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Sketching User Experiences: The Workbook | ScienceDirect

In Sketching User Experiences: The Workbook, you will learn, through step-by-step instructions and exercises, various sketching methods that will let you express your design ideas about user experiences across time. Collectively, these methods will be your sketching repertoire: a toolkit where you can choose the method most appropriate for developing your ideas, which will help you cultivate a culture of experience-based design and critique in your workplace.

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Sketching User Experiences: The Workbook Key Features. Readership. Students, professors, and professionals from multiple disciplines; Computer Science, Industrial Design,... Table of Contents. Details. Sheelagh Carpendale is a Professor at the University of Calgary where she holds a Canada ...

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Adapted from Saul Greenberg, Sheelagh Carpendale, Nicolai Marquardt and Bill Buxton, Sketching User Experiences: The Workbook, 2011. The ABC's of Sketching Lines, triangles, rectangles and circles are the building blocks of any sketch. You can likely draw these shapes with varying degrees of dexterity.

Etch A Sketch: How to Use Sketching in User Experience ...

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Sketching User Experiences: The Workbook (Paperback ...

The book "Sketching User Experiences: The Workbook" (Morgan-Kaufmann) that I co-authored with Saul Greenberg, Sheelagh Carpendale, and Bill Buxton, just became available on Amazon and Elsevier. October 2011 | Proximity Toolkit at UIST 2011

Nicolai Marquardt

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