Quiz

☐ What is your height?
☐ What is the distance from tip of your thumb to tip of your little finger (same hand, outstretched)?
☐ What is your “wingspan”?
☐ What is the height of the 50th percentile 14 year old female American?
☐ What point size text can the average 50 year old adult read 10 feet away?

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3D Sketching

- The 80 / 20 rule
- Quick measures
- Size matters
- Material considerations

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80 /20 Rule

- Pareto’s Law
- 20% of the effort produces 80% of the results
- And the converse...
  - “Sketching” is the 80%
  - Louis Sullivan: “God is in the details” (i.e. the remaining 20%)

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Size Matters

☐ Know your own dimensions
☐ do ad hoc measurement with known standards:
  ☐ football fields for length
  ☐ cars for size and cost
  ☐ laptops for portability
☐ Humanscale calculator
Materials for physical sketching

☐ Foamcore and glue
☐ Wire and tape
☐ Styrofoam and hotwire cutter
☐ Clay (plasticene and Fimo)
☐ Legos
☐ Found objects
☐ 80/20

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80/20

- The Industrial Erector set
- www.8020.net
- www.item-international.com
EXERCISE

☐ In your teams (Team X and Z, please make 2 sub-teams!)

☐ Create a 3 “sketches” of a body-mounted device that directs attention.

☐ select best one to show class
A few guidelines...

☐ Please cut on a second sheet
☐ share tools
☐ hot glue guns to stay on places to catch drips
☐ clean up when done!

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Bodystorming Method

- Improv theater (like “Whose Line is It Anyway?”)
- Brainstorm as many different uses for object as possible by acting them out
- Record ideas (video is useful)
Bodystorming
Sketch problem

☐ Due next Friday (2/25)
☐ Use all 3 sketches made today (or make others)
☐ Do 2 rounds -- second at project site
☐ document:
  ☐ in-class skit, video (5 minutes, max)
  ☐ or storyboard

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Coming Attractions

- For Monday: read DG Chapter 5, + Harrison & Dourish (on-line)
  - Jihane and Umut prepare summary, quote or idea, and discussion questions
- For Friday: Sketch Problem 4 due

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