

Sketch Exercise

Using a combination of the How Might We exercise, User Story Activities, Brainstorming and User Story Map the sketch exercise allows teams to take user personas to an actionable delivery plan. At InGAME we would use this tool to sketch out complex development projects.



Takes 2-3 hrs to complete



For individuals or teams



Can be worked on at the same time or separately



Can be done remotely or in-person

The Sketch exercise is made up of 5 distinct parts that should be completed in sequence to help you flesh out your project. There is also some preparation you will need to do in advance in order to complete the exercises.

Part 1: Personas & User Stories

Part 2: How Might We Questions

Part 3: User Story Activities Brainstorm

Part 4: Impact vs Effort Matrix

Part 5: User Story Map

Getting started

Before you work through the exercises you will need to prepare Personas and User Stories for your project. If you haven't yet prepared them or are unsure what to do here are some helpful links:

What are personas?

<https://www.interaction-design.org/literature/topics/personas>

Part 1: User Personas

Copy your personas & user stories and add them to a board. Use sticky notes to write these down and place them on the board.

.....

Part 2: "How might we..." questions

Respond to the user stories from previous board by reformulating them as How Might We...? questions and add them to the same board in a different space using sticky notes.

Helpful resources

Hyper Island Toolbox - How Might We Questions:
<https://toolbox.hyperisland.com/how-might-we-questions>

IDEO.org YouTube - How Might We Video:
<https://www.youtube.com/watch?v=N0fkNvyB7ZQ>

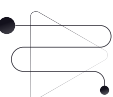
.....

Part 3: User Story Activities Brainstorm

Working from the How Might We brainstorm you just completed, create lots of high-level user story activities. Use the stickies and add as many as you can.

Helpful resources

Ideou.com - Brainstorming
<https://www.ideou.com/pages/brainstorming>



Part 4: Impact vs Effort Matrix

Move over your User Story Activities Stickies, then place them within the 2×2 matrix organised by impact and effort (see next page, you will need to recreate this matrix on your board):

Impact: The potential payoff of the action, vs.

Effort: The cost of taking the action

Helpful resources

Hyper Island Toolbox - Impact/Effort Matrix

<https://toolbox.hyperisland.com/impact-effort-matrix>

Impact vs Effort Matrix

High Impact

Impact

Low Impact

Low Effort

Effort

Low Effort

