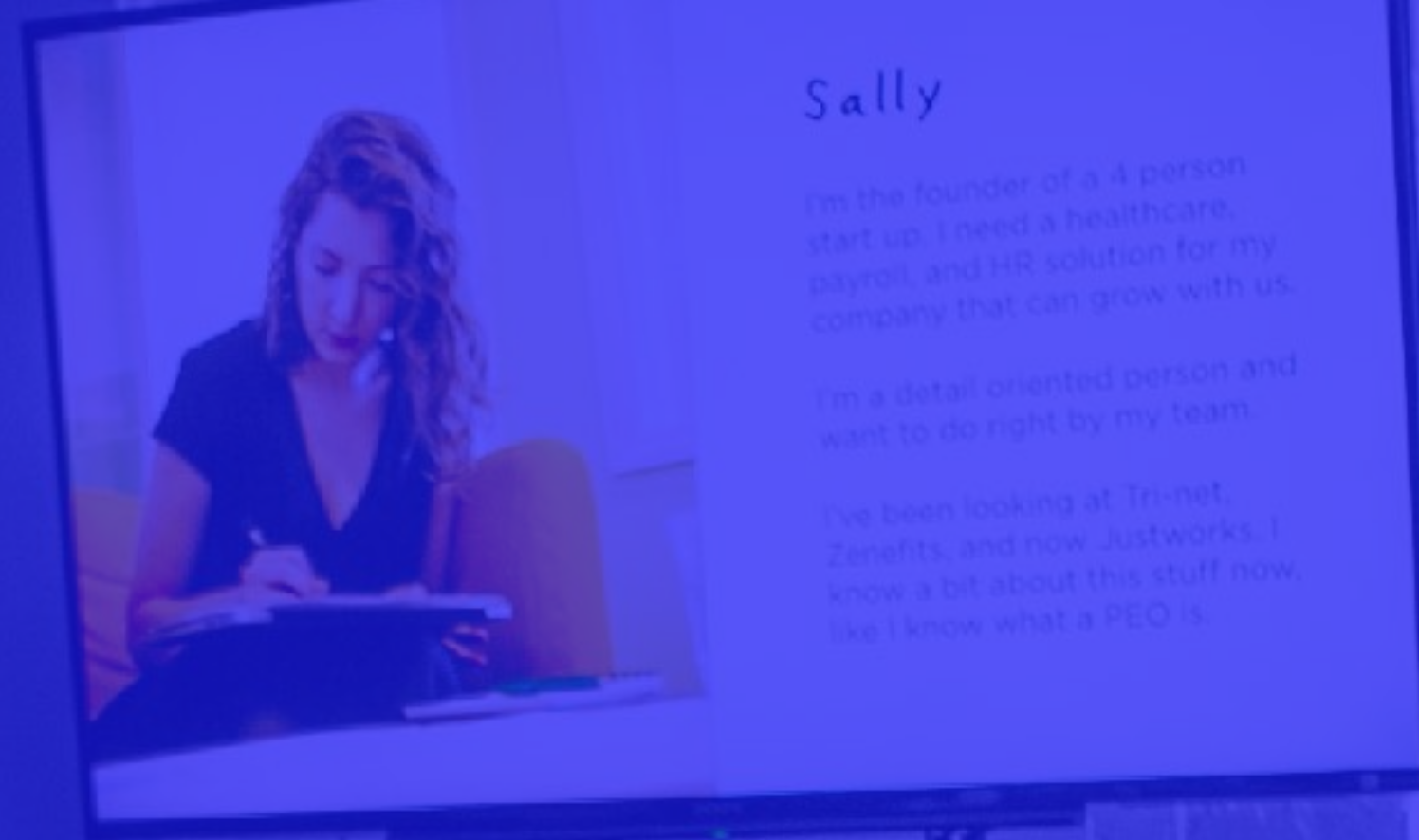




# Team sketch session

Generating lots of ideas to kick start the prototyping process







Team sketch sessions

**Help us generate a lot of ideas to unstick us, make sure we're not missing anything, and push us in new directions**



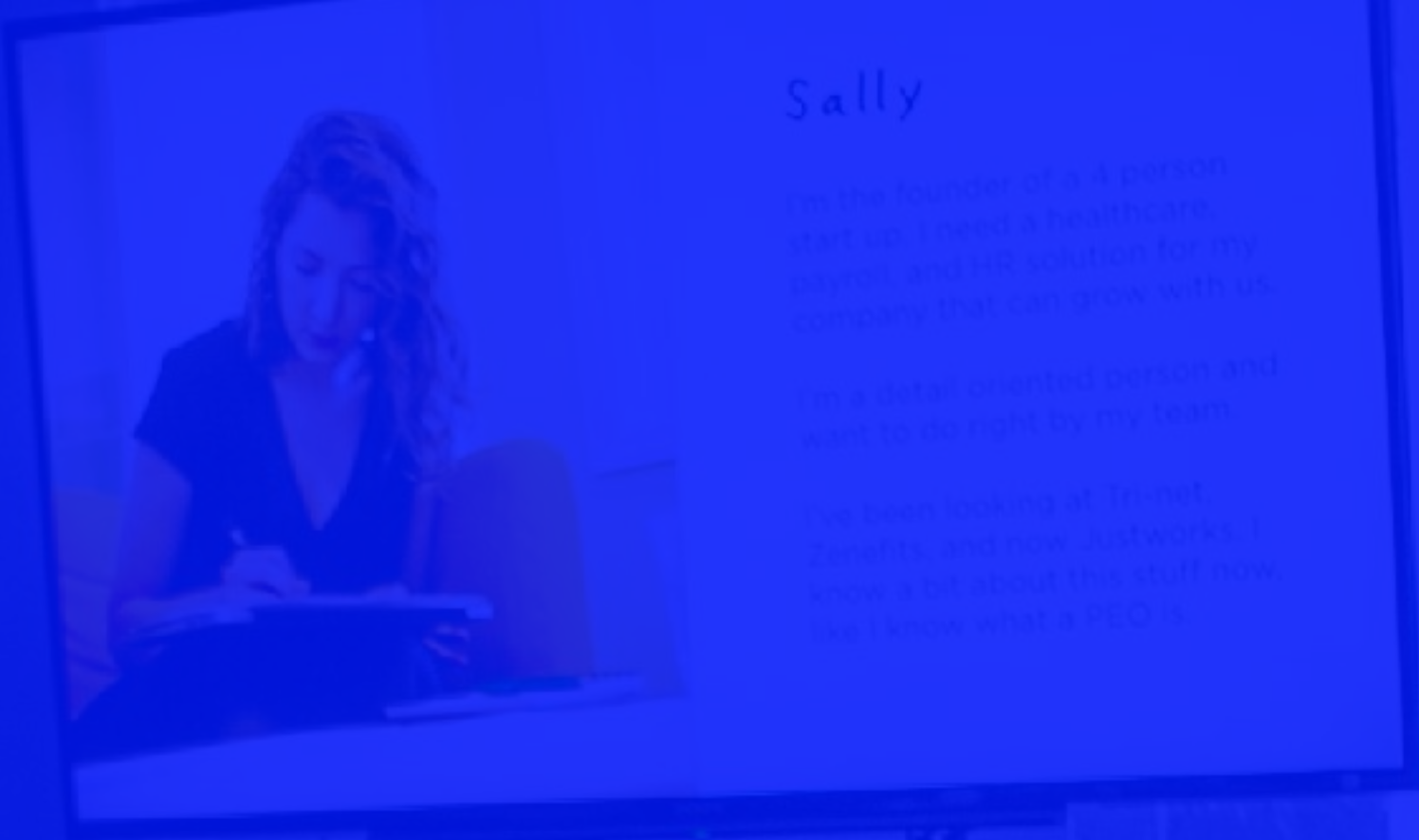


What to sketch

**A hypothesis that has many possible solutions or one we know the least about**



Hypothesis → Prompt








**A good prompt is...**

Clear and concise

Keeps us focused on the problem space

Inspires the team to generate ideas



A blue-tinted photograph of a meeting room. In the background, a woman is seated at a table, looking at a laptop. A whiteboard behind her has the name "Sally" written at the top. In the foreground, several people are seated around a table, looking towards the camera. The table is cluttered with papers, a water bottle, and a can of Coke. The overall scene is dimly lit, with the blue tint dominating the color palette.

**Your job is to have  
tons of ideas**

Quality over quantity





## Flow of a sketch session

Facilitator presents the prompt

Everyone grabs paper and marker

Timer starts

Start sketching as many ideas as possible



# Some sketching ground rules

No bad ideas

This is easy, drawing skills don't matter

Draw fast, quantity over quality

Present your sketch right away

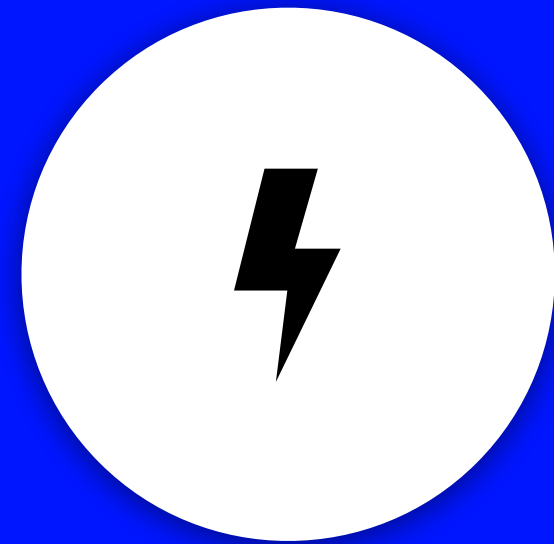
Steal any idea

Remix and add onto it

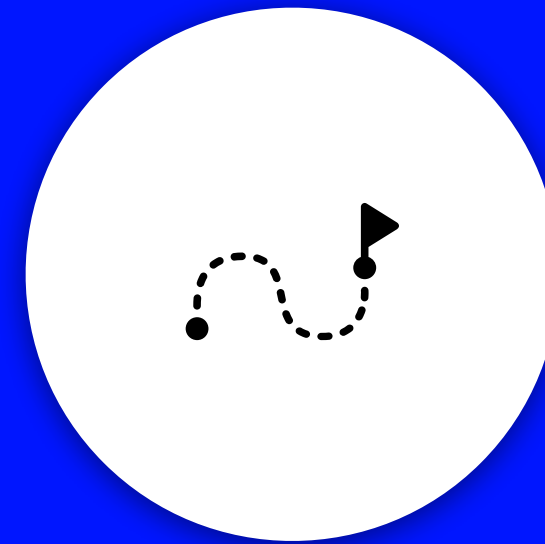
Post it note a description



# 2 ways to ideate by sketching

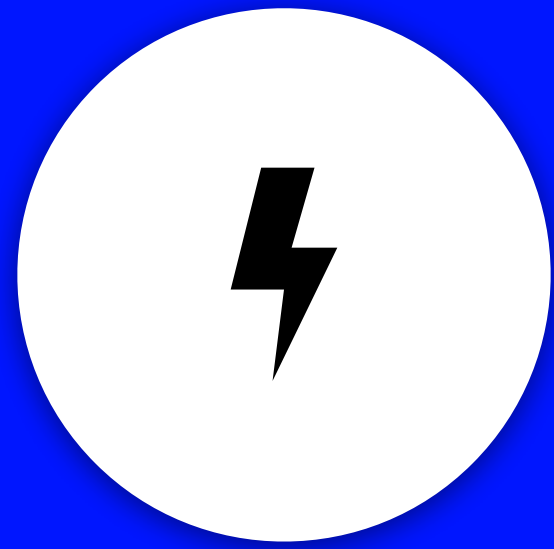


Concept  
sketch



Ideal User  
journey

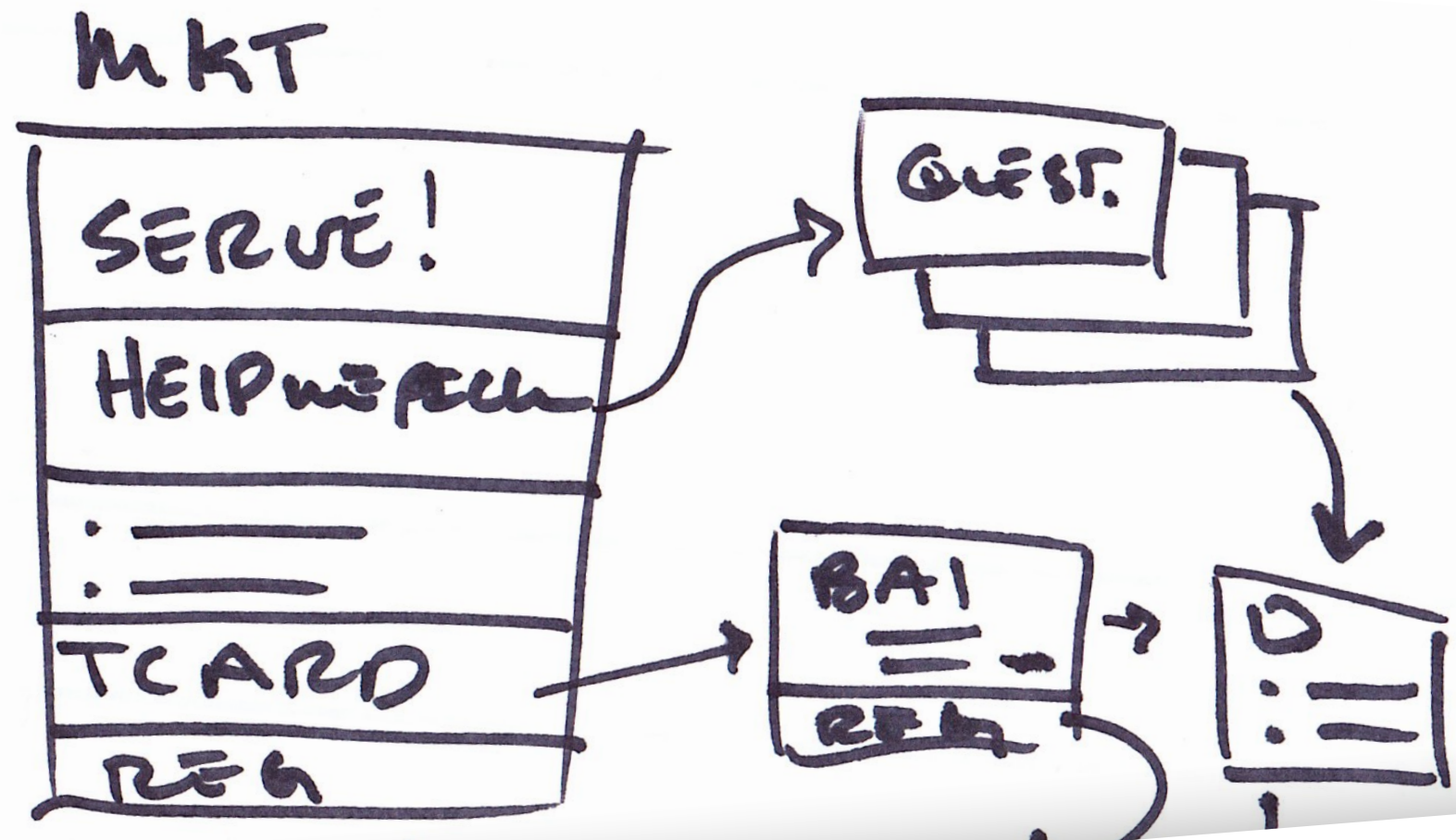




# Concept sketch

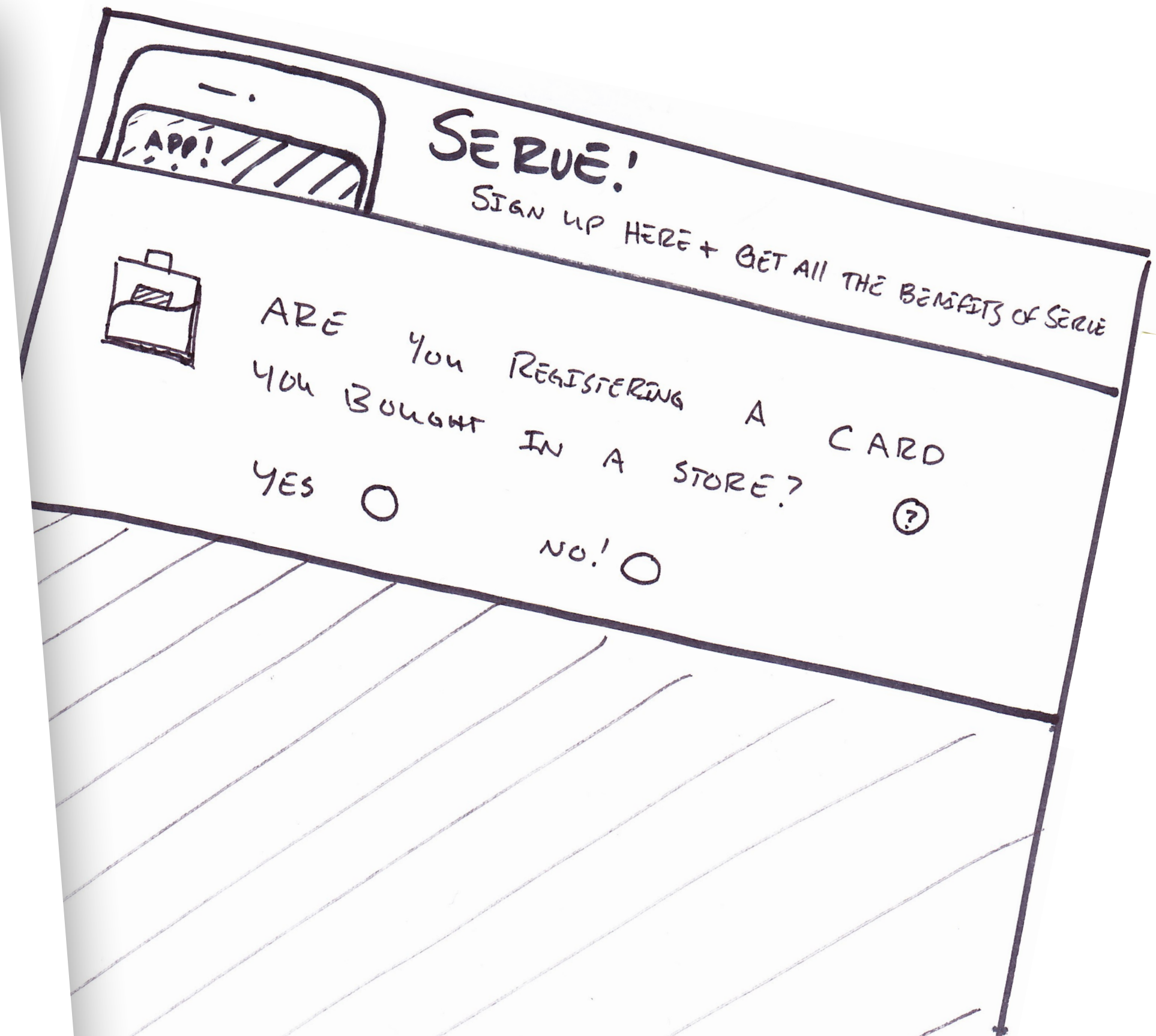
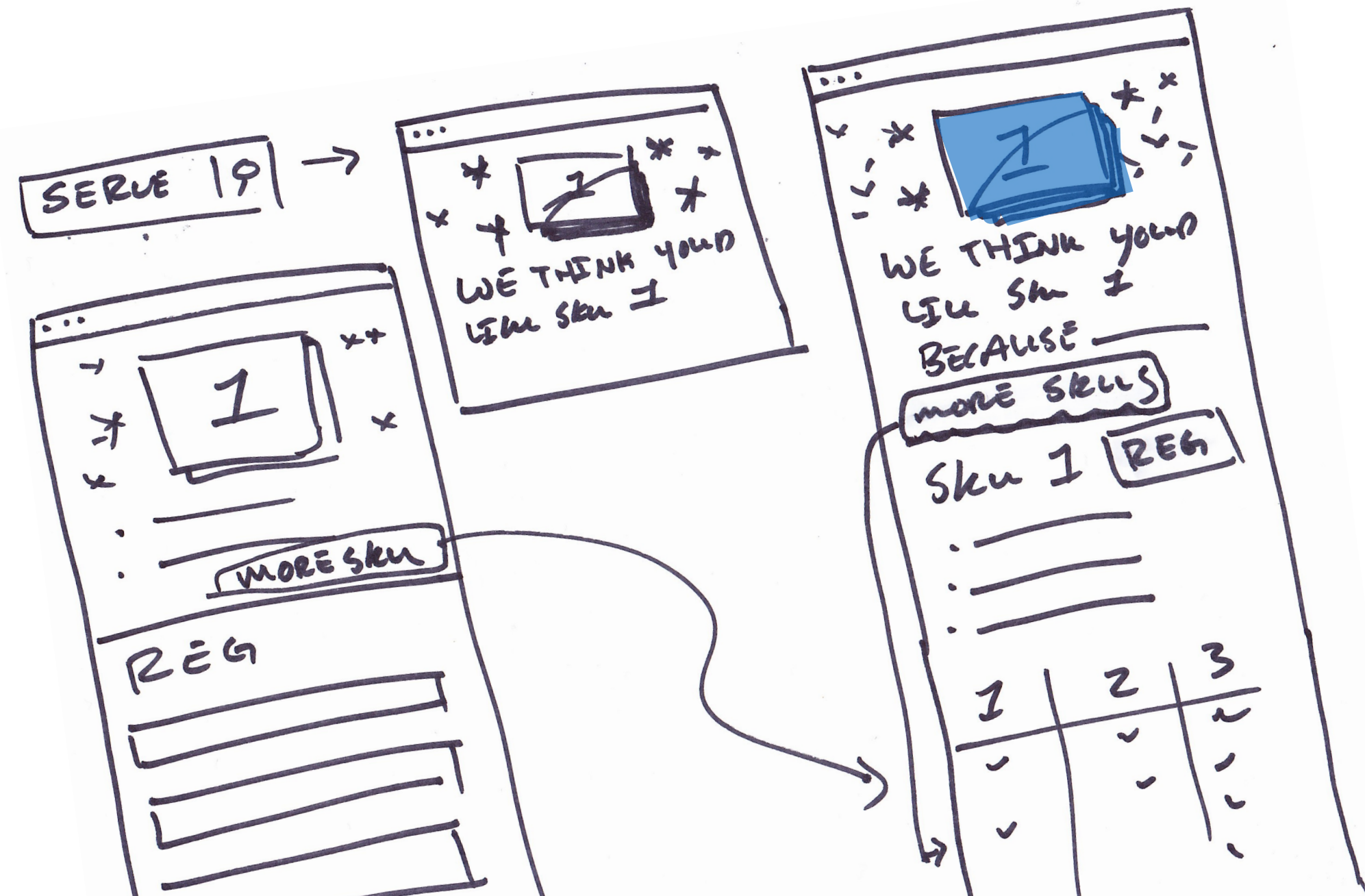
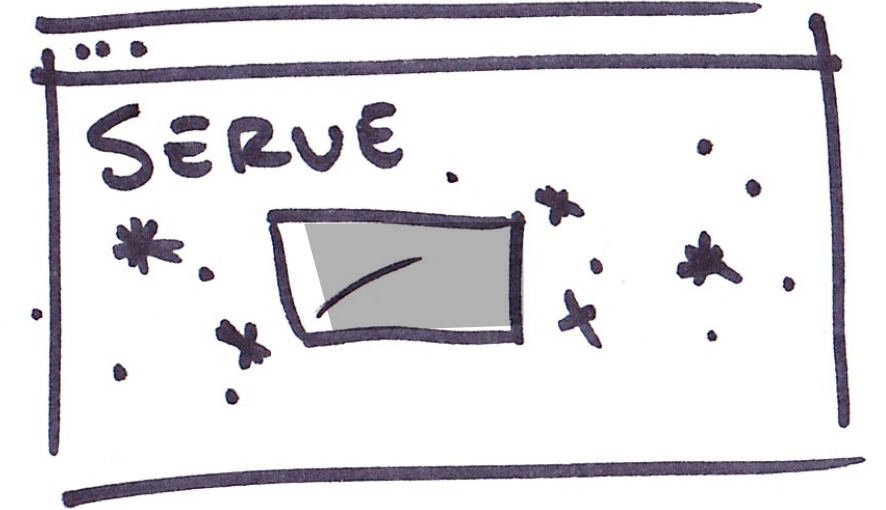
Draw screens, your start ups website,  
anything & everything



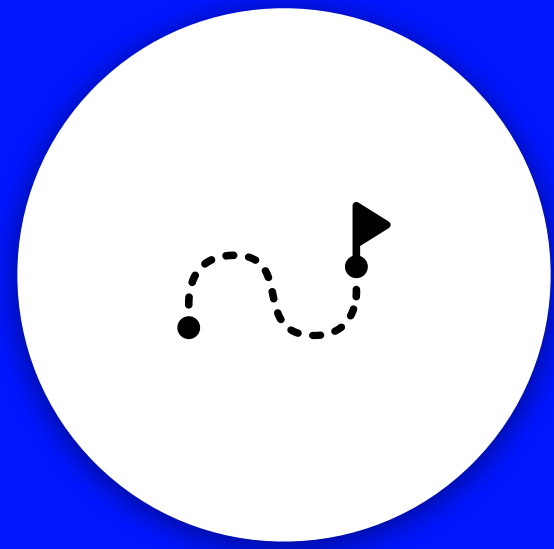


BILLPAY

BILLPAY 1P







# Ideal User journey

Illustrate a user's flow through an experience, indicating key moments and emotions

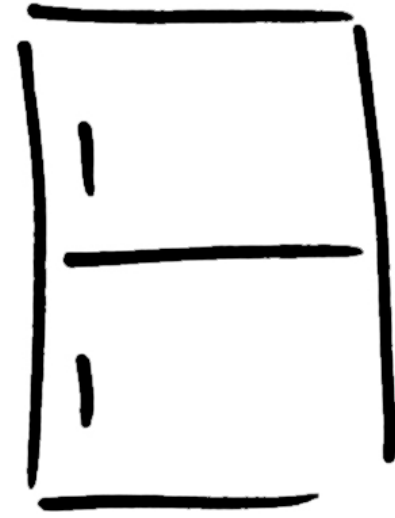


WHA! I'm HUNGRY!



SAM

SAM CHECKS OUT THE OPTIONS



FINDS A HAM

SAM PLATES HAM



WHO MADE THE HAM?



SAM IS AMPED



# Synthesis





Synthesis

**Making sense of  
our sketches**





**Group together similar solutions**



**Solution**

**Solution**

**Solution**

**Label solutions as they emerge**



**Solution**



**If a stack gets too big...**



**Solution**

**Solution**

**Break it into two and  
re-write the solution**







In the end we'll have something like this