

UX CONTEXT BINGO

SCREEN SIZES

XS (small phone)

S (big phone)

M (tablet)

L (monitor)

XL (TV)

XXL (big TV, VR)

DEVICE LOCATIONS

In one hand

In two hands

Desk/table

In a pocket

Tethered

On the wall

INPUT METHODS

Tiny keyboard

Full size keyboard

Mouse

Voice

Body gesture

Touch

USER LIMITATIONS

Can't talk

Can't touch

Can't think

Can't look at all

Can only glance

Can't wait
