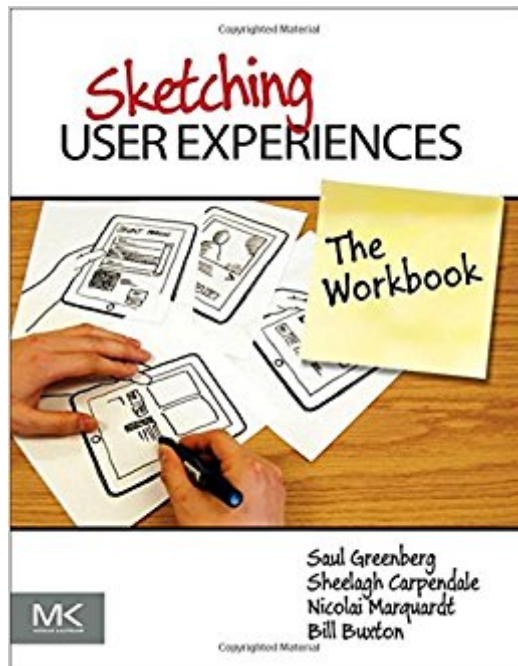The book was found

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 BuxtonÃ¢â ¬â„¢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

"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.Ã Â

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, IÃ¢â ¬â„¢ve waited a while for a book like this! Sketching User Experiences Ã¢â ¬â œ 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 BuxtonÃ¢â ¬â„¢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 "DonÃ¢â ¬â„¢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 Ã¢â ¬ËœevisualsÃ¢â ¬â„¢ you probably use software with a library of images and preformed shapesÃ¢â ¬Â|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

Online teaching and learning resources for the bookÃ Â are collected at saul.cpsc.ucalgary.ca/sketchbook/ . Sections now include:PresentationsÃ Â associated with various chapters that can be used to teach basic ideas of sketching to your group or classReadings and Essays on sketching, sketching methods, and examples as related to interaction design.VideosÃ Â 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 methodsCourses by others that include some aspect of sketching

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 throughÃ Â Drawing on the Right Side of the BrainÃ Â andÃ Â Visual MeetingsÃ Â 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. Sketching User Experiences is a good in between that focuses on the practical skills of sketching interfaces and experiences and communicating that to others.The book starts with very basic sketching exercises and by the end gets into really fun and tangible advanced techniques. Some of the more advanced techniques I loved involve creating sketches from photos, creating hybrid sketches (photos + sketches) and building poster board prototypes of physical devices. Each exercise in the book is discrete and has a clear set of instructions, an explanation of how it fits into the user-centered design process and references to follow up with. Each exercise was structured enough that if you want to pick and choose things to do it's perfect for that.All in all I would recommend this book for IA/UX/IxD professionals of all levels and anyone else who needs to communicate user experiences to others. I especially think this book would be useful for developers who are looking for a better way to express their ideas (or frustration) to clients, designers and other stakeholders because there is a big enough range of exercises that he should be able to find something that works.The other place I would recommend this book would be for an advanced user interfaces undergrad/graduate level college course. There's enough work in here to make for a -really- fun semester's worth of work. I hope a professor picks this up and builds a course around it :)Happy sketching :)

I am not a designer - but have been reading a lot about design and this is by far one of the most practical books you will buy. Some of the techniques are practical and wil change the way you do wireframes. I guess these are commonplace techniques used by designers but for non-designers it just changes your perspective. This is a true workbook, so be prepared to spend time doing versus reading-you wont be disappointed especially if you are an engineer looking to learn design. It is not a book about principles of design (there are many books out there that do that), this is a book about practical, real world techniques.Before reading this book I thought sketching is for the "creative

designers", but the techniques here (take pictures, trace) make it really simple.

I use this book regularly in classes to teach software developers what a basic user experience design process looks like. It it accessible and concise. It has lots of illustrations and examples, and includes useful exercises.If you or your team would like to work on more modern user interfaces, this book will guide you through part of the process to do it. It's not really about the understanding phase of design, so it doesn't cover aspects such as user observation, but it covers the sketching phase quite well.If you like it, you can move on to the conceptual book that inspired this one: Sketching User Experiences: Getting the Design Right and the Right Design by Bill Buxton. You might also be interested in Bill Buxton's videos, which are available on the usual video sites.

This workbook is a great companion to Bill Buxton's sketching book - lots of exercises I catch myself doing during doodle time during meetings, waiting for doctors, etc. It's probably just as useful for people not in the user experience research / design field, but it's especially fitting for those of us who are!

Especially for people who are and are not artists (as in everyone), this book presents using sketching for any project that requires innovation and multiple steps. In the first pages, it demonstrates that ideas can be expanded, discarded for something better, improved and entirely new approaches realized. While this is available in all disciplines, sketching is a good medium for capturing and exploring ideas from daily exposures. I'm thoroughly enjoying reading and using the ideas.

Amazing review of sketching and the thought process behind sketching.Easy to follow with lots of pictures, examples, and exercises. Would highly recommened to product managers or UI designers looking to improve their sketching skills.

The Workbook is a great hands-on way to learn the thought process of UX design. It is very easy to follow, and it will get you in the habit of observing interfaces around you...and definitely get you sketching.I found that a lot of their suggestions for collecting images, ideas, etc could be done with Pinterest, but as I said before, this is a very hands-on book, and the authors seem to prefer physical collections over virtual ones.Great ideas for creating templates to work from, using office supplies to make iterations, and more :)As someone interested in becoming a UX designer I know this will be a

valuable resource!

Love this book, it's lots of fun because it's a step by step process that shows you how UX works and shows how you use it in every day life.

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