

# Iterative Sketching



Agile Arizona 2017

# Agenda

- Who am I?
- The Power of Sketching
- When to Sketch?
- Who Sketches?
- Sketching Practice: Software Elements
- Let's Sketch!
- Wrap-up

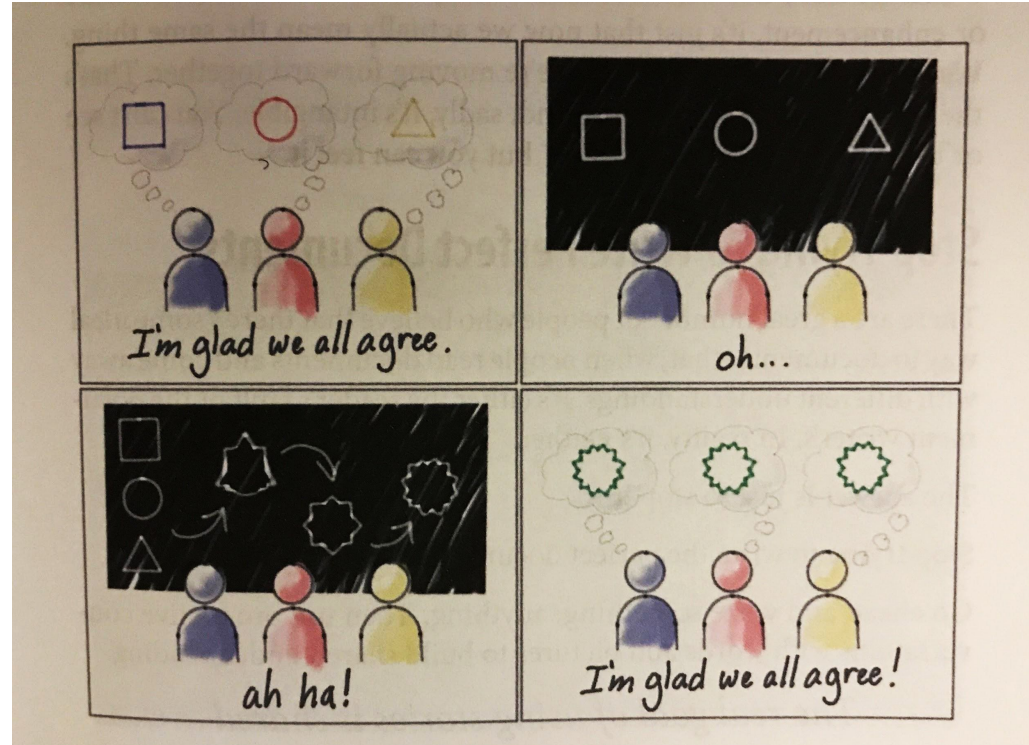
# The Power of Sketching

## Create Shared Understanding

- Shared documents don't cut it
- Words alone aren't enough
- % of talking only meetings?

*What's written isn't what's most important...it's what we remember when we read it later!*

- Jeff Patton



# **When to Sketch?**

**New Products or Features**

**Complex Display of Information**

**Multiple Systems**

**Multiple Teams Working Together**

# Who Sketches?

Developers

Designers

Product  
Managers

Stakeholders

Customers

**Everyone can and should sketch!!**

# Sketching Practice: Software Elements

Search

Filter a  
Column

Tabs

Dashboard  
Card

Selection Box

Modal

Reviews

Log In

Settings

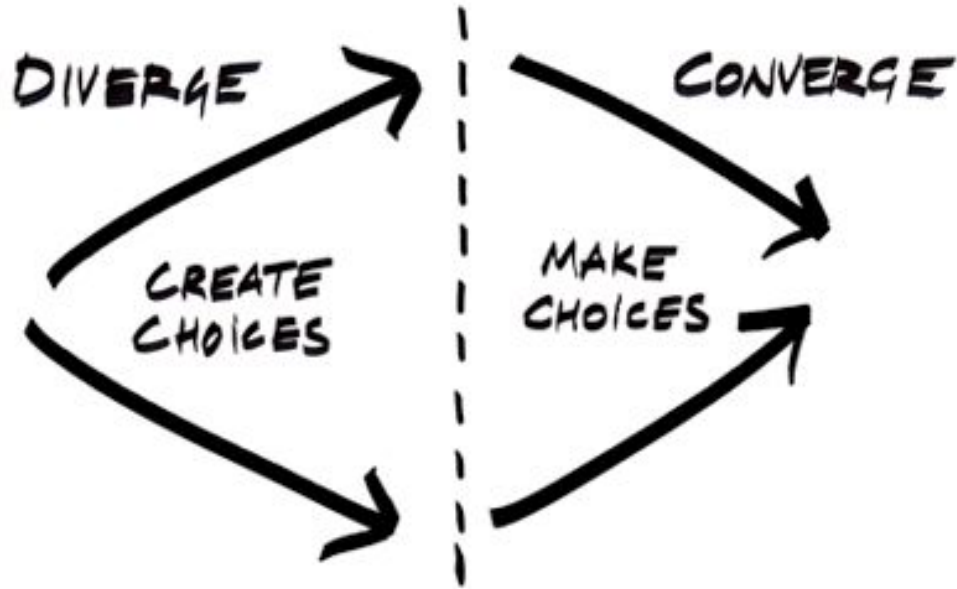
Sort

Select an  
Option

Message

Sliding  
Panel

# How Does Sketching Help Ideate?



# Let's Sketch - Ideate

## Set the Context

- Provide the overview of why we're sketching
- What is the user trying to accomplish?

## Round 1

- 5 minutes of sketching
- At least 5 ideas
- Play some background music

## Share Round 1 Ideas

- Explain the what and the why
- Others ask clarifying questions



# Let's Sketch - Converge

## Round 2

- Pick one idea and take it further
- Could be your idea or someone else's

## Share Round 2 Idea

- Explain the what and the why
- Others ask clarifying questions