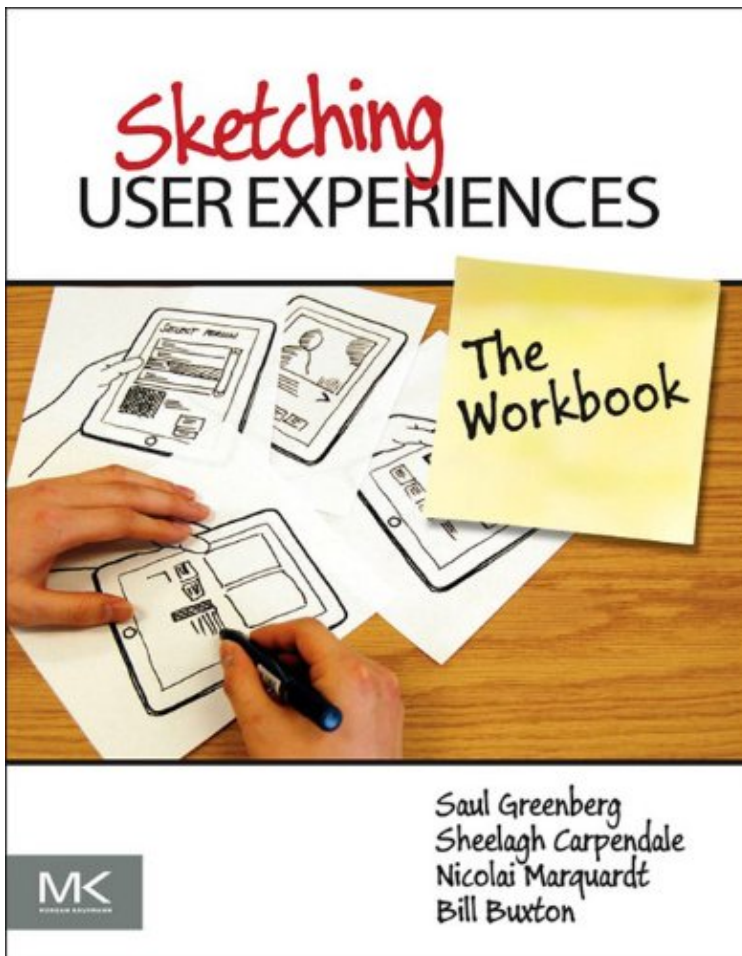


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Sketching User Experiences: The Workbook



Par Saul Greenberg, Sheelagh Carpendale, Nicolai Marquardt, Bill Buxton
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[Mobile pdf] Sketching User Experiences: The Workbook

Par Saul Greenberg, Sheelagh Carpendale, Nicolai Marquardt, Bill Buxton : Sketching User Experiences: The Workbook before purchasing it in order to gage whether or not it would be worth my time, and all praised Sketching User Experiences: The Workbook:

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Description :

Prsentation de l'diteurIn 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.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 Buxtons Sketching User Experience or any UX text Revue de presse" 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

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