BREAKOUT SESSION
Collaborative Sketching: Using the Power of Iterations

Linda Rening
Senior Instructional Designer

allen interactions
LEARNING. FOR A CHANGE.
Introductions

- Your Instructor: The last person who should sketch anything!
- Your role? Team?
What Is a Click/Tell?

- Describe
- Draw
Example
Example

Click each person to read the advice he or she would give. Then click Like or Dislike to indicate who is offering good advice.
Example
What Is a Click/Tell?

CONCLUSION
We have no earthly clue
Why Sketch?
Reasons to Sketch

- **For yourself: design creatively**
  Release the magic of the whole brain

- **For others: communicate clearly**
  Everyone imagines the same click/tell

- **For all of you: envision collectively**
  Get agreement and move forward
Design Strategies
How do you go about designing an interaction?

How's it working?
Some Ineffective Strategies

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Some Ineffective Strategies

- "Design" presentation first
- Convert existing content as is
- Accept the first idea
- Pick a template
- Ignore the "experience"
  (Probably realistic context and challenge)
Sketching
Why Sketching?

- Frees creativity
- Encourages unformed ideas
- Quick/cheap
  - If you're not crumpling, you're doing it wrong
  - Not works of art, but works in progress

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Why Sketching?

- Fear of the blank screen
- Austere and lonely offices
- Magic of the whole brain
  - Standing at white board
  - Pacing OK
Communication Strategies
With whom do you communicate about your designs?

How’s it working?
Why Sketching?

- e-Learning is a visual medium
- Fuels discussion
- Taps into collective experiences
- Reveals preferences
- Enables agreement to shared image
Prototyping

- Heart of "successive approximations"
- Ideas can be improved
- Early changes are cheap
- Forces/encourages/supports collaboration
Prototyping Guidelines

- Use any tool that is quick
- Prototypes should be discarded
- Do not prototype content
- Do not prototype the "known"
- Best if ugly
Let's Try It...
Process

- Start with behavioral outcome
- What's the "do"
- Sketch it
  - If not sketch-able, probably not observable
  - Sigh
  - Hint: Understand

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Process

- CCAF
- Add to your sketch
  - Context
  - What are the "victory conditions"
  - How could someone do it wrong?

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Hilda's Hot Dogs

You work for Hilda's Hot Dogs. You need to design a module to teach new employees what goes on the most popular hot dogs.

<table>
<thead>
<tr>
<th>Chicago Dog</th>
<th>Coney Dog</th>
<th>Kraut Dog</th>
<th>Reuben Dog</th>
</tr>
</thead>
<tbody>
<tr>
<td>Yellow mustard</td>
<td>Meat sauce</td>
<td>Sauerkraut</td>
<td>1000 Island dressing</td>
</tr>
<tr>
<td>Sweet relish</td>
<td>Yellow mustard</td>
<td>Spicy mustard</td>
<td>Sauerkraut</td>
</tr>
<tr>
<td>Raw onion</td>
<td>Raw onion</td>
<td>Swiss cheese</td>
<td>Swiss cheese</td>
</tr>
<tr>
<td>Dill pickle</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Tomato</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Celery salt</td>
<td></td>
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<td></td>
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</tbody>
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Let's See What You Created

You work for Hilda's Hot Dogs. You need to design a module to teach new employees what goes on at the most popular hot dogs.
Iterate

Ask:

- What else could we do?
- If we didn't do this, what would we do?
- Rule of 3
Let's Try It Again!

You work for Hilda's Hot Dogs. You need to design a module to teach new employees what goes on the most popular hot dogs.

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Design Progression
Rough Prototypes
Functional Prototype

Loss Prevention
Negotiability

Today
June
15
2015

Is this check negotiable?

Negotiable  Not Negotiable

Pay to the order of James Madison

June 15, 2015

Two hundred eight-four and 51/100 **************

Acme Bank and Trust

Main Street
Anytown, CA

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Design Proof

That's correct.
Click the area of the check that does not meet negotiability requirements.
Approved
That's correct.

Click the area of the check that does not meet negotiability requirements.