You might have heard…

Stylus or Finger?

Due Today (Now)

Individual Project Proposal
(Wiki + Hardcopy!)

Reading comment
(cs160/cs160Readings)
iPod Touch Capabilities

1. Multi-touch
2. Accelerometer
3. WiFi
4. NOT:
   Camera
   Microphone
   3G
   GPS

Topics for Today

1. Sketching & Storyboarding
2. Design Critiques

Sketching

Lora Oechlberg, PhD candidate in ME
What is a critique?

Show a project in progress through sketches and prototypes
Solicit feedback from peers (small groups work best)
History: Studio art education

What is the point of a critique?

Show off how great your project is
Get honest reactions, ask for input on open questions.
Q: How is a critique different from a brainstorm?
Designer: Frame the discussion!

State Explicitly: What would you like comments on?
• Overall idea?
• Specific interactions?
• Usability?
• Technical Feasibility?
• Pixel-level graphic design?

Take a dispassionate stance (this is hard!)
• Show alternatives where possible
  (makes comparison easier)

Critic: How to avoid deaf ears

Comments are about the design, not the designer.
Point out positive aspects – be specific
Not: “I like this, but…”
Instead: “The layout effectively communicates the hierarchical nature of the data. However,…”

Ask for alternatives instead of offering solutions
Not: “You should really change X”
Instead: “Have you considered alternatives for X?”

Example: Public Transit Storyboard

Critique this storyboard in two ways:
1) Formally (i.e., how well does the storyboard itself convey the idea)
2) Content (i.e., critique the application idea itself)
Next Time

Group Brainstorm (meet here, then walk to Woz)

Don’t forget!
Read, then write a comment on the wiki
Programming Assignment I, Due Feb 1