sketchy modeling
Collages of Fantasy Associations

Class Vote #1
Anna Haddad

Class Vote #2
Jack Yurkanin
Collages of Fantasy Associations

Class Vote #3
Brooke Bensche

Staff Pick
Sylvia Waft

Alternative Use
Suleman Thaniana
Idea Presentation

Wednesday, here in class!

45 seconds per poster
(2:15 per team)

Rehearsal Signups for teams on the course website

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

Extra poster hours
Sunday 1-5pm
Monday 5-8pm (also lecture time)
Tips from team Tall Tale
Taxes!
Quiz!

1. What is your name?

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

semantics
Quiz!

1. What is your name?

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

- semantics
- syntax
Quiz!

1. What is your name?

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

- semantics
- syntax
- usability
Prototyping!

Communication

Learning

Milestone
Semester workflow

- **Three Ideas Presentation**
  - March 4
  - 3 ideas per team

- **Sketch Model Review**
  - March 18-20
  - 2 concepts, 4 models

- **Mockup Review**
  - April 15
  - 1 concept, 2 models

- **Final PLAYsentations**
  - May 11
  - 1 final prototype
Our first Playtesting!
Playtesting!

Friday, March 6th from 1:30pm-5pm
playtesting 2:30pm-4pm

the more on a team that can attend, the merrier

special 2.00b party bus transportation included

signup on 2.00b website
Semester workflow

Three ideas presentation
March 6
3 ideas per team

Sketch model review
March 20-22
1 concept per team

Mockup Review
April 17

Final PLAYsentations
May 14
1 final prototype
What is a sketch model?

Sketching in 3-D!

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

A sketch model explains more than a poster!

What is the play?

Is it fun?
Dimensions of prototyping

- plays like
  - how does it function?
  - how is it implemented?

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

- predicts like
  - 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

Design & Assemble

Shoot & Battle!
Blue Foam

Light and Stiff
Quick to shape into the desired form
Easily cuts on hot wire cutter
Sculptural shapes as opposed to flat
Makes a big mess when sanding!
Sketch Modeling Materials

Inexpensive and fast!

Foamcore

Blue foam

Wood / cloth

Scavenged / repurposed parts

Anything that works!
Dimensions of prototyping

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

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

predicts like
what are the physical principles?

3 concepts!
Dimensions of prototyping

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

2 concepts!

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

predicts like
what are the physical principles?
Dimensions of prototyping

plays like
what is the play?
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looks like
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Dimensions of prototyping

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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?

predicts like
what are the physical principles?
Sketch Model

plays like

is the toy fun?
Sketch Model

**plays like**

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

**looks like**

- what’s the size and look of the toy?
Sketch Model

What about this poster?

- looks like
  what’s the size and look of the toy?

- plays like
  is the toy fun?
  can we keep the toy fun?
Sketch Model

plays like + looks like
How can you 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 works and doesn't answer any questions about the idea’s play value
Which questions?

1. How does the play work?
   explore with a **plays like** model

2. What is the toy artifact?
   explore with a **looks like** model
Sketch Models!

Pick 2 concepts & start designing your sketch models next 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, next week

Uhhh.. we’re going to try to answer a question!
Make a **Sketch Model**!

It's your turn!

In your teams, using what's on your table

Create a sketch model

Play test the 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!
Next Week in Class

Wednesday, March 4th
(during lecture, but be early to set up)

Idea Presentations!
Poster idea pitch practice

Communications instructor: Jared Berezin

Rehearsal times
(PDL Room 3-003):
Monday, 3/2: 6pm–8pm
Tuesday, 3/3: 2pm–5pm

Select 15-min time slot on the website!
next week...

three ideas presentation