Sketching, Storyboarding and Critique

CS160: User Interfaces
John Canny
Assignments

You should receive an email today with your group assignment and contact info for your group members.

Due on Sept 17

- **Group Brainstorm:** group assignment is based on common project interests, but you should further develop your ideas in this assignment with a formal group brainstorm.
Topics Today

- Sketching
- Storyboarding
- Exercise
Topics Today

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Buxton Video

http://www.youtube.com/watch?v=xxlWveKV7aE
Taccola 1382-1453
Leonardo da Vinci, 1452-1519
Modern Sketches

Yadonke
Details & Thumbnails

Bowl & Arrows
Composite Bow
Flechettes
Arrows
Renderings

Sketch

Memory Drawing

Presentation drawing
Tracing/Overlaying
Tracing/Overlaying
Tracing/Overlaying
Ambiguity and Interpretation
The “conversation” between the sketch (right bubble) and the mind (left bubble). A sketch is created from current knowledge (top arrow). Reading, or interpreting the resulting representation (bottom arrow), creates new knowledge. The creation results from what Goldschmidt calls “seeing that” reasoning, and the extraction of new knowledge results from what she calls “seeing as.”
The Design Funnel

- Ideation
- Usability

- Time
- Investment
- Weight of Design Criteria

- Sketch
- Prototype
<table>
<thead>
<tr>
<th>Sketch</th>
<th>Prototype</th>
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<tbody>
<tr>
<td>Evocative</td>
<td>Didactic</td>
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<tr>
<td>Suggest</td>
<td>Describe</td>
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<tr>
<td>Explore</td>
<td>Refine</td>
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<td>Question</td>
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<td>Test</td>
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<td>Provoke</td>
<td>Resolve</td>
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<td>Tentative</td>
<td>Specific</td>
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<td>Noncommittal</td>
<td>Depiction</td>
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State Transition Diagrams
State Transition Diagrams
Topics Today

- Sketching
- Storyboarding
- Exercise
Storyboards

“with the storyboard, time is distributed in space, and you can see all screens simultaneously”
Storyboards - Cabinet
Storyboards
Storyboards

Charmaine: Heading out to meet Tobias

Tobias: Uploading new Phyzzles to his Tac Pac

Tobias: Heading out to meet Charmaine

Tobias: Closing in on Tower Hill
Storyboards

Charmaine hiding by the cobalt cube.

Tobias breaking out the Orbit
A Networked Trans-Reality Toy

"Ready Charmaine?"

"Let it fly!"

"Ready..."
Storyboards

“Set...”

Pattern Lock!
Score one point

Wait for the patterns to merge...
Storyboards

1. "Don't drop the Orbit, or you lose the point."
2. Right back at you Tobias!
3. "Go get it!"
4. "Let's go down to the quadrant..."
Storyboards

The city's best kept secret.

They're going to be a couple more minutes...

To be continued...
Topics Today

• Sketching
• Storyboarding
• Exercise
Exercises

1. A sketch that captures a representation of the physical nature of your mobile phone
Exercises

2. A storyboard that captures a representation of the behavior of the user interface of a web app (Google Calendar or Gmail or Angry Birds…)