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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.

~~Sketching User Experiences: The Workbook by Bill Buxton~~

a synopsis of Buxton's Sketching User Experiences: Getting the Design Right and the Right Design. Why sketch? Why should you care? Why should you even bother to learn sketching skills? Bill Buxton, one of the authors of this workbook, answered these questions in his 2007 /book: Sketching User Experiences: Getting the Design Right and the Right Design. We do recommend you read that book - it's engaging, fun, and chock-full of good advice.

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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.'''--.

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

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Description. 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.

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Grounded in both practice and scientific research, Bill Buxton's engaging work aims to spark the imagination while encouraging the use of new techniques, breathing new life into user experience...

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In Sketching User Experiences, Bill Buxton clarifies the processes and skills of design from sketching to experience modeling, in a lively and informative style that is rich with stories and full of his own heart and enthusiasm.

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Acknowledged authors Greenberg, Saul, Carpendale, Sheelagh, Marquardt, Nicolai, Buxton, Bill wrote Sketching User Experiences: The Workbook comprising 272 pages back in 2011. Textbook and eTextbook are published under ISBN 0123819598 and 9780123819598.

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