



Interactive Sketching Notation Version 0.1

The interactive sketching notation is an emerging visual language which affords the representation of interface states and event-based user actions. Through a few simple and standardized rules, what the user sees (drawn in greys and blacks) and does (drawn in red) are unified into a coherent sketching system. This unification of both interface and use, intends to enable designers to tell more powerful stories of interaction.

Events

Events are initiated when users perform various actions on an interface. Think of events as causes and screens as effects. For the purpose of this notation, some relevant events could include:

- | | |
|-----------|------------|
| CLICK | FOCUS |
| DBLCLICK | BLUR |
| RCLICK | KEY: X |
| MOUSEOVER | KEYUP: X |
| MOUSEOUT | KEYDOWN: X |
| MOUSEMOVE | LOAD |
| MOUSEUP | UNLOAD |
| MOUSEDOWN | SCROLL |
| CHANGE | SUBMIT |

- Unspecified Event.** A simple arrow that represents a CLICK action by default.
- Specific Event.** To represent a user action with an event, note it above the arrow.
- Combined Events.** Sometimes users perform more complex actions such as holding a key and clicking.
- Real World Actions.** User actions can also happen outside of an interface.

Event Binding

- To Element.** A rounded starting point denotes an event bound to a particular drawn element.
- To Anywhere.** An event is attached to the full window.
- To Area.** An event is bound to a specific area on the screen.

Transitions

- Unspecified Transition.** A default transition is instant without delay.
- Delay.** The time it takes before a transition starts.
- Duration.** The time it takes for a transition to complete.
- Effect.** Two possible effects include: FADE, and SLIDE.

Emphasis Techniques

- Emphasis.** Indicating an important element with a 10% grey.
- Selected State.** Showing a selected item with a 30% grey.

Page Organization

- Concept Title.** Each page can contain a title in the top left. For multi-page concepts, use roman numerals as a suffix.
- Variations.** Each concept can have multiple variations which are referred to alphabetically.

Advanced Notations

- Basic Condition.** If something is to be met before the next screen.
- Automatic Sequence.** Use a black arrow(s) if there is a sequence of screens that are shown automatically to the user in an order.
- Condition with Else.** Conditional representation of an IF/ELSE combination.

Rapid Tactics

- Drag&Drop.** Quickly show a drag and drop interaction.
- Multi Clicks.** Use the same screen to show two or more clicks at the same time.
- Delta Box.** Only draw items which changed, suggesting that previous screen elements will also appear.
- Zooming.** Draw at least one corner to zoom in and close up on what is important in the interface.