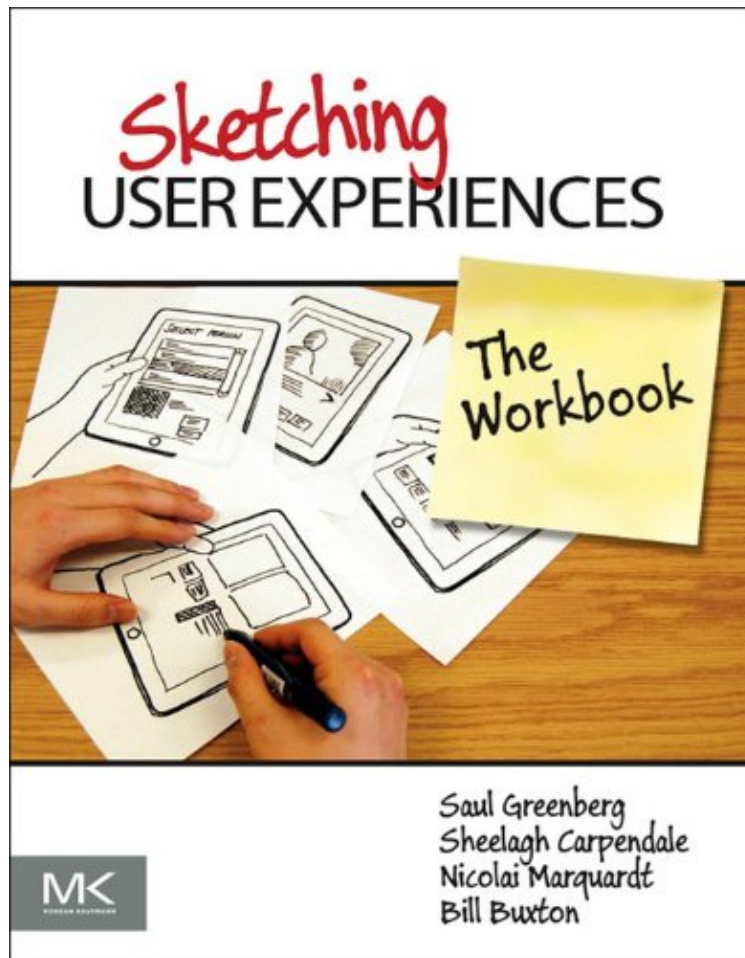


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Sketching User Experiences: The Workbook

Von Saul Greenberg, Sheelagh Carpendale, Nicolai Marquardt, Bill Buxton
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Von 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:

KundenrezensionenHilfreichste Kundenrezensionen1 von 1 Kunden fanden die folgende Rezension hilfreich. Nothing new, nothing unexpected...Von Action loverPlease don't understand my comments as pure and overall critique; if one hasn't any experience in the field, never done any prototyping before, this person might learn something here.But for all who read the Bill Buxton "Sketching User Experiences" book, worked with paper-prototyping before and probably lots more this workbook is superfluous. Too much pages describing "techniques" like tracing photos to get better proportions...I expected a lot more, at least some things to learn or new, something original. But I got a lot of links to other books and line tracing, wow.Save your bucks, get other books.3 von 4 Kunden fanden die folgende Rezension hilfreich. UX- Design and VisualisationVon BerndStarting with the designfunnel and a recommendation of his previous book, Bill Buxtons explains thoroughly the usage of sketchbooks and required drawing skills in the field of

interaction design. His book was really inspiring and it definitely influenced my lectures on Visualisation in the master course UE. Finally, I liked the chapter concerning the different devices of prototyping and how students should present and redesign elaborated design solutions. I am looking forward to adapt some of his useful hints. Bernd Paul Kitzell von 2 Kunden fanden die folgende Rezension hilfreich. Loads of inspiration Von Marc Verschaeren This is a great book - also to use on it's own without the theory book by the same authors. It is full of tips, which are for me a great source of inspiration when I get stuck on a certain point in a project. I highly recommend this for anyone doing conceptual solution design.

Kurzbeschreibung 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. 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. *Pressestimmen* "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. 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