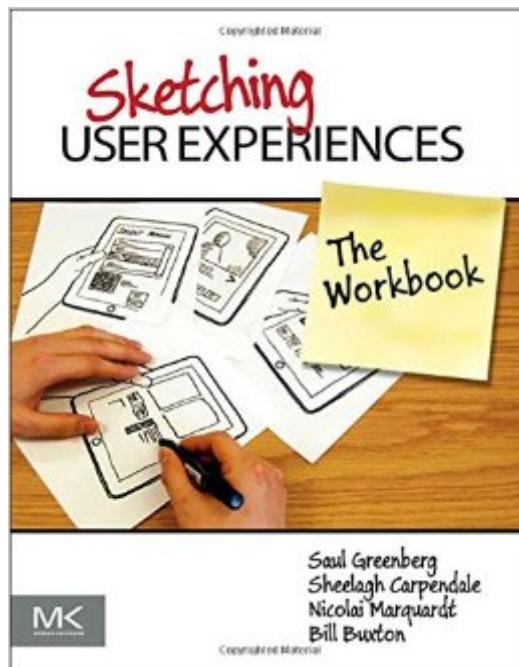


The book was found

# Sketching User Experiences: The Workbook



## **Synopsis**

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 Buxtonâ™s Sketching User Experience or any UX text. Author-maintained companion website at <http://grouplab.cpsc.ucalgary.ca/sketchbook/>

## **Book Information**

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## **Customer Reviews**

Over the past two years I've spent many evenings and weekends teaching myself everything I can about IA/UX/IxD and so have surveyed many of the books available. For the most part those books

can be broken into two categories. The first are theory books (About Face 3, Information Architecture for the World Wide Web) and design pattern books (Designing Interfaces, Designing Web Interfaces) (Not to mention user research books but that's a whole different step of the process). Unfortunately, I haven't found too many books that focus on the skills of sketching a user experience. I have read and worked through Drawing on the Right Side of the Brain and Visual Meetings but found the first was really focused on fine art sketching and the later is really focused on meetings and sharing general ideas with people.

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