sketch modeling
Collages of Wonder

Class Vote #2
Elissa He

Class Vote #1
???
Sketching feedback!
Idea Presentation

Wednesday, here in class!

45 seconds per poster
(2:15 per team)

Posters to room before
3:20pm Wednesday
(PDL Closes at 3:00pm)

Rehearsal Signups for teams
on the course website
Presentation Guidelines

Do:
Clearly explain the concept / user
Use the poster and be heard
Convey the play value
Use voice & physicality with intent
Keep in mind that this is fun!

Don’t:
Use note cards
Face / block the poster
Go into details of implementation
Use, um… so basically like, and it’s fun! ya
Be a salesperson!
Quiz!

1. What is your name?

2. What are 3 aspects to consider in good graphics design?

3. Why is prototyping useful? (list as many reasons as you can)
Quiz!

1. What is your name?

2. What are 3 aspects to consider in good graphics design?
   - semantics
   - syntax
   - usability

3. Why is prototyping useful? (list as many reasons as you can)
Prototyping!

Communication
Learning
Milestone
Semester workflow

- **Three ideas presentation**
  - March 7
  - 3 ideas per team

- **Sketch model review**
  - March 21-23
  - 1 concept per team

- **Mockup Review**
  - April 18

- **Final PLAYsentations**
  - May 15
  - 1 final prototype
What is a sketch model?

Sketching in 3-D!

A sketch model explains more than a poster!

A quick way to explore key questions and further develop the idea

What is the play?

Is it fun?
Dimensions of prototyping

plays like
how does it play?
how is it implemented?

looks like
what is the form?
how does it feel?

analytical
what are the mathematical models?
Sketch Modeling Materials

inexpensive and fast!
Foamcore

Light and Stiff

Easily cuts with box cutters & attaches with hot glue

Can be used to make large forms

Relatively inexpensive
Blue Foam

Light and Stiff

Quick to shape into the desired form

Easily cuts on hot wire cutter

Sculptural shapes as opposed to flat
Sketch Modeling Materials

Inexpensive and fast!

Foamcore

Blue foam

Wood / cloth

Scavenged / repurposed parts

Anything that works!
Dimensions of prototyping

plays like
what is the play?
how is it implemented?

looks like
what is the form?
how does it feel?

analytical
what are the physical principles?

3 concepts!
Dimensions of prototyping

- looks like
  - what is the form?
  - how does it feel?

- analytical
  - what are the physical principles?

- plays like
  - what is the play?
  - how is it implemented?

2 concepts!
Dimensions of prototyping

plays like
what is the play?
how is it implemented?

looks like
what is the form?
how does it feel?

analytical
what are the physical principles?
Dimensions of prototyping

plays like
what is the play?
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Dimensions of prototyping

plays like
what is the play?
how is it implemented?

looks like
what is the form?
how does it feel?

analytical
what are the physical principles?
Sketch Model

plays like

is the toy fun?
can we keep the toy fun?

What about this poster?

looks like

what’s the size and look of the toy?
Sho-mi origami
Sho-mi origami

Looks like

what’s the vision for a toy that shines guides through paper?
what is the interaction like for a user making origami by following instructions projected on paper?

Plays like

Sho-mi origami
How to waste your time...

make something that **looks nice** but **doesn’t answer any questions** about the concept

make something that **looks not so nice** and also **doesn’t answer any questions** about the concept

make something that **does not advance the idea’s play value**
Sketch Models!

Pick 2 concepts & start designing your sketch models this week in lab!

Once your sketch model is planned, order the materials you need

4 total sketch models
2 concepts, 2 sketch models each
(1 plays like + 1 looks like)

Sketch modeling techniques in class next week
Playtesting!

Tip & Toss

What did you notice?
Playtesting!

Tip & Toss

Engage the kids!
use a tagline!

Observe the play

Ask appropriate questions
It's your turn!
Sketch model & play test!
In your teams, using what's on your table
Create a sketch model
For a toy that...
It’s your turn!

Sketch model & play test!

Is a game with two teams (red and blue) with at least 2 people per team.

Each team wants to change the other team’s colors into their own.

Takes about a minute to play one game. The winner of the game is the team with more of their color.

1. Discuss a plan
2. Sketch model the toy
3. Discuss play testing strategy
Now let's play!
Playtesting
Dome-ination!
Playtesting!

This Friday noon-1pm in Lobby 7 (be on time!)

Posters Presentation!

At least one person from each team (the more the merrier)
This week in Toy

This evening: PDL Open Lab & Practice Sessions with Jane

Wed in-class: Idea Presentations (Posters by 3:20pm)

Labs: Sketch Models
    start designing about your sketch models + what to order
    please clean up!

Friday: Lobby 7 Playtesting! (noon)
next class...

three ideas

presentation