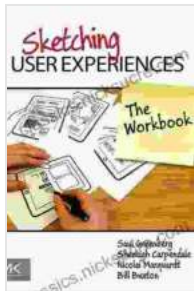


Sketching User Experiences: The Workbook

Sketching is an essential tool in the UX designer's toolkit. It's a quick and dirty way to generate ideas, communicate concepts, and get feedback from users. But sketching isn't just for designers—anyone who wants to create better user experiences can benefit from learning how to sketch.



Sketching User Experiences: The Workbook

by Saul Greenberg

★★★★☆ 4.4 out of 5

Language : English

File size : 15403 KB

Text-to-Speech : Enabled

Screen Reader : Supported

Enhanced typesetting : Enabled

Word Wise : Enabled

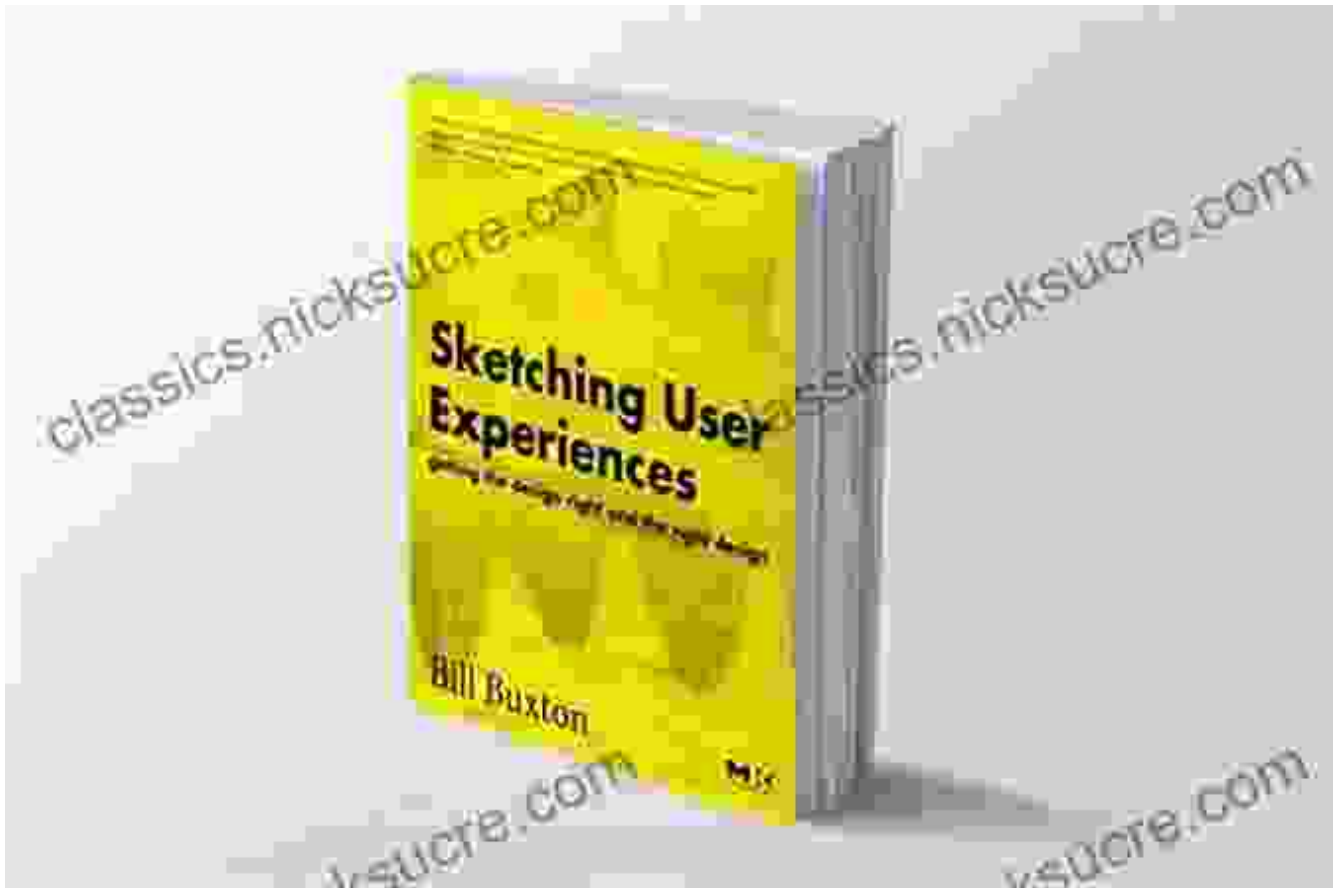
Print length : 272 pages



This workbook will teach you the basics of sketching user experiences. You'll learn how to generate ideas, create prototypes, and communicate your designs to others. By the end of this workbook, you'll be able to use sketching to improve the user experience of any product or service.

Chapter 1: Getting Started

In this chapter, you'll learn the basics of sketching for user experiences. You'll learn how to choose the right tools, how to hold a pencil, and how to draw basic shapes. You'll also learn some of the fundamental principles of UX sketching, such as using negative space and sketching in perspective.



Chapter 2: Generating Ideas

In this chapter, you'll learn how to generate ideas for user experiences. You'll learn how to brainstorm, how to conduct user research, and how to use sketching to explore different possibilities. You'll also learn some of the common UX patterns that you can use to create better experiences.



Sketching can help you to explore different possibilities and generate new ideas.

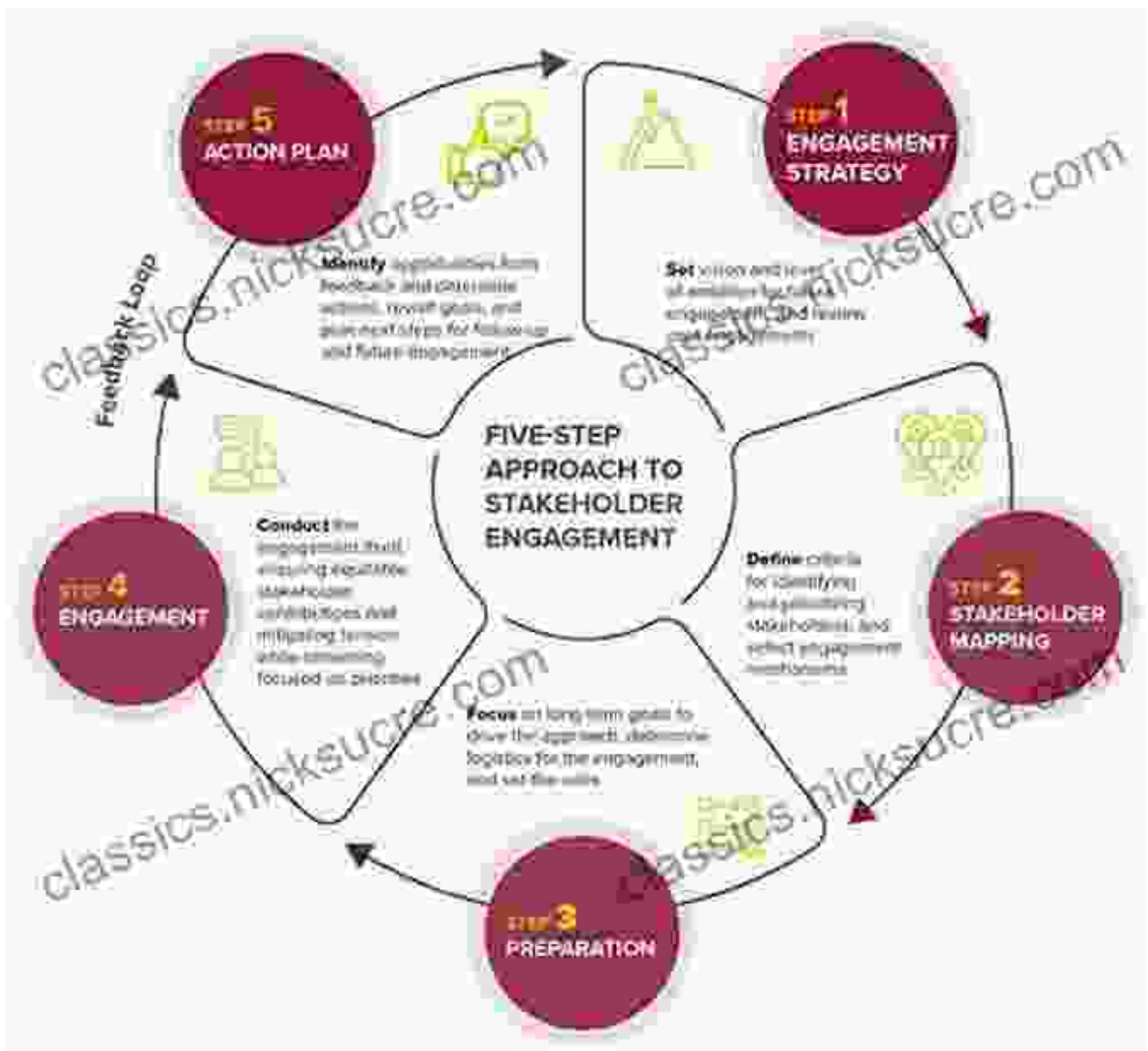
Chapter 3: Creating Prototypes

In this chapter, you'll learn how to create prototypes of your user experiences. You'll learn how to create wireframes, mockups, and interactive prototypes. You'll also learn how to test your prototypes with users and get feedback.



Chapter 4: Communicating Your Designs

In this chapter, you'll learn how to communicate your designs to others. You'll learn how to create presentation materials, how to write user stories, and how to present your designs to stakeholders. You'll also learn some tips for getting buy-in for your designs.



Sketching can help you to communicate your designs to others and get feedback.

Sketching is a powerful tool that can help you to create better user experiences. By learning how to sketch, you'll be able to generate ideas, create prototypes, and communicate your designs to others. This workbook will teach you the basics of sketching for user experiences. By the end of

this workbook, you'll be able to use sketching to improve the user experience of any product or service.



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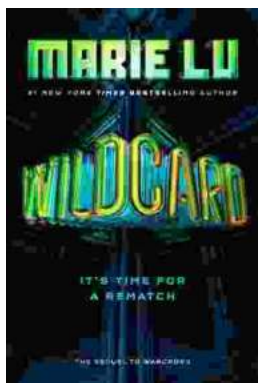
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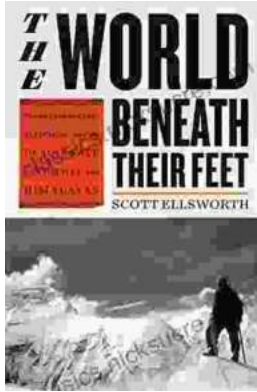
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