

this is the result of me recording some very preliminary clouds of thoughts about my practice... usually, I'm sketchnoting DURING A TALK or while watching a video... so is this a sketchnote? a comic? a graphic rendering of my sensemaking? uh... yes!!!!!!



the SKETCHNOTE as...

ON PROCESS

"SketchNoting" has been used to describe a kind of VISUAL Notetaking (text + drawings + diagrams...)

from Zheng et al. CHI 2021

I started sketchnoting because sitting still for long periods of time (eg @ a conference) makes me all... sleepy

BLAH BLAH LLM SENSE MAKING
BLAH BLAH HCI BLAH
BLAH BLAH GUI OF EVALUATION BLAH...
SOOO DIFFICULT TO FOCUS!!

JUST SKETCHING OR TAKING NOTES WAS NOT ENOUGH TO STAY FOCUSED... I had to... ADD MORE COGNITIVE FRICTION...

Making a sketchnote gives me a way of THINKING THROUGH DOING It creatively engages more of my BODY & MIND...

VISION tacit knowledge
motor system EMBODIED...

an Epistemic sensemaking ARTIFACT & MEDIUM for NON LINEAR

my materials:



PRO CREATE

Receptive HCI COMMUNITY

SHARING WITH MY COMMUNITY

Visual perception, metaphor, composition (managing space, visual design, managing time & attention)

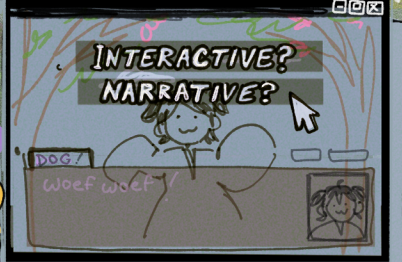
APPRECIATION, Socio CULTURAL VALUE

eg: I'll have to check out the Paper!
eg: Nice Sketch note!

ORIGINAL RESEARCHER
A sketch note is a DERIVATIVE WORK (fan art!)

it CAN (& should) BRING CREDIT & ATTENTION BACK TO THE OG CREATORS.

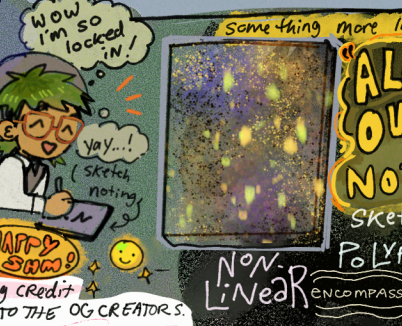
What is a "finished sketchnote"? (maybe... a sketchnote IS...)



an expressive Narrative form of digital media containing multiple potential narratives / storylines experienced through a participatory PROCESS...



a sketchnote... can support many different reading/processing sequences.



Visual

COMIC!

This is the part that gives me some pause... does a sketchnote necessarily feature a "deliberate" sequence??

AN EPISTEMIC ARTIFACT

from: Tricaud & Beaudoin-Lafon (2023)
When I create a sketchnote, knowledge about the topic, but also about the sketchnotic medium becomes externalized.

FROM CLEMENT GREENBERG
THE CRISIS OF THE EASEL PICTURE (1948)
A sketchnote is not quite "formless," but compared to "linear" note taking, a sketchnote is more...

ALL OVER NOTES?
NON LINEAR POLYPHONIC HIERARCHICALLY QUEER JAZZY!

by me! SHM! ("shim")



(Shm garanganao Almeda)

UC Berkeley

UNDERSTANDING COMICS (1993)



By SCOTT McLOUD

com-ics (kom'iks)n. plural in form, used with a singular verb. 1. Juxtaposed pictorial and other images in deliberate sequence, intended to convey information and/or to produce an aesthetic response in the viewer.

derived from Hartmut Koenitz
"Towards a Specific Theory of Interactive (2015) Digital Narrative"
derived from Murray, Laurel

SEE ALSO:

Sketchnote Components, Design for Effective Space Dimensions, and Strategies for Visual Note Taking

Zheng et al. CHI 20
Sketching & Drawing as Future Inquiry in HCI
Sturdee & Lindley HTEF 19

Traveling Arts x HCI Sketchbook: Exploring the Intersection Between Artistic Expression and Human Computer Interaction
Lewis et al. CHI EA '24

Live Sketchnoting Across Platforms: Exploring the Potential and Limitations of Analogue and Digital Tools
Camporro & Marquadt CHI '20

THANKS!
SHM '20

The Sketchnote as an Epistemic Sensemaking Artifact & Medium for Non-Linear Visual Storytelling

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ALTERNATIVE TEXT

This piece is a visual, hand-drawn digital sketchnote. Here, I will share alternative text written to describe the content of the piece, to support accessibility and clarity of the piece, for everyone.

In the top center, the title, using various hand-written text styles:

“The Sketchnote as an Epistemic Sensemaking Artifact & Medium for Non-Linear Visual Storytelling!”

In a speech bubble coming from a drawing of shm in the top right, “by me, Shm! ‘shim’”; the drawing is labeled with Shm’s full name (shm garanganao almeda), pronouns (they/them/siya), and affiliation (UC Berkeley) with symbols for the transgender flag, non-binary flag, and flag of the Philippines.

A green speech bubble in the top left, from a drawing of Shm, reads, “This is the result of me recording some very preliminary clouds of thoughts about my practice. . . usually I’m sketchnoting during a talk or while watching a video. . . so is this a sketchnote? a comic? a graphic rendering of my sketchmaking? uh. . .yes!!!!!!?”

A thought bubble from this leads to a narrative sequence along the left of the sketchnote:

On Process. . . “SketchNoting” has been used to describe a kind of visual notetaking (text + drawings + diagrams. . .) (from Zheng et al., CHI 2021) [11]

A green thought bubble from a drawing of a sleepy shm sitting in a chair, colored dark gray-green: “I started sketchnoting because. . . sitting still for long periods of time (e.g., at a conference) makes me all. . .

Words float around the image of Shm: wha? sleepy. fidgety. over AND under-stimulated somehow. . . ehh? huh?! SOOO DIFFICULT TO FOCUS!!

Speech bubbles come from the left: “BLA BLA LLM sensemaking”. “BLAH BLAH HCI BLAH”. “BLAH BLAH Gulf of evaluation BLAH. . .”

A hand writes in a sketchbook, “JUST SKETCHING OR TAKING NOTES WAS NOT ENOUGH TO STAY FOCUSED. . . I had to. . .”

Below, the text, “Add more cognitive friction...”

A box reads: making a sketchnote gives me a way of thinking through doing. it creatively engages more of my Body & Mind. . .

The words Body & Mind point to drawings of an eye, hand, and character whose brain is exposed, labeled, vision, tacit-knowledge, motor system, embodied. A thought bubble coming from the character with an exposed brain reads, “visual perception, metaphor, composition (managing space,) visual design, managing time & attention.

A pink arrow points away from the box representing a sketchnote, labeled as “Sharing with my community”

with a symbol representing sharing (a blue arrow pointing to a blue symbol of the world) and “+ add more motivation” This pink arrow leads to a group of characters labeled, Receptive HCI Community. From this group, a pink arrow labeled “Reception Value” points to the words,

“Appreciation, sociocultural value.” The words, “e.g., I’ll have to check out the paper!” points to a character labeled, “Original Researcher.” The words, “e.g., nice sketchnote!” points to a drawing of Shm sketchnoting, labeled, “Happy Shm!” and thinking, “Wow, I’m so locked in! yay. . . !” A pink arrow connects Shm to the Original Researcher. Below them, the text, a sketchnote is a derivative work (fan art!) It can (& should) bring credit & attention back to the OG creators. We discuss the concept of reception value as a necessary component of a creativity supportive ecosystem in prior work. [1]

A drawing of an Apple Pencil drawing a squiggle on an iPad within the Procreate interface. A handdrawn sphere, a cube, an eye, heart, and the word sketching using The Cool S shape for the s. A thought bubble coming from the center title says, “On product. . . What is a finished sketchnote? (maybe. . .) a sketchnote is a. . .”

Two arrows are drawn from the word sketchnote, leading to two sequences. The left sequence reads,

Maybe. . . something like an. . .

A drawing of a windowed interface resembling a visual

novel game: Interactive? Narrative? The words are styled as choices in a visual novel branching storytelling game. The game shows a character named Dog! saying “woof woef!”

Interactive Narrative is an expressive narrative form of digital media containing multiple potential narratives/storylines experienced through a participatory process. . . This text is styled as a gray-blue speech bubble pointing from the words, derived from Hartmut Koenitz, “Towards a Specific Theory of Interactive Digital Narrative” (2015) derived from Murray, Laurel. [4, 5, 8] In the same grey-blue section, two drawings of a sketchnote as a white paper, the second with a variety of arrows drawn on it resembling different ways of moving your eyes across the composition. A sketchnote. . . can support many different reading/processing sequences.

The right sequence reads. . . (maybe. . .) a sketchnote is. . . A Comic! as defined in *Understanding Comics* (1993) by Scott McCloud [7]. Pointing from a drawing of Scott McCloud, styled similar to his character design for himself as used in *Understanding Comics*, a speech bubble containing an excerpt clipped directly from the book:

“com.ics (kom’iks) noun. plural in form, used with a singular verb. 1. Juxtaposed pictorial and other images in deliberate sequence, intended to convey information and/or to produce an aesthetic response in the viewer.”

The words “in deliberate sequence” are highlighted and underlined by a red arrow, pointing to a black text box with a graphic exclamation mark, a white outline and white text reading, “This is the part that gives me some pause. does a sketchnote necessarily feature a ‘deliberate’ sequence??”

There is a brown and yellow section that reads, *An Epistemic Artifact* from: Tricaud & Beaudouin Lafon (2023) [10]. When I create a sketchnote, knowledge (about the topic, but also about the sketchnote medium) becomes externalized as. . . (this points back to the title of the section, *An Epistemic Artifact*).

There is a dark green section, featuring a drawing of a canvas with colorful speckles and splotches. The text here reads, something more like “All Over” Notes? within a speech bubble pointing to the words, “from Clement Greenberg, *The Crisis of the Easel Picture*(1948)” [3]. A sketchnote is not quite “formless,” but compared to “linear” notetaking, a sketchnote is more. . . Non-Linear, encompassing, polyphonic, hierarchically queer, jazzy!

In the bottom right, a section labeled, “See Also” with four sheets of paper, each reading:

Sketchnote Components, Design Space Dimensions, and Strategies for Effective Visual Note Taking, Zheng et al., CHI’20. [11]

Sketching & Drawing as Future Inquiry in HCI, Sturdee & Lindley, HttF’19. [9]

Traveling Arts x HCI Sketchbook: Exploring the Intersection Between Artistic Expression and Human-Computer Interaction, Lewis et al., CHI EA ‘24. [6]

Live Sketchnoting Across Platforms: Exploring the Potential and Limitations of Analogue and Digital Tools, Camporro & Marquadt, CHI’20. [2]

In the bottom right corner, a green drawing of Shm with two rabbits, labeled, Thanks! SHM 2026.

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- [8] Janet H. Murray. 2017. *Hamlet on the Holodeck, updated edition: The Future of Narrative in Cyberspace*. MIT Press.
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- [11] Rebecca Zheng, Marina Fernández Camporro, Hugo Romat, Nathalie Henry Riche, Benjamin Bach, Fanny Chevalier, Ken Hinckley, and Nicolai Marquardt. 2021. Sketchnote Components, Design Space Dimensions, and Strategies for Effective Visual Note Taking. In *Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems (CHI '21)*. Association for Computing Machinery, New York, NY, USA, 1–15. doi:10.1145/3411764.3445508