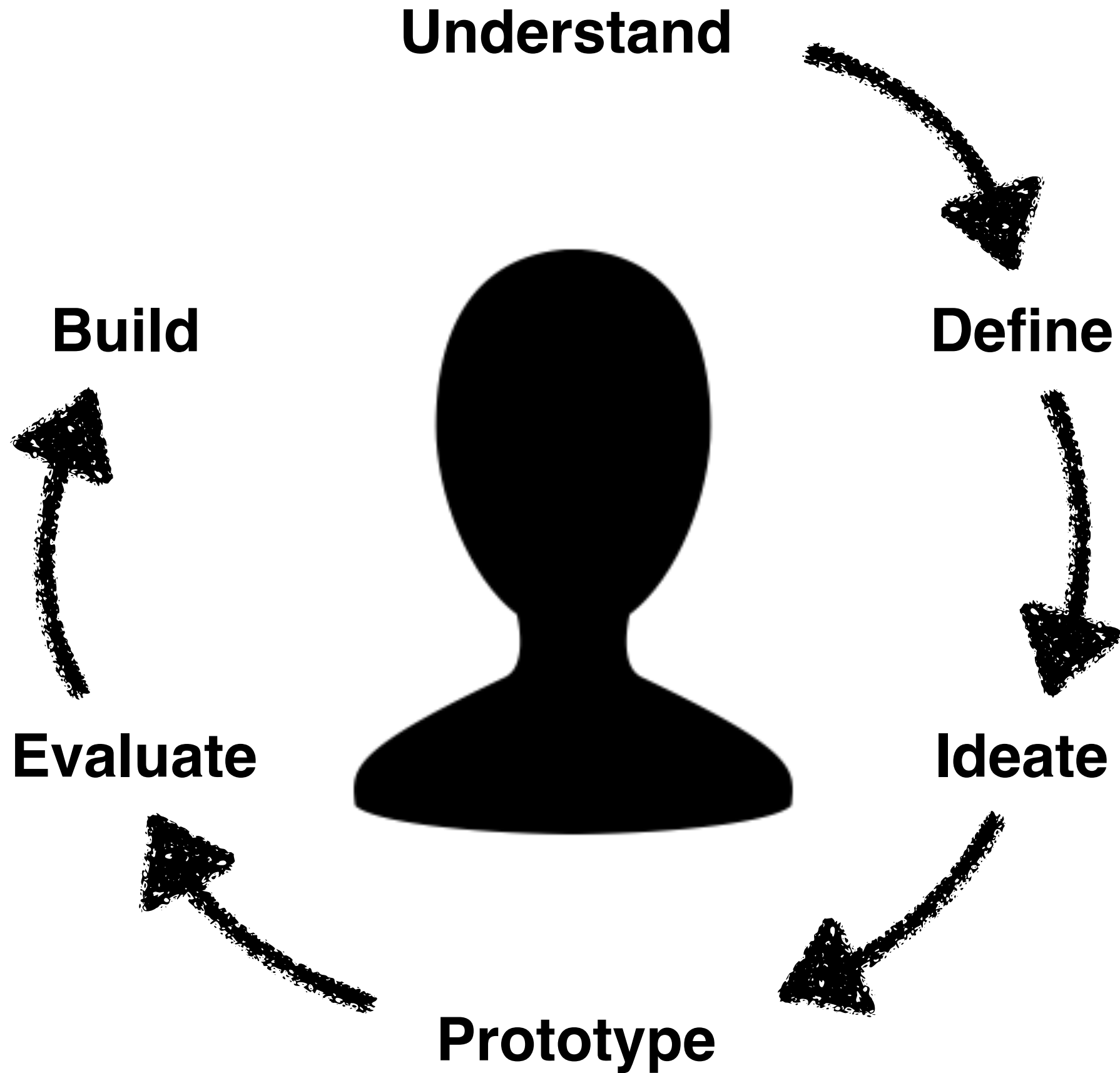
**Review as a team and revise if necessary**

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

# Sketching Continued



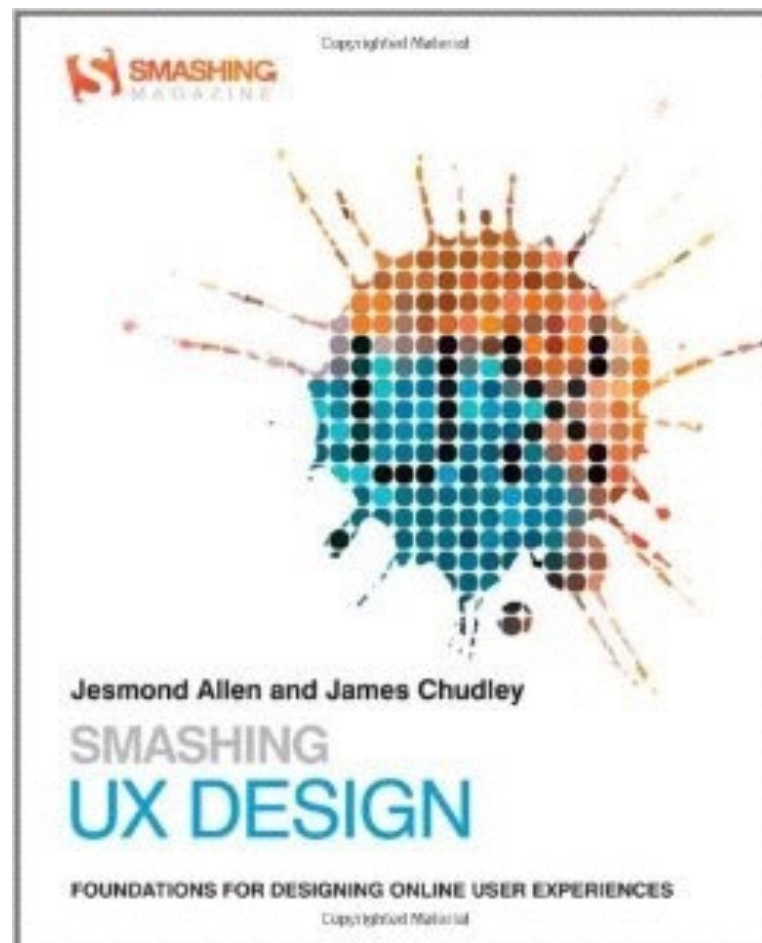




**Jesmond Allen**  
Freelance UX Consultant



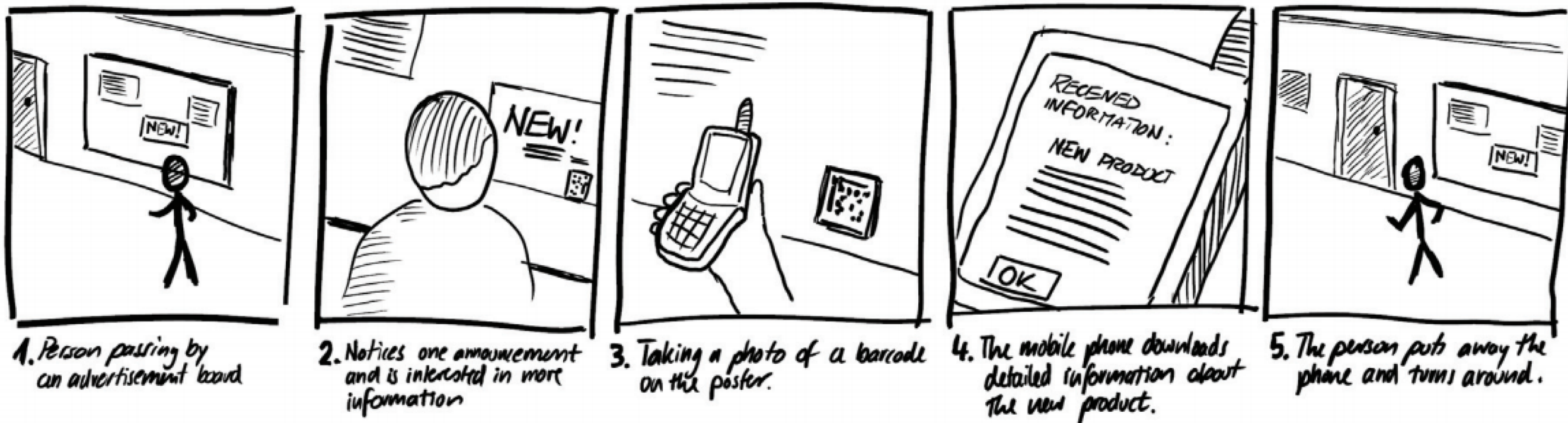
**James Chudley**  
UX Director @cxpartners



## **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.



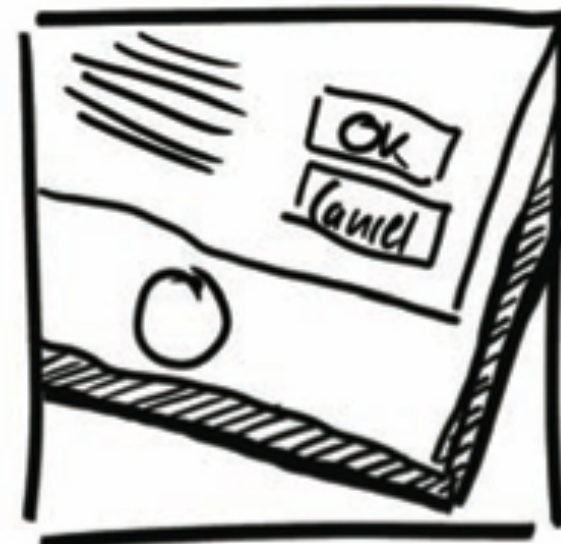
**Over-the-shoulder shot**

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.