

CSI 60: User Interface Design
Sketching, Storyboarding & Critique 01/27/10


Berkeley
UNIVERSITY OF CALIFORNIA

Due Today (Now)

Individual Project Proposal
(Wiki + Hardcopy!)



Reading comment
(cs160/cs160Readings)

You might have heard...



Engadget.com

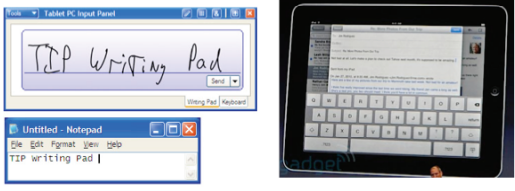
Stylus or Finger?



Wacom Cintiq

Lenovo


Text Entry



http://www.microsoft.com/windows/express/using/tabletpc/getstarted/vanwest_03aug2008.mspx

Engadget.com

Drawing

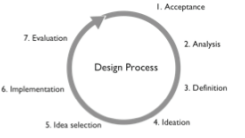


http://www.manuguan.net/blog/blog/images/articles/contiq_21.jpg


http://www.creativeapplications.net/wp-content/uploads/2008/07/wiredraw.png

Review

Design cycle



Brainstorming



Due Monday

Programming Assignment I

<http://bit.ly/fix-orchard-macs>

iPod Touch Capabilities

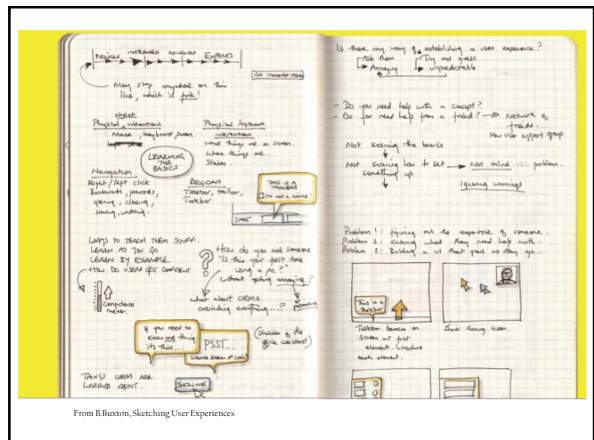
- 1. Multi-touch
- 2. Accelerometer
- 3. WiFi
- 4. NOT:
 - Camera
 - Microphone
 - 3G
 - GPS

Topics for Today

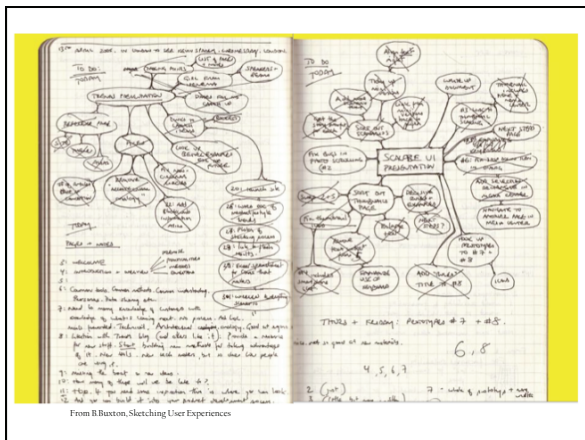
- 1. Sketching & Storyboarding
- 2. Design Critiques

Sketching

Lora Oehlberg, PhD candidate in ME



From R.Baxton, Sketching User Experiences



Critique


How to give & receive constructive criticism

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




<http://www.flickr.com/photos/psychimel/2972140234/>

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?



<http://www.flickr.com/photos/crystianeruz/235909834/>

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

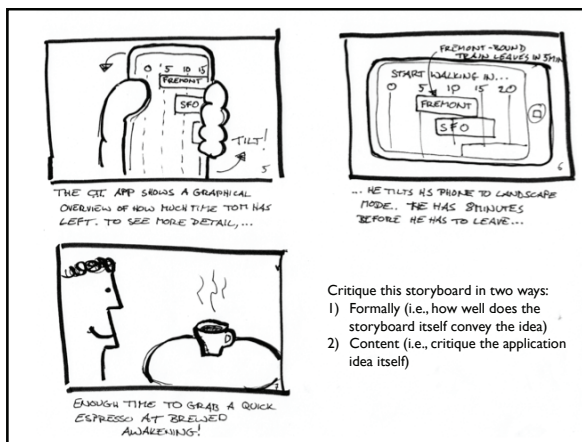
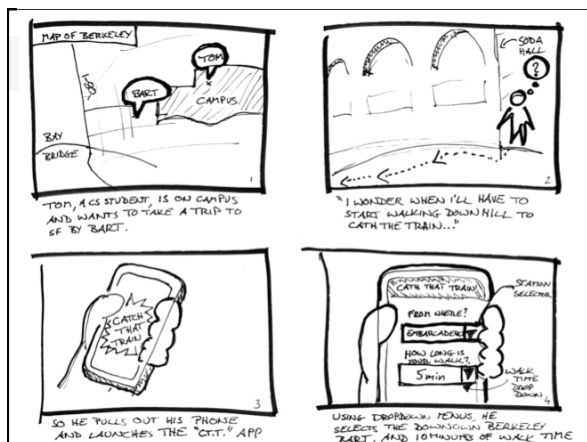
Comments are about the **design**, not the designer.

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?"



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 1, Due Feb 1