



Sketching User Experiences: The Workbook

By Saul Greenberg, Sheelagh Carpendale, Nicolai Marquardt, Bill Buxton

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Sketching Working Experience: The Workbook provides information about the step-by-step process of the different sketching techniques. It offers methods called design thinking, as a way to think as a user, and sketching, a way to think as a designer. User-experience designers are designers who sketch based on their actions, interactions, and experiences.

The book discusses the differences between the normal ways to sketch and sketching used by user-experience designers. It also describes some motivation on why a person should sketch and introduces the sketchbook. The book reviews the different sketching methods and the modules that contain a particular sketching method. It also explains how the sketching methods are used. Readers who are interested in learning, understanding, practicing, and teaching experience design, information design, interface design, and information architecture will find this book relevant.

- Features standalone modules detailing methods and exercises for practitioners who want to learn and develop their sketching skills
- Extremely practical, with illustrated examples detailing all steps on how to do a method
- Excellent for individual learning, for classrooms, and for a team that wants to develop a culture of design practice
- Perfect complement to Buxton's Sketching User Experience or any UX text
- Author-maintained companion website at <http://grouplab.cpsc.ucalgary.ca/sketchbook/>

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- Sales Rank: #80295 in Books
- Brand: imusti
- Published on: 2011-12-28
- Original language: English
- Number of items: 1
- Dimensions: .90" h x 8.50" w x 10.80" l, 1.95 pounds
- Binding: Paperback
- 272 pages

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Editorial Review

Review

"In Sketching User Experiences, Buxton gave a compelling argument as to WHY sketching is so important to design. In this excellently-designed companion, he and his co-authors show HOW. I have been haranguing students for years with the message that they should be doing a lot of sketching, and this is the first guide I can really use to show them what it means and how it works."--**Terry Winograd**, Professor at Stanford University and founding faculty member of its 'D.School' and author of *Bringing Design to Software* "As an interaction designer who teaches, I've waited a while for a book like this! Sketching User Experiences – The Workbook is a design-by-doing guide for practitioners and students on how to integrate design practice, techniques and thinking into the practices of human-computer interaction and interaction design. As the companion piece to Bill Buxton's Sketching User Experience, this book is a one-two combination for learning and doing design in a world of interaction."--**Ron Wakkary**, Associate Professor at the School of Interactive Arts and Technology, Simon Fraser University and Co-Editor-in-Chief of ACM *interactions* magazine "Don't be put off by the title. This is a book for non-artists, albeit those developing user interfaces who recognise how much visual communication helps clients and colleagues understand design concepts. If, as a non-artist, you already produce 'visuals' you probably use software with a library of images and preformed shapes...This is a very positive book for the non-artist. It is profusely and relevantly illustrated and has a 50:50 balance between print and illustrations, which makes it very easy to dip into for ideas. The layout of the 250 pages is a demonstration of how uncluttered layout combined with simple design produces a highly effective teaching tool. To reinforce the point, there is also a detailed index."--**BCS.org** "Based on the authors' experience that sketching is an essential part of design, this excellent workbook is aimed at getting either students or professionals into the practice. Each chapter begins with a list of the necessary materials and ends with a "You Now Know" section, as well as occasional exercises. Tips on how to handle things that may arise during sketching are provided and the book is illustrated with color photographs and hand drawn-illustrations."--**Reference and Research Book News, October 2012**

From the Author

Online teaching and learning resources for the book are collected at saul.cpsc.ucalgary.ca/sketchbook/ . Sections now include:

- **Presentations** associated with various chapters that can be used to teach basic ideas of sketching to your group or class
- **Readings and Essays** on sketching, sketching methods, and examples as related to interaction design.
- **Videos** that provide examples about sketching and sketching methods as related to interaction design.
- **Technologies** can help support the sketching process in different ways.
- **Web Sites and Blogs** related to sketching and sketching methods
- **Courses** by others that include some aspect of sketching

From the Back Cover

Sketching has long been a best practice for designers. Through sketches, designers follow a generative process of developing, honing, and choosing ideas. Designers also use sketches to discuss, exchange, and

critique ideas with others. When designers sketch user experiences, their drawings also need to incorporate the actions, interactions, and changes of these experiences that unfold over time. This can be challenging if you are a non-artist, or have not been trained within a conventional design discipline that specifically practices the time element that is so critical to interactive interfaces.

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.

Users Review

From reader reviews:

Elizabeth Murphy:

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