Method

Sketching

Drawing ideas in a quick, cheap and open way to explore many of them and discuss them before committing to one.



In Spanish
Bocetado

Origin
Buxton (2007)

Output
Many quick sketches of ideas to compare and discuss

What it's for

It separates exploring from deciding: a sketch invites suggestions; a prototype has already chosen a path.

Key elements

Quick and cheap
It takes minutes and you throw it away without regret.

Many
At first, the more the better.

Open
It suggests without closing: it leaves room for other ideas.

How it's done

1 

Draw several ideas by hand.

2 

Show them and listen.

3 

Choose which one moves on to a prototype.

Applications in design

When to use it

Early on, to explore many directions.

Avoid

Polishing in a digital tool before you have several ideas.

Don't fall for it

A sketch that is too finished looks decided, and people stop making suggestions.

Connections

Builds on

- Reflective practice

Used by

- Interaction design
- Fashion design
- Packaging design
- Industrial design
- Sound design
- Illustration
- Motion design

Related to

- Morphological analysis
- Crazy 8s
- Mood board
- Prototyping
- Storyboard
- Wireframe

Authors and works

2007	**Bill Buxton**	Separated the sketch from the prototype: the sketch helps you get the right design; the prototype, the design right.

Sources

Original sources

- Buxton, B. (2007). Sketching user experiences: Getting the design right and the right design. Morgan Kaufmann.

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