How and why do software practitioners use sketches and diagrams in their daily work?

**Revision**
- 54%: 54% of the sketches are revisited.
- 77%: 77% of the sketches are revised.

**Media**
- Analog (58%)
- Digital (40%)
- Paper (18%)
- Whiteboard (40%)

**Archiving**
- Archived (38%)
- Not archived (62%)
- Archived (34%)
- Not archived (6%)

**Lifespan**
- Several work days
- Several months

**Formality and UML**
- 0=very informal
- 5=very formal

**Agility and MDE in Team**
- 0=never
- 5=always

**Relation to Source Code**
- 47% of the sketches are rated as helpful for others to understand the related source code artifacts.

**Purpose**
- Designing (75%)
- Explaining (60%)
- Understanding (56%)
- Analyzing Requirements (45%)

**Team Size**
- 11% work alone
- 8% with one colleague
- 19% with two colleagues
- 40% with three to nine colleagues
- 15% with more than ten
- 5% with more than one hundred

**Participants**
- 394 software practitioners reported on their last sketch/diagram.

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If you are interested in the topic, please consider taking part in our study here at the conference. (visit xp16.sbaltes.com)