

# CS 321: Introduction to HCI

Methods for Design, Prototyping and Evaluating User Interaction

**Lecture 07:**  
Sketching Activity  
& Feedback

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# Design Ideation

People become **fixated** in their design ideas.

Examples can lead to reinterpretation and recombination of ideas.

Defining the solution space increases people's creativity.



# Design Specifications

- **Forms:** types of technology on which a design might be developed (e.g., wearable sensors, watch/phone/tablet, desktop, appliances or other artifacts in the environment).
- **Data:** types of data a design might track or help a person track.
- **Tasks:** what a person might accomplish with a design.
- **Features:** a specific capability a design might have.
- **Social Interactions:** types of social interactions and situations a design might engage or support.



# Class Sketching Exercise

Sketch out a few different/new designs for a cup



# Project Group Activity (50 min)

Similar to the cup sketching activity, come up with 5 – 10 sketches for your course project.

Save them.

You will use these for your **2A** submission.

And for the next activity with your partnered groups.