Welcome to Instant UX Sketching and Prototyping:

Fabian Fabian @ CPH UX/UI Meetup May 2018

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The story

- did lots of community event organising (eg co-founded agile design camp and UX Camp Hamburg
- Twins 😥 👽 🔞
- Developed a workshop _(ツ)_/
- ~2.5 years, full day, half day, 90 minutes, 1 hour, 30 minutes,...



- Maybe not that much new :/
- But hopefully a nice refresher
- Secret hidden agenda: swipe this and teach sketching to your nondesigner friends!

oo About me

- Live on the countryside near Hamburg
- UX Lead at sum.cumo, 4 days, 50/50 remote/office
 - Web platforms / insurance products
- Did lots of production code / CSS <3
- constantly too many things, see filtercake.com
- am here tomorrow, ping me for lunch or coffee :)

Ackowledgements

- Eva-Lotta Lamm
- Jeff Patton
- Dan Roam

Principle 1: Prep for not being prepped

- Hashags: DIY, adhoc, improvise
- Rely on practise, not on tools
- "the back of the napkin"

Prep for not being prepped

- Sketch on lap
- dismiss grid and other templates
- I love brush pens but this is not art class
- Any random pen and paper must do
- Goal: feel save to get your point across with any pen and paper 🥯



Principle 2: "Move slow and make things"

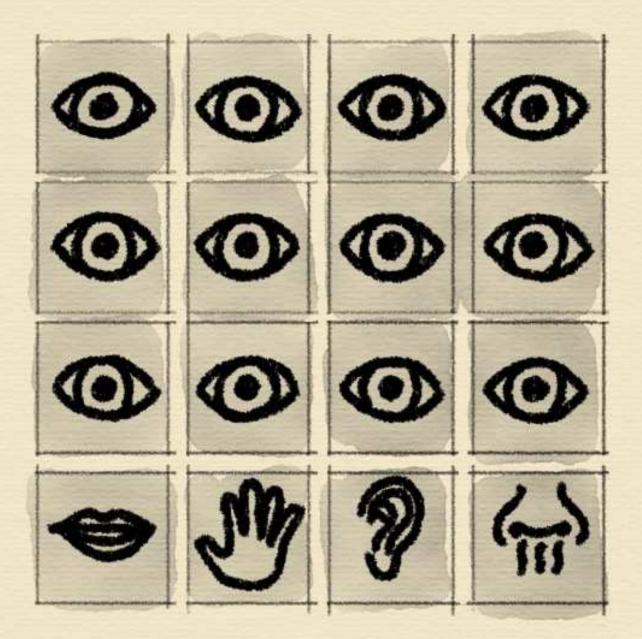


Principle 2: "Move slow and make things"

- step back
- breathe
- thinking and design take time
- "feel free to go grab a coffee, I need 5 minutes to figure something out" is a totally fine thing to say



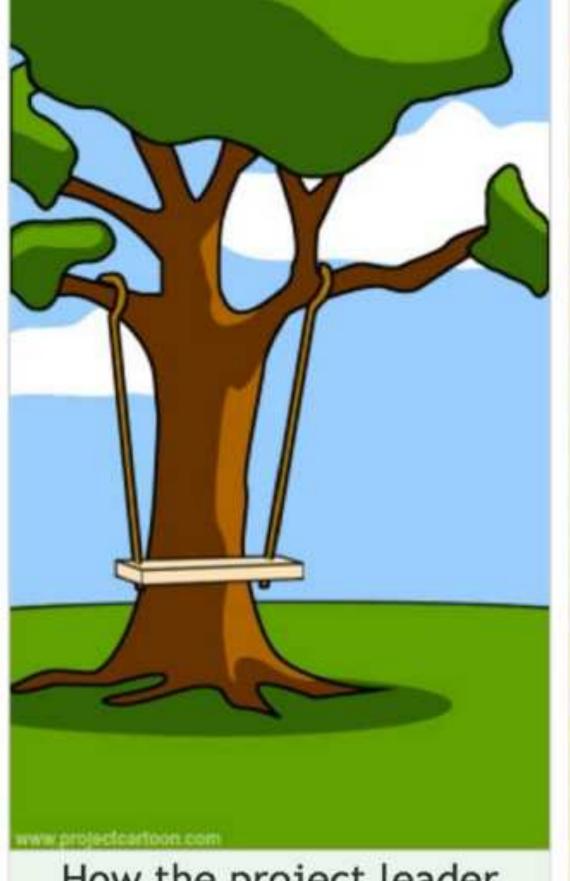
75% of the sensory neurons are reserved for visual processing.* That leaves 25% for the others, on average 6.25% for each.



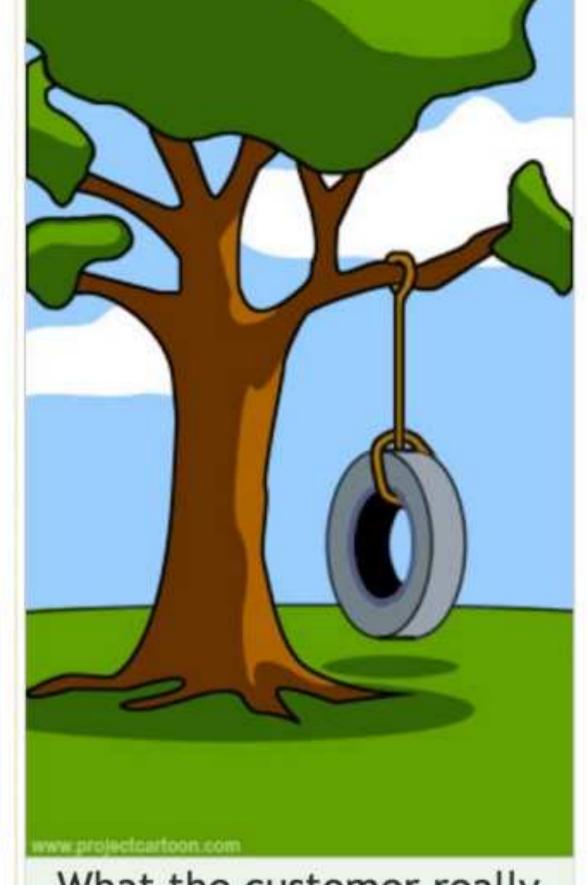
Dan Roam, Unfolding the Napkin; Portfolio 2009; p. 22



How the customer explained



How the project leader understood it



What the customer really needed

2 Volunteers

• / ()

All the vocables you ever need



Enhance

Enhance Alignment by show-don't-tell



"I'm glad we all agree then"







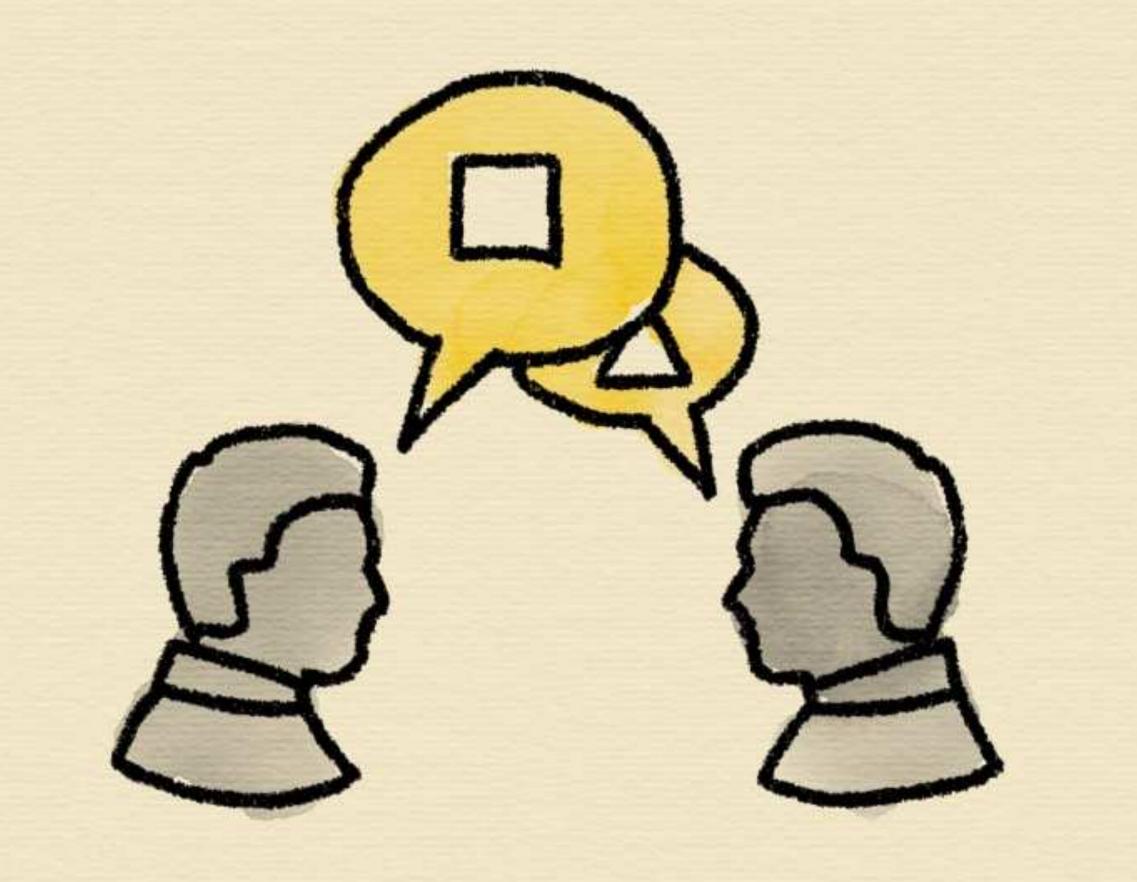




Enhance Ownership through creation

Enhance Commitment through clarity

Algment OWNEIShip Commitment



It's about having an informed conversation

Not about producing beautiful artefacts!



Typography Writing

- Chose 3 objects or things you like
- Me: pen paper tea
- Write them down in normal handwriting

- Write them uppercase
- Write them larger
- Write slower

Remember: move slow and make things:)

- Dissect each letter into single strokes
- Pull pen from paper after each stroke
- Compare first to last

SHAPES

- triangles, squares, circles
- (dots and lines)

- make two random dots and make a line between the two
- don't fizzle make one clear, slow stroke
- no worries, it will get better with practise :)
- Get as much stroke dynamics as the pen allows

- 1. make one Triangle, one Square, one Circle (they may overlap)
- 2. goto 10
- One stroke at a time
- Always close shapes. Overlapping corners are fine.
- Shake up your routines
- Try dotted, cloudy and robot lines

This is great practise, great warm-up and great meditation.



Highlighting

- Shadow
- Box
- Double lines
- Knock back w/ crosshatching

Arrous

- Point of arrow is on axis with line
- Purposefully curved is much easier than trying to get straight ones right
- Full-shape arrows are difficult and rarely worth it

Interface stuffs

- Text placeholders
- Image and icon placeholders
- Buttons
- Adhoc-guides and grids

Hustrations Stealing Icons

- open thenounproject.com on your phone (it's basically a great icon database)
- look up one of your three favourite things and chose an icon (simpler is better)
- copy the icon three times to paper
- you have 5 minutes

Putting it all together #1

- (leave some space at the top left)
- write that favourite thing in large, slow uppercase
- put your illustration to the top left
- make a box, leave out the illustration
- highlight the box
- repeat. repeat again.
- you have 5 minutes
- put 3rd version on the wall

Putting it all together #2

- Open your favourite app on your phone
- x-ray outlines
- dissect into the 5 vocables
- copy three views to paper
- close shapes and highlight interaction hotspots
- smart: 1 minute * just looking and and one minute sketching
- you have 6 minutes
- put the last one on the wall

After the break...

Making prototypes with Marvel

Please install Marvel on your phone: marvelapp.com

Look in App Store or Play Store for "Marvel prototyping"

Welcome back

- installed Marvel on your phone?
- (btw: no affiliation there are other tools which do the same thing)

How does Marvel work?

What is Purrly?

- Cats are awesome: they purr and stuff <3
- But like all pets they require commitment and care
- So what if there was...

...a deliveroo for cats \o/

Imagine...

- finding a cat a you like
- choosing add-ons (food, toys, insurance)
- checkout
- delivery tracking
- admin interfaces for cat-warehouse workers and drivers
- rating cats
- ...

1. Make a prototype 2. Post it into the comments on the meetup page

Purrly ...a deliveroo for cats

- finding cats and add-ons
- checkout and delivery tracking
- interfaces for cat-warehouse workers and drivers
- rating and reviewing cats

(start with **one** of these, add others later:)

 post into comments at meetup.com/UX-UI-Design-Copenhagen/ events/250577413/

That was instant UX Sketching and Prototyping

Thank you for your time 🙏 😊



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