welcome back!
name cards online!
name cards online!
name cards online!
name cards online!
name cards online!
name cards online!
name cards online!
teams!

PROJECT TEAMS

6 wits 2.744-6wits "at" mit.edu

Cam
Cody
Yifan
Yan
Ryan
Nicholas

6dimwits 6dimwits "at" mit.edu

Kelly
Ben
Gina
Tim
Kaynie
Megan
teams!
team portfolio

2.744
PRODUCT DESIGN

ORGANIC FINGER FOOD'S PORTFOLIO

Home > Project teams > organic finger food's Portfolio

Your logo

transparent png for black background, feb. 26
teams!
personal portfolio

FIONA GRANT’S PORTFOLIO
Home > Project teams > Fiona Grant’s Portfolio

Team: scribbles n bits
Avoid ambiguity
Avoid reliance on vigilance
Use direct metaphors
Understand the user state of mind
Understand user habits
Provide status, prompts, cues
Aesthetic minimalism
Use standards, consistency
Anticipate misuse
Design for error recognition (recognition)
Recognition over recall
Instruct user (form follows function)
Design for use conditions (readability)

Last class once removed
List human-use guidelines
and one more thing!
a mini quiz

Will our open world experience be guided or unguided?

A good show element or gag should __________?

The secret to defeat the Aztec gods was_______?
so far...

human use

symbols

user centric

project
ABCs OF SKETCHING

2.744 Product Design
first application!
user experience storyboard
first application!

user experience storyboard


Submitting via Coursework. Fade out as if ending.
ANNOUNCEMENTS

For class Thursday:
Please bring your drawing materials

Please see the project brief and reference materials

Deliverable for March 6th: Open world storyboards!
Deliverable for March 8th: human use analysis

OF INTEREST (archives)

- what's in a name? See the nametags
- Hawaii missile alert. See the class results
- Inclusive design
- Principles of interaction design
- Fitts’s law quiz
- Ullman's law
2.744 gallery
why spend time sketching?

3x faster!
Gehry Walt Disney Concert Hall
language of ideation
why spend time sketching?

the tool of choice for ideation!
sketching skills
loose ideation
sketching skills
concept exploration
sketching tools
sketching skills
concept communication
sketching skills
sketching skills fun!
**today’s goal: towards sketching literacy**

a visual language

**mental model + skills + rules = communication**

<table>
<thead>
<tr>
<th>ideas</th>
<th>AABBC</th>
<th>spelling</th>
<th>see spot run</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>grammar</td>
<td></td>
</tr>
</tbody>
</table>
mental model

visual memory
sketching literacy
visual memory game!
mental model

architecture  proportion  necessary details
sketching literacy

a visual language

mental model + skills + rules = communication

ideas (architecture, proportion, details) AABBCCC spelling grammar see spot run
sketching literacy

a visual language

mental model + skills + rules = communication

ideas
(architecture, proportion, details)

AABBCC

spelling
grammar

see spot run
sketching skills axiom #1
no postage stamps
sketching skills axiom #2
no chicken scratches

markers!
learning skills (abc)

freehand arcs
learning skills (abc)

freehand lines

[Freehand lines drawn on the page]
learning skills (abc)

freehand circles
learning skills (abc)

freehand ellipses

30-35 degree
sketching literacy

a visual language

mental model + skills + rules = communication

ideas  AABBCC  spelling  grammar  see spot run
exercise!

**Sketch #1**

orient transparency horizontally (landscape)
draw a line dividing transparency into left/right halves
orient foam model with vertical edge facing you, and the cylinder pointing to the right
sketch the model on the left side of the transparency
rules

before the renaissance

overlap, relative size

“Excuse me for shouting—I thought you were farther away.”
learning the rules

the renaissance

“perspective is nothing else than seeing a place behind a plane of glass, quite transparent, on the surface of which the object behind the glass are to be drawn”

Leonardo Davinci
learning the rules

perspective

Florentine architect Filippo Brunelleschi
Around 1413 AD
exercise!

**sketch #2**

tape transparency horizontally onto the viewer

place the model so that it appears in the right side of the transparency

orient the model as for sketch #1

trace the outline of the model on the right side of the transparency

**tips:** close one eye, look straight ahead at the model, and don’t move your head once you start drawing
exercise!

final steps

on the transparency note the differences between the two sketches

write your name on the top and hand in your sketches
sketching proverb
eastern African cave art

not what you know draw what you see

~9000 B.P.
learning the rules

the renaissance

“perspective is nothing else than seeing a place behind a plane of glass, quite transparent, on the surface of which the object behind the glass are to be drawn”

Leonardo Davinci

constructing objects that don’t exist!
rules of perspective projection!
water lifting devices
shearing machine for fabrics
learning the rules

types of perspective
learning the rules

1 point perspective

commonly used in storyboards
let’s get started!

1 point perspective
1 point perspective exercise

cubes in space
1 point perspective exercise

roman aqua duct
1 point perspective exercise

seated in the 70s
what’s next?

this week/weekend
practice skills each day, 70’s exercise

Tuesday and Thursday
website design and implementation
what’s next?

human-use analysis

Tuesday, Feb. 8

Thursday, March 8

user experience design/storyboard

Thursday, Feb. 22

Tuesday, March 6