

Welcome!

Session 4: Monday, 2:45 – 4:00 pm

- Sketching prototypes: overview of methods
- Hands-on: brainstorm ideas for your content, organisation, community

Prototyping methods

- What are prototypes for?
 - Working through ideas, having something to point at, something to test, specification
- Digital vs paper
- Neat, final vs messy, open

Prototyping methods

- Presentation, image or word processing software
- Online tools e.g. Balsamiq, moqups
- Specialist tools: Axure, OmniGraffle
- Napkin sketches
- Fancy sketches
- etc

Prototype examples

<http://deeplinking.net/paper-web/>

Sketching

Everyone can draw...

...enough to get by, anyway

30 second exercise:

Draw something you love about where you're from
on a post-it note, then post it up on the wall

Ideation

Ideation

See Exercises document for details.

If you don't have a collection to work on, try:

- Diaries, letters, objects, images from Europeana 1914-1918 <http://europeana1914-1918.eu/en/explore>
- Images from Flickr Commons <https://www.flickr.com/commons/>