SKETCHING USER EXPERIENCES

SKETCHING TEMPLATES

Templates for CHI 2015 Sketching User Experiences Course
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Sketching People

3 different postures and expressions

[Diagram with three stick figures in different postures]
SKETCHING OBJECTS & DEVICES
PHOTO TRACING TECHNIQUE

LINE TRACING: ONLY MAJOR OUTLINES, IGNORE DETAILS
PHOTO TRACING TECHNIQUE
SWITCHING INTERACTIONS
SKETCHING INTERACTIONS
WIREFRAMING / GUI SKETCHES
INTERACTION WITH MOBILE DEVICES
**Storyboards**

- **Start with an establishing shot**
- **Develop your story**

1. Use different perspectives in the storyboard frames.
2. Summarize your key scenes from your scenario in these 5 textboxes.

**Types of Shots**:
- **Extreme long shot (wide shot)**: A view showing details of the setting, location, etc.
- **Long shot**: Showing the full height of a person.
- **Medium shot**: Shows a person’s head and shoulders.
- **Over-the-shoulder shot (POV)**: Looking over the shoulder of a person.
- **Point of view shot (POV)**: Seeing everything that a person sees themselves.
- **Close-up**: Such as showing details of a user interface or a device the person is holding.