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Let's get into the sketching mood. What is a user experience? Why is sketching a good way for you to think about and generate user experiences? Why do so many designers carry a sketchbook, and why should you join them? How can you begin sketching to brainstorm and refine your design ideas?	
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While most people think of sketching as a way to generate new ideas, a large part of sketching is about rapidly collecting existing ideas. There is huge value in gathering and sampling material from the world around us. When you capture ideas of others, you can then use those ideas as a starting point: to inspire you into alternate directions, to seed brainstorming, to evolve existing ideas into new ones, to remix a multitude of ideas. You don't have to do this alone: there are ways to preserve these captured ideas so you can share and discuss them with your colleagues.	
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	Your typical sketch will capture a single moment in time, usually as a single scene in your envisioned user experience. While we won't teach you how to be an artist, we will show you a variety of methods to create these sketches.	
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	What makes interaction design unique is that it imagines a person's behavior as they interact with a system over time. Storyboards capture this element of time as a series of discrete images that visually narrate what is going on scene by scene.	
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