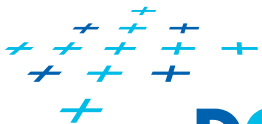
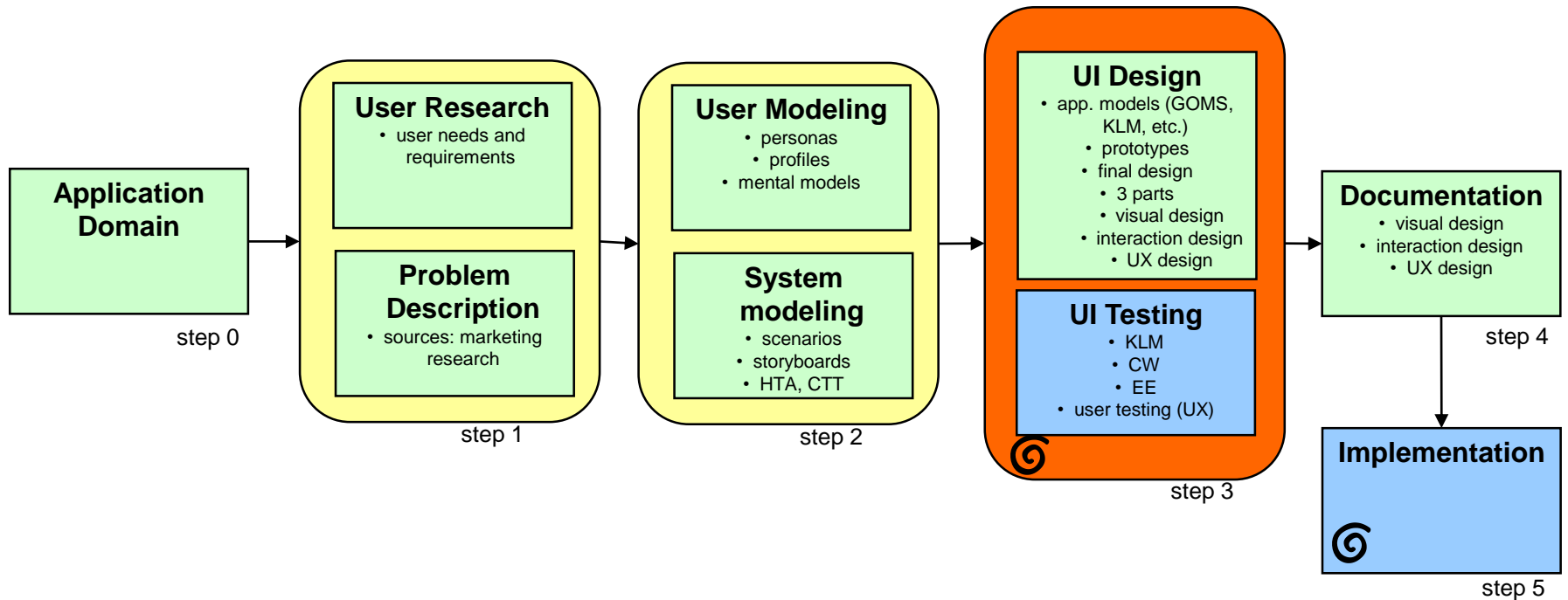

NUR- Prototyping

Sketches, Design studio



User interface design - big picture



UI Design techniques

- Sketches
- Mockups
- Prototypes
 - Lo-Fi
 - Hi-Fi



SKETCHES



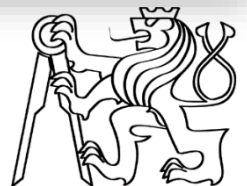
Sketch

- describes ideas
- brings questions
- provokes inventions

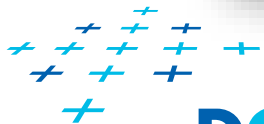
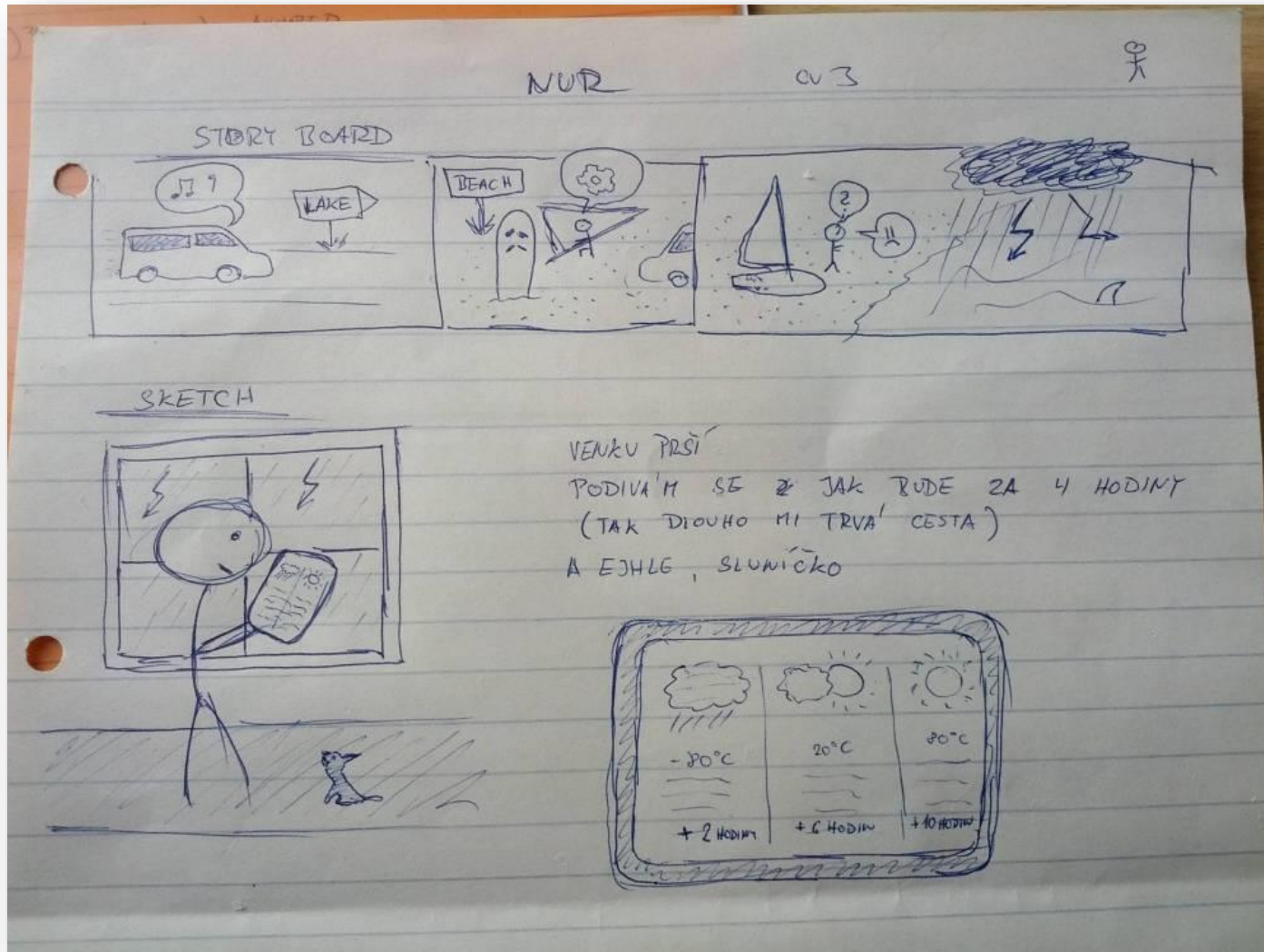
- hand drawings

- not necessarily by designer

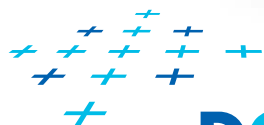
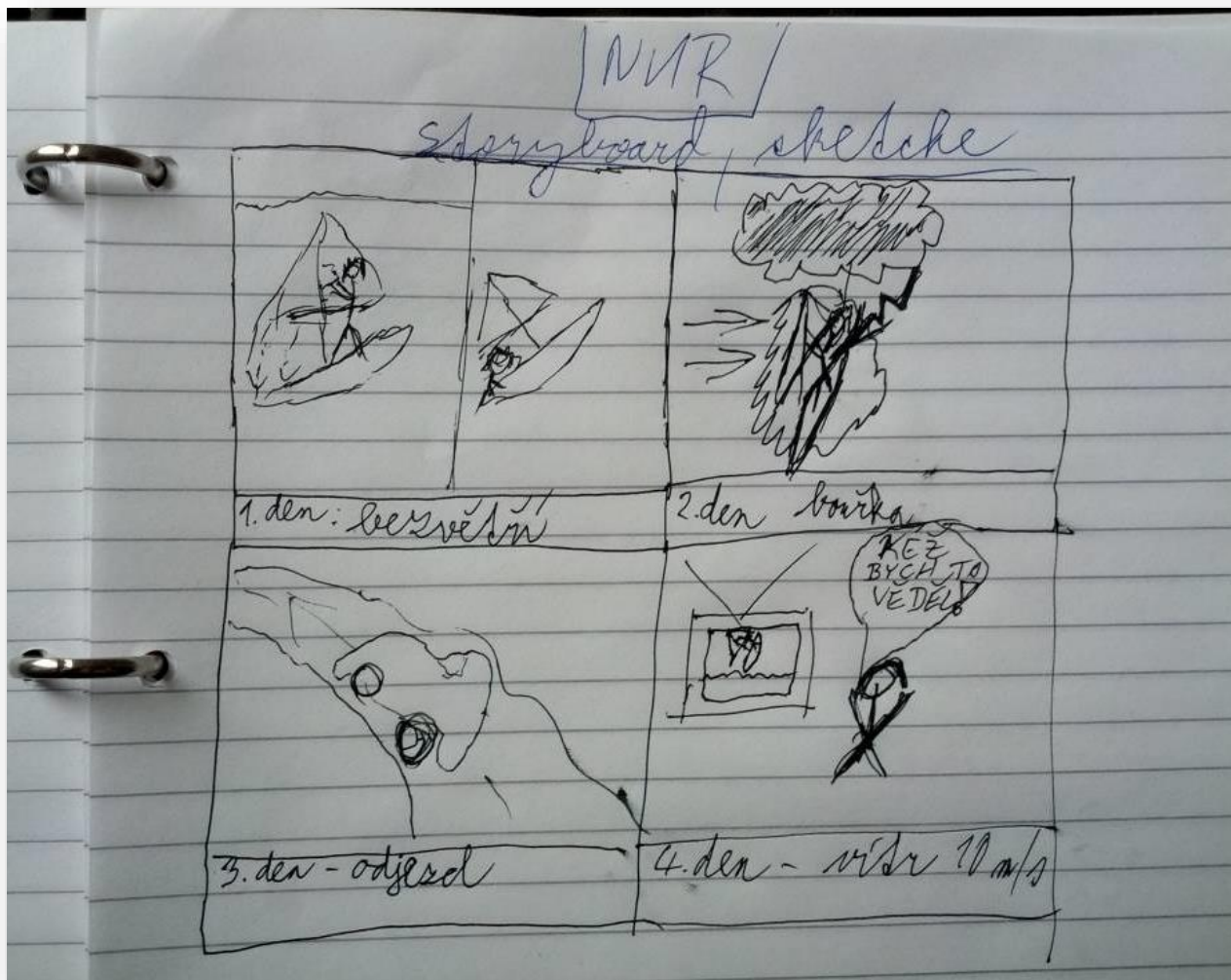
- NO app screens



Sketch: Weather forecast for windsurfers



Sketch: Weather forecast for windsurfers

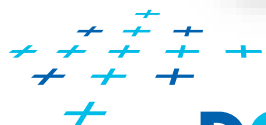
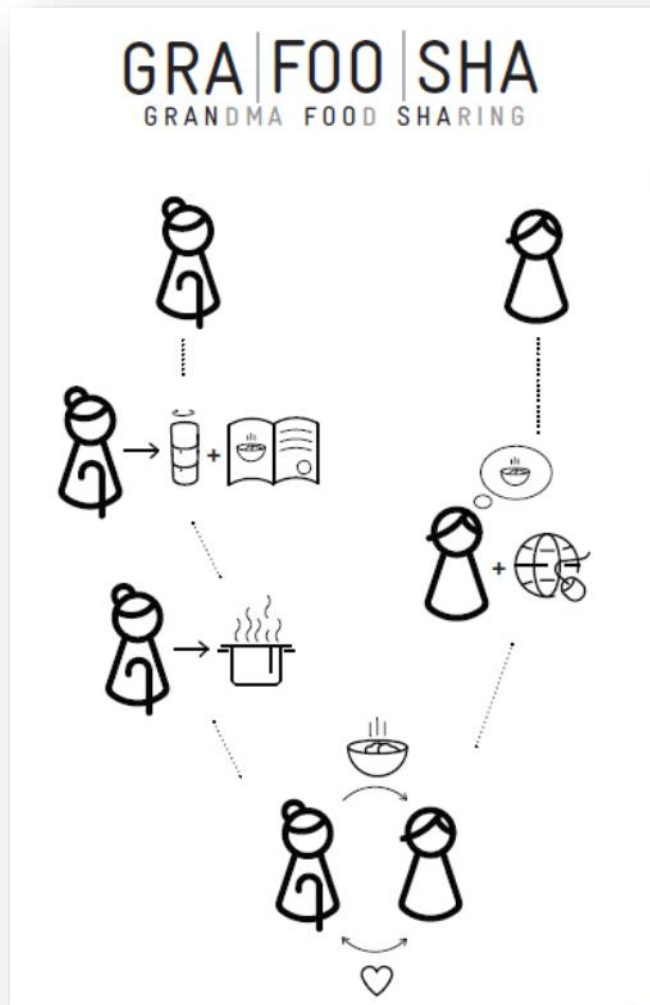


GRAFOOSHA

Design process



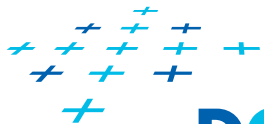
GraFooSha: "Hidden electronics"



DCGI



GraFooSha: Scenario / Storyboard



GraFooSha: Sketches



SKICI

Dalším krokem bylo skicování, které mne navedlo na výsledný tvar.

PRACOVNÍ MODELY

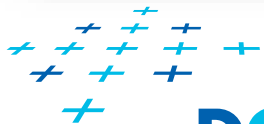
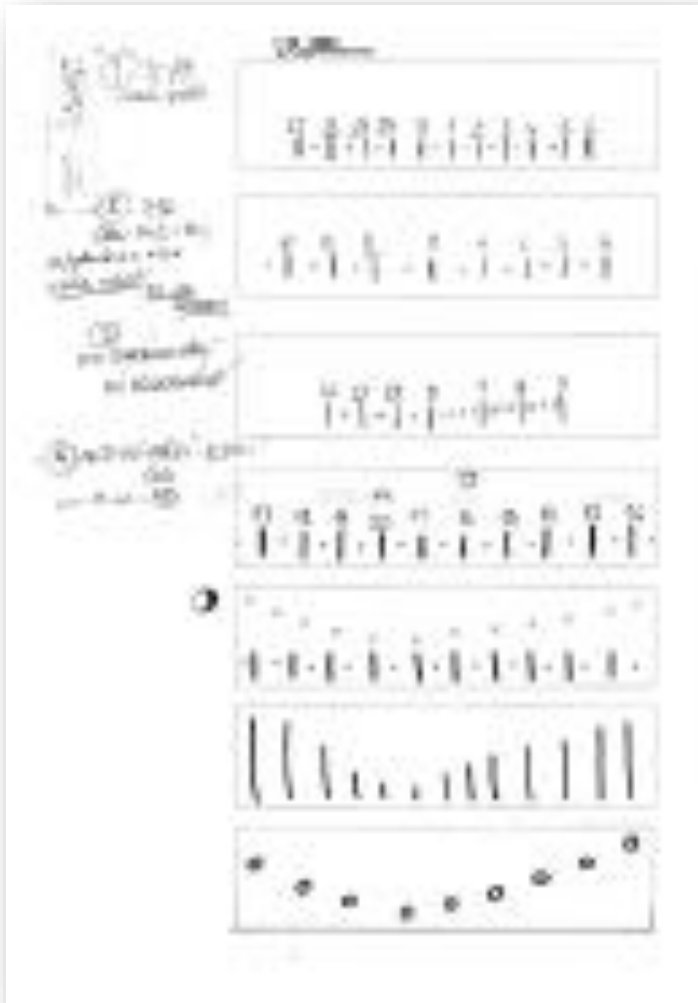
Na základě skic jsem si vytvořila několik pracovních modelů, které jsem dávala "testovat" seniorkám a sledovala, jak s nimi zacházejí, otáčejí je. I díky tomu jsem optimalizovala tvar a rozměry.



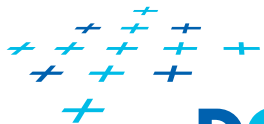
PROCES NAVRHOVÁNÍ



GraFooSha: Paper mockup



GraFooSha: Prototype



DCGI

NUR – Sketching, Design studio

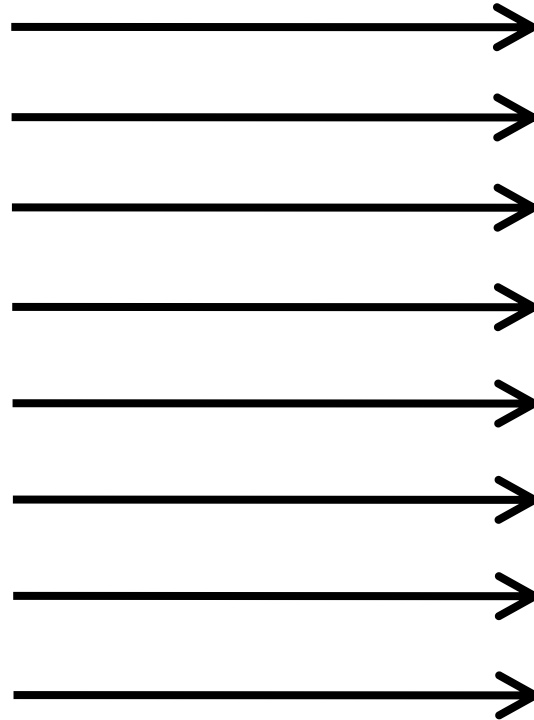
13



Sketch vs. Prototype

SKETCH

- Evocative
- Suggest
- Explore
- Question
- Propose
- Provoke
- Tentative
- Noncommittal



PROTOTYPE

- Didactic
- Describe
- Refine
- Answer
- Test
- Resolve
- Specific
- Depiction

Source: Buxton 2007



Mockup vs. prototype

MOCKUP

- describes UI
- *important* application states *only*
- *not all* UI elements explicitly depicted
- *not* intended for user *testing*

PROTOTYPE

- describes UI
- *all* states of selected part of application
- explicit depiction of *all* UI elements
- intended for user testing



DESIGN STUDIO



Design studio: What is it good for

- involve all stakeholders into design process at one time
 - NOT only designers
 - 3 - 15 members
- come up with shared design ideas
 - contribution from all team members
- focus on main content/functions
 - not an application design
 - hand drawings

<http://blog.dobryweb.cz/navrhovani-webu-s-vyuzitim-metody-design-studio>



Design studio: Results

- sketches
- not directly usable for design
- real designer must create the description for design



Design studio: procedure

- before start
 - specify application goals and main content/functions
 - analyze information from existing application(s)
 - user research (usage of existing app, user behavior)
 - user group identification

- 4 stages
 - 2 within-team iterations
 - 2 between-team iterations

- 3 activities
 - sketching
 - presenting
 - criticism



Design studio: practice



Example question for examination

- What is the result of Design studio technique?
- Describe sketches with respect to prototypes.
- What is the difference between Mockup and Prototype?



Thank you for attention

